



## PLAYING CONDITIONS

### A DIVISION 40 OVERS A SIDE

### SEASON 2016-17

**SECTION I : SPIRIT OF CRICKET – PREAMBLE TO THE LAWS**

**SECTION II : PLAYING CONDITIONS FOR THE SEASON 2016-17**

**SECTION III : CODE OF CONDUCT FOR PLAYERS AND SUPPORT PERSONNEL**

#### MATCH TIMINGS

**Innings Duration: 170 Minutes**

First Session	10.00 am – 12.50 pm
Change of Innings Interval	12.50 pm – 13.30 pm
Second Session	13.30 pm – 04.20 pm

#### TEAM GROUPINGS

##### GROUP A

INDIAN SOCIAL CLUB  
IT WORKS  
OOREDOO  
RENAISSANCE  
SALMAN STORES

##### GROUP B

MDC ENHANCE EAGLES  
NYDT  
OCT MUSCAT  
OUA TRAVEL  
WHITE LOTUS INTERNATIONAL LLC

# **SECTION I**

## **Spirit of Cricket: Preamble to the Laws**

*Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.*

**1.** There are two Laws which place responsibility for the team's conduct firmly on the captain.

### **Responsibility of captains**

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

### **Player's conduct**

In the event of a player failing to comply with instructions by an Umpire, or criticising by word or action the decision of an Umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the Umpire concerned shall in the first place report the matter to the other Umpire and to the player's captain, and instruct the latter to take action.

### **2. Fair and unfair play**

According to the Laws the Umpires are the sole judges of fair and unfair play.

The Umpires may intervene at any time and it is the responsibility of the captain to take action where required.

### **3. The Umpires are authorised to intervene in cases of:**

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

### **4. The Spirit of the Game involves RESPECT for:**

- Your opponents
- Your own captain
- The roles of the Umpires
- The game's traditional values

### **5. It is against the Spirit of the Game:**

- To dispute an Umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or Umpire
- To indulge in cheating or any sharp practice, for instance:
  - (a) to appeal knowing that the batsman is not out
  - (b) to advance towards an Umpire in an aggressive manner when appealing
  - (c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

## **6. Violence**

There is no place for any act of violence on the field of play.

## **7. Players**

Captains and Umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution towards this.

# **SECTION II**

## **Oman Cricket**

### **'A' Division 40 overs-a-side Single League Tournament**

#### **PLAYING CONDITIONS FOR YEAR 2016-17**

***Except as varied hereunder the Laws of Cricket (2000 Code 5th Edition - 2010) shall apply. The laws of cricket apply to the competition throughout. These regulations supplement, but do not replace, them. References to Laws in these regulations are to the MCC Laws of cricket.***

The immediate supervision of the competition is the responsibility of the Head of the Tournament Committee, who may if required, issue such supplementary instructions as may be necessary in the course of the tournament provided that in doing so no unfairness is caused to teams who have already played.

The Committee is to review progress at regular intervals and take such action as is called for by the Tournament Committee. Where ever mentioned in the clauses below, "OC" refers to "Oman Cricket".

**Note:** Captains are advised to note the differences to the Playing conditions when matches are played on the Turf pitch and Astro-turf pitch grounds.

#### **1. LAW 1 - THE PLAYERS**

##### **1.1 Law 1.1 - Number of Players**

Law 1.1 shall be replaced by the following:

- 1.1.1 A match is played between two sides. Each side shall consist of 11 players, one of whom shall be Captain.
- 1.1.2 If a team has less than 11 players available at the time of toss, the toss shall be delayed until such time that there are 11 players available to play the match, provided the time does not exceed a period of 30 minutes from the scheduled start of the match. In such cases, the number of overs of the match may be reduced accordingly (Refer to 12.4.2 (b)).
- 1.1.3 Notwithstanding the above, if a team has insufficient number of players at the scheduled time of Toss, it shall be bound by penalties as mentioned in Appendix 1 (refer Clause 12.7).
- 1.1.4 If a team does not take to the field as a result of having less than 11 players to play, the opposing team shall be considered to have been given a walk-over and appropriate action taken by the tournament committee (Refer Clause 21.10 below).

##### **1.2 Law 1.2 - Nomination of Players**

Law 1.2 shall be replaced by the following:

- 1.2.1 Each captain shall nominate 11 players and 3 substitute fielders in writing to on-field Umpires at least 5 minutes before the toss. No player (member of playing eleven)

may be changed after the toss without the consent of the opposing captain. The Umpires are required to record the time when the completed team nomination list is submitted in the field provided for it in the team nomination form.

- 1.2.2 Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the on-field Umpires, in exceptional circumstances, allows subsequent additions, subject to 1.2.4 below.
- 1.2.3 All the nominated players (11+3) shall be deemed to have been registered for their respective team. An original printed version of the team list is to be presented to the on-field Umpires at the time of nomination of the team members.
- 1.2.4 No player other than the one currently registered for that team may play or act as a substitute in the league tournament. The use of unregistered player will entail the team concerned forfeiting any points gained for the match in question. An automatic suspension will be imposed on the player concerned for three consecutive matches. Oman Cricket may inflict further penalties if they consider they are called for after receiving the report of the Umpires.
- 1.2.5 Those on Visit VISA cannot be registered throughout the competition, even if the resident VISA is under process.
- 1.2.6 School students can be registered by teams. This rule, however, will not allow students of other educational institutes/academies registered with Oman Cricket to play for other team, if the players are already registered with the institute or academy.
- 1.2.7 A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:
  - a) Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or
  - b) Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.
- 1.2.8 A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter be permitted to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the match is not within the playing area described in b) above (for example, the player is not permitted to enter the on-field 'dug-out').

### **1.3 Law 1.3 – Captain**

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

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

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

Law 2 shall apply subject to the following:

### **2.1 Law 2.5 - Fielder absent or leaving the field**

Law 2.5 shall be replaced by the following:

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the Umpire shall be informed of the reason for his

absence, and he shall not thereafter come on to the field during a session of play without the consent of the Umpire (Refer to Law 2.6). The Umpire shall give such consent as soon as practicable.

**If a player is absent from the field for longer than 8 minutes:**

- 2.1.1 The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.
- 2.1.2 The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

The restriction in Clauses 2.1.1 and 2.1.2 above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

In the event of a batsman or a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the Umpires when he is fit enough to take the field had play been in progress.

Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time.

Umpires shall be the sole judge for calculating the playing time and when the fielder is allowed to bat or bowl.

- 2.1.3 Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred as a 'Comfort Break'.

### **3 LAW 3 - THE UMPIRES**

#### **3.1 Law 3.1 - Appointment and attendance**

Law 3.1 shall be replaced by the following:

- 3.1.1 Oman Cricket will appoint the on-field Umpires.
- 3.1.2 There shall be no fourth (TV) Umpire throughout the tournament.
- 3.1.3 Neither team will have a right of objection to an Umpire's appointment.
- 3.1.4 The Umpires shall be present at the ground at least 45 minutes before the scheduled start of play.
- 3.1.5 There shall be no match referees appointed in Oman Cricket tournaments.

#### **3.2 Third Umpires / TV Replays**

There shall be no third or reserve Umpire for any matches.

The TV replay referral system shall not apply.

### **3.3 Law 3.2 - Change of Umpire**

The following shall apply in place of Law 3.2:

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

### **3.4 Law 3.4 - To inform captains and scorers**

In addition to Law 3.4 (i)

The Umpires shall make every effort to walk on to the field 5 minutes before the scheduled start of the games and inform the captains before entering the field.

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

Laws 3.8 and 3.9 shall apply subject to the following:

- 3.5.1 The safety of all persons within the ground is of paramount importance to the OC. In the event that any threatening circumstances, whether actual or perceived, comes to the attention of any Umpire (including for example weather, pitch invasions, act of God etc. See also 3.6), then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the Umpires. See also Clause 3.6 below.

Laws 3.8 and 3.9 shall be replaced by:

- 3.5.2 The Umpires shall be the final judges of the fitness of the ground, weather and light for play. See 3.5.2 and Law 7.2 (Fitness of the pitch for play).

- 3.5.3 Suspension of play for adverse conditions of ground, weather or light.

(a) All references to ground include the pitch. See Law 7.1 (Area of pitch).

(b) If at any time the Umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or Umpire, so that it would be unreasonable or dangerous for play to take place, then they should immediately suspend play, or not allow to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the Umpires alone to make.

If the Umpires consider that the ground is so wet or slippery as to deprive the bowler of reasonable foothold, the fielders of the power of free movement, or the batsmen of their ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.

(i) The Umpires shall disregard any shadow on the pitch from the adjacent building/mountains or from any permanent object on the ground.

(ii) If a shadow from the fielder falls across the strikers 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. In the event of a fielder moving before the striker receives the ball, the Umpire shall call and signal 'dead ball' if he considers the striker has been disadvantaged by the action.

- (c) When there is a suspension of play it is the responsibility of the Umpires to monitor the conditions. They shall make inspections as often as appropriate. Immediately the Umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.
- (d) If play is in progress up to the start of an agreed interval then it will resume after interval unless the Umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or Umpire, so that it would be unreasonable or dangerous for play to take place.

### **3.6 Law 3.10 Exceptional Circumstances.**

The following shall apply in addition to Law 3.10:

- 3.6.1 Play may be suspended due to safety and security concerns on the decision of the On-field Umpires.
- 3.6.2 Where play is suspended under Clause 3.6.1 above the decision to abandon or resume play shall be the responsibility of the On-field Umpires who shall act only after consultation between them. If the match is abandoned for reasons of inclement weather or the ground being unfit to either start or continue play, the match shall be completed as “no result” and 2 points will be awarded to both the teams. Only when the matches are abandoned by Oman Cricket before the start of the match, will the match be rescheduled for another date.

### **3.7 Clothing, Equipment and Sightscreens**

- 3.7.1 Pads and players’ clothing shall be white. All teams are required to adhere to the Clothing specification as instructed by Oman Cricket (Refer to Appendix 5). Each player’s Jersey should carry the player’s Jersey number at the back. Name of the player is optional, however, if printed it shall be the first name in full and not aliases.

Team names are allowed to be printed on player’s clothing only on the front side. One team logo, not more than four sponsors logos and one Charity logo shall be permitted to be printed on the attire in specified locations in the front and in the arm sleeve.

- 3.7.2 Sightscreens will be white and shall be provided at both ends in all grounds.

## **4 LAW 4 - THE SCORERS**

### **4.1 Law 4.2 - Correctness of scores**

Attention is drawn to Clause 21.

## **5 LAW 5 - THE BALL**

### **5.1 Law 5.2 - Approval and control of balls**

Law 5.2 shall be replaced by the following:

- 5.1.1 Red balls of an approved standard supplied by Oman Cricket will be used for all the matches.
- 5.1.2 The fielding captain or his nominee may select one ball, before the start of that innings, with which he wishes to bowl, from the supply provided by Oman Cricket.
- 5.1.3 The Umpires shall retain possession of the match ball 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, or any other disruption in play. Each fielding team shall have one new ball for its innings which will be used at the both the ends.

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

Law 5.4 shall not apply.

## **5.3 Law 5.5 - Ball lost or becoming unfit for play**

Law 5.5 shall be replaced by the following:

- 5.3.1 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 replace it by one that in their opinion has had a similar amount of wear.
- 5.3.2 In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew and in the opinion of the Umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear, even though it has not gone out of shape.
- 5.3.3 If the ball is to be replaced, the Umpire shall inform the batsman. Either batsman or bowler may raise the matter with the Umpires and the Umpires' decision as to a replacement or otherwise will be final.

## **5.4 Law 5.6 – Specifications**

Law 5.6 shall not apply.

## **6 LAW 6 - THE BAT**

Law 6.1 shall apply.

## **7 LAW 7 - THE PITCH**

### **7.1 Law 7.3 - Selection and preparation**

The following will apply in addition to Law 7.3:

- 7.1.1 The ground staff shall ensure that during the period prior to the start of play and during intervals, the pitch area shall be secured as to prevent unauthorized access. (The pitch area shall include an area at least 2 meters beyond the rectangle made by the crease markings at both ends of the pitch).
- 7.1.2 The Umpires shall ensure that, prior to the start of play and during any intervals, only authorized ground staff, the OC match officials, players and team coaches shall be allowed access to the pitch area. Such access shall be subject to the following limitations:
  - a) Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
  - b) No spiked footwear shall be permitted.
  - c) No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.
  - d) Access shall not interfere with pitch preparation.
- 7.1.3 In the event of any dispute, the Head of Tournament Committee or the on-field Umpires, will rule and the ruling will be final.

## **7.2 Law 7.4 - Changing the pitch**

Law 7.4 shall be replaced by the following:

- 7.2.1 In the event of a pitch being considered too dangerous for play to continue in the estimation of the on-field Umpires, they shall stop play and immediately advise both the captains and/or the Head of Tournament Committee.
- 7.2.2 The on-field Umpires shall consult with both captains.
- 7.2.3 If the captains agree to continue, play shall resume.
- 7.2.4 If the decision is not to resume play, the on-field Umpires shall consider whether the existing pitch can be repaired and the match resumed from the point it was stopped. In considering whether to authorize such repairs, the on-field Umpires must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.
- 7.2.5 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences:
  - a) In the event of the required number of overs to constitute a match, (i.e.) 20 overs in an uninterrupted game, having been completed at the time the match is abandoned, the result shall be determined according to the provisions of clause 21.6.1.
  - b) In the event of the required number of overs to constitute a match not having been completed, the match will be abandoned as a “no result”.
- 7.2.6 If the match is abandoned as a no result, both teams shall awarded 2 points each.

## **7.3 Law 7.5 - Non-turf pitches**

Shall not apply.

## **8 LAW 8 - THE WICKETS**

### **8.1 Law 8.2 - Size of stumps**

Law 8.2 shall apply.

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

### **9.1 Law 9.3 - The Popping Crease**

Law 9.3 shall apply, except that the reference to ‘a minimum of 6 feet’ shall be replaced by a ‘minimum of applicable length’, wherever possible.

### **9.2 Additional Crease Markings**

The following shall apply in addition to Law 9:

As a guideline to the Umpires for the calling of ‘wides’ on the offside the crease markings shall be marked in white at each end of the pitch.

## **10 LAW 10 - PREPARATION AND MAINTENANCE OF THE PLAYING AREA**

### **10.1 Law 10.1 – Rolling**

Oman Cricket shall provide a light roller which could be used by the team batting second for a minimum of 3 minutes to a maximum of 7 minutes before the start of the innings.

The following shall apply in addition to Law 10.1:

10.1.1 Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the grounds man. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the grounds man, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the Umpires. The Umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

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

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

## **10.2 Law 10.6 - Maintenance of Foot holes**

The following shall apply in addition to Law 10.6:

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

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

### **11.1 Law 11.1 - Before the Match**

The following shall apply in addition to Law 11.1:

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

### **11.2 Law 11.2 - During the Match**

Law 11.2 shall be replaced by the following:

The pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match. The covers must totally protect the pitch and also the pitch surroundings, a minimum 5 meters either side of the pitch and any worn or soft areas in the outfield.

### **11.3 Law 11.3 - Covering Bowlers' Run Ups**

Law 11.3 shall be replaced by the following:

Wherever possible and available the bowler's run-ups shall be covered to a distance of at least 5 x 5 meters.

### **11.4 Law 11.4 - Removal of Covers**

Law 11.4 shall be replaced by the following:

The covers shall be removed no earlier than 5.00 am and no later than 7.00 am on the morning of the match provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.

Attention is drawn to clauses 3.5 above.

## 12 LAW 12 – INNINGS

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

### 12.1 Law 12.1 - Number of innings

Law 12.1 shall be replaced by the following:

12.1.1 All matches will consist of one innings per side and each innings being limited to a maximum of 40 overs.

12.1.2 All matches shall be of one half day's scheduled duration.

12.1.3 Every effort will be made to complete matches on the scheduled day with any necessary reduction in overs taking place, and only if the minimum number of overs by each team (16 overs) necessary to constitute a match cannot be bowled on the scheduled day will the match be deemed as abandoned and 2 points will be awarded to both the teams.

12.1.4 There shall be no reserve days for any of the matches.

### 12.2 Law 12.2 - Alternate innings

Law 12.2 shall not apply.

### 12.3 Law 12.3 - Completed innings

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

### 12.4 Length of Innings

12.4.1 Uninterrupted Matches.

- (a) Each team shall bat for 40 overs unless all out earlier.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled.

Unless otherwise determined by the Umpires, 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 completed over. (For instance, in an uninterrupted game, if the team fielding first completes, say, 38 overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs (40) have been bowled, but the team batting second will be allowed to bat only 38 overs).

The Umpires may increase the number of overs to be bowled by the team bowling second if after consultation with each other they are of the opinion that events beyond the control of the bowling team prevented the team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting first.

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 cessation of the first innings (the over in which the last wicket falls to count as a complete over).

- (c) If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for 40 overs.
- (d) If the team fielding second fails to bowl 40 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- (e) No other penalties shall apply in the match for slow over rates for the team bowling second. However, the Umpires are advised to report matter in writing on the back of the score sheet. It shall be the responsibility of the On-field Umpires to inform the fielding captain of the time being consumed by his side.
- (f) It should be noted that the Umpires have the discretion to extend the time limit where an exceptional delay attributable to neither side occurs and to adjudicate the match in the best interest of the game. The Umpires decision is final.
- (g) The Umpires are to include in their report cases in writing, where, in their opinion, the failure to bowl the correct number of overs is attributable partially or totally to the batting side. The Tournament Committee will then take appropriate action.
- (h) Should the side bowling first take all 10 wickets (or all of the wickets where a side plays with less than 11 players) the full 40 overs are to be bowled, if necessary, in the second innings.
- (i) Penalties shall apply for slow overs (refer OC Code of Conduct)

#### 12.4.2 Delayed or Interrupted Matches

- a. Delay or Interruption to the Innings of the Team Batting First (see Appendix 2)
  - i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.11 overs per hour, which is inclusive of the provision of drinks intervals, in the total time available for play.
  - ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 16 overs have to be bowled to the side batting second, subject to the innings not being completed earlier.
  - iii) As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1, multiplied by 4.25, then the first innings is terminated and the provisions of 12.4.2.(b) below take effect.
  - iv) A fixed time will be specified for the commencement of the interval (Change of Innings Interval) and also the close of play for the match, by applying a rate of 14.11 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time

for cessation of the match. If required the original time shall be extended to allow for one extra over for each team.

- v) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs has been bowled or the innings is completed.
  - vi) Penalties shall apply for slow overs (refer OC Code of Conduct).
- b. Delay or Interruption to the innings of the Team Batting Second (see Appendix 3).
- i) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 14.11 overs per hour, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
  - ii) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
  - iii) To constitute a match, a minimum of 16 overs have to be bowled to the team batting second subject to the innings not being completed earlier.
  - iv) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
  - v) A fixed time will be specified for the close of play by applying a rate of 14.11 overs per hour. With the exception of drinks intervals, the timing and duration of all relative delays, extensions in playing hours and interruptions in play will be taken into consideration in specifying this time.
  - vi) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.
  - vii) Penalties shall apply for slow overs (refer OC Code of Conduct).

## **12.5 Extra Time**

In all matches where the start of play is delayed or play is suspended due to inclement weather, the scheduled hours of play shall be extended up to a maximum of 30 minutes.

*For the sake of clarity, the extra time should not be treated for compensation of actual time lost (wastage time) during play for reasons mentioned in Clause 16.4 below.*

## **12.6 Number of Overs per Bowler**

12.6.1 No bowler shall bowl more than 6 overs in an innings.

- 12.6.2 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.
- 12.6.3 Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 12.6.4 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

## 12.7 Law 12.4 – The toss

Law 12.4 shall be replaced by the following:

- 12.7.1 The captains shall toss for the choice of innings, on the field of play and in the presence of the On-field Umpires, who shall supervise the toss. The toss shall take place not earlier than 30 minutes or later than 15 minutes before the scheduled start or any re-scheduled time for the match to start. Note, however, the provisions of Law 1.3 (Captain).
- 12.7.2 If for reasons where the toss is delayed due to the non-submission of either or both teams list, the team(s) responsible for the delay shall be subjected to penalties as described in Appendix 1 and the number of overs for the whole match reduced as follows
- i. If the toss is delayed by either 8 minutes or less, a complete 30 overs a side game shall be played and the Change of Innings interval reduced by 10 minutes.
  - ii. If the toss is delayed beyond 8 minutes, overs shall be reduced from the whole match in such as that the delay is calculated based on 4 minutes per over.

*For the sake of clarity: The following table shall be followed when the number of overs are reduced due to either one or both teams delaying the Toss from being held on time.*

Time Lost (Scheduled Time)	Total Overs Lost (Whole match)	Overs to be Reduced (Whole match)
0-8 minutes	2 overs	Nil
9 to 16 minutes	3 or 4 overs	1 over each
17 to 24 minutes	5 or 6 overs	2 overs each
25 to 32 minutes	7 or 8 overs	3 overs each
33 to 40 minutes	9 to 10 overs	4 overs each

**Note:** Law 12.5 requiring the captain of the side winning the toss to notify the opposing captain as soon as the toss is completed of his decision to bat or to field first shall apply.

## 13 LAW 13 - THE FOLLOW-ON

Law 13 shall not apply.

## 14 LAW 14 - DECLARATION AND FORFEITURE

Law 14 shall not apply.

## 15 LAW 15 – INTERVALS

Law 15 shall apply subject to the following:

## **15.1 Law 15.5 - Changing agreed times for intervals - Interval between Innings**

If the innings of team batting first is completed prior, to the schedule time for interval, the interval (a 10 minutes Change of Innings interval) shall take place immediately. In this case, the innings of the team batting second will commence accordingly earlier.

## **15.2 Law 15.9 - Intervals for drinks**

15.2.1 Two drinks break per session shall be permitted, each 1 hour apart for a maximum of 3 minutes each. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the Umpires may permit extra intervals for drinks.

15.2.2 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.

15.2.3 No other drinks shall be taken onto the field without the permission of the Umpires.

15.2.4 Any player taking drinks onto the field shall be dressed in proper cricket attire (subject to the wearing of bibs) and shall be one who is nominated as a 12<sup>th</sup> man or a substitute in the team list. Coaches and Managers are not permitted to carry drinks on to the field.

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

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

### **16.1 Law 16.1 – Start and Cessation Times**

16.1.1 There shall be 1 session of 2 hours and 50 minutes each, separated by a 40 minutes Interval for meals.

16.1.2 The scheduled hours of play will be as follows:

First Session	10.00 am – 12.50 pm
Change of Innings Interval	12.50 pm – 13.30 pm
Second Session	13.30 pm – 04.20 pm

16.2 Laws 16.6, 16.7 and 16.8 shall not apply.

16.3 Laws 16.9, 16.10, and 16.11 shall apply in so far as they are relevant to a one innings limited overs type match.

### **16.4 Minimum Over Rates**

The minimum over rate to be achieved will be 14.11 overs per hour. The actual over rate will be calculated at the end of the match by the Umpires.

In calculating the actual over rate for the match, allowances will be given for the actual time lost as a result of any of the following:

16.4.1 treatment given to a player on the field of play;

16.4.2 a player being required to leave the field as a result of a serious injury;

16.4.3 time wasting by the batting side; and

16.4.4 all other circumstances that are beyond the control of the fielding side including the retrieval of the ball from beyond the boundary line.

16.4.5 Umpires consultations



16.4.6 On each occasion when the ball crosses the boundary a minimum of one quarter of a minute (15 seconds) of time lost may be granted to the bowling side. However, Umpires are required to take into consideration the actual time lost if it takes more time to retrieve the ball from outside the boundary line.

If a side is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.

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

Law 17.1 shall apply subject to the following:

### **17.1 Law 17.2 - Practice on the rest of the square**

No practice on the square shall not be permitted.

### **17.2 Law 17.3 – Practice on the outfield**

Law 17.3 shall apply save that Law 17.2 (b) (ii) shall be replaced with the following:

- ii) There shall be no bowling or batting practice on the outfield. Bowling a ball, using a short run up to a player in the outfield during play is not be regarded as bowling practice but shall be subject to (b) (iii) and (c) below.

## **18 LAW 18 - SCORING RUNS**

Law 18 shall apply.

## **19 LAW 19 – BOUNDARIES**

### **19.1 Law 19.1 - The boundaries of the field of play**

19.1.1 The playing area as provided by Oman Cricket shall be used for all matches.

### **19.2 Law 19.2 - Defining the boundary - Boundary marking**

The following shall apply in addition to Law 19.2:

All boundaries shall be designated by a rope, painted line with flags or similar object of a minimum standard as provided by Oman Cricket from time to time. Where appropriate the rope should be at a required minimum distance of 3 yards (2.74 meters) inside the perimeter fencing or advertising signs.

### **19.3 Law 19.3 - Scoring a boundary**

The following shall apply in addition to Law 19.3:

If an unauthorized person enters the playing arena and handles the ball, the Umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batsman is liable to be out as a result of the unauthorized person handling the ball. See also Law 19.1 (c).

## **20 LAW 20 - LOST BALL**

Law 20 shall apply.

## **21 LAW 21 - THE RESULT**

Law 21 shall apply subject to the following:

### **21.1 Law 21.1 - A win - two innings match**

Law 21.1 shall not apply.

### **21.2 Law 21.2 - A win - one innings match**

Law 21.2 shall apply in addition to the following:

21.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 16 overs, unless one team has been all out in less than 16 overs or unless the team batting second scores enough runs to win in less than 16 overs.

21.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of 16 overs, shall be declared 'No Result' and 2 points will be awarded to each team (Refer 21.9 below).

### **21.3 Law 21.3 – Umpire awarding a match**

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

(i) Concedes defeat or

(ii) In the opinion of on-field Umpires refuses to play and the on-field Umpires shall award the match to the other side.

(b) If an Umpire considers that an action by any player(s) might constitute refusal by either side to play, then the Umpires together, ascertain the cause of this action. If the on-field Umpires, after due consultation between them decide that this action does constitute a refusal to play by one side; they shall so inform the captain of the other side. If the captain persists in the action the on-field Umpires shall award the match in accordance with 21.3(a) (i) above.

(c) If action as in 21.3(b) above takes place after play has started and does not constitute a refusal to play, the delay or interruption in play shall be dealt with in the same manner as provided for in Clauses 12.4.2 and 15.1 above.

Note: In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action being taken against the captain and team responsible.

### **21.4 Law 21.4 - A Tie**

Law 21.4 shall apply in addition to the following:

21.4.1 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.

21.4.2 In the event of a tied match the teams shall be awarded 2 points each (Refer 21.9).

### **21.5 Law 21.5 - A Draw**

Law 21.5 shall not apply.

### **21.6 Prematurely Terminated Matches - Calculation of the Target Score**

21.6.1 In the event of a match not being completed because of poor light or inclement weather or the pitch being considered too dangerous to play, the score at the last

completed over played by the side batting second is to be compared with the other side's score at the same point in their innings to decide the result, provided the side batting second has faced more number of overs than the side that batted first. For the team batting second it shall have scored at least 1 run more than the team batting first at the same point of time, for a win. If it is not possible for the side batting second to receive 16 overs, a "no result" should be recorded and 2 points will be awarded to both the teams.

If the side batting second has not had more number of overs to face than the side that batted first, but has played the minimum number of required overs to constitute a match, then the winner shall be decided on average scores (up to four decimals) of the two sides calculated at the last completed over of the side batting second. The side having a higher average shall be considered to have won the match.

*For the sake of clarity: If the side batting first is all out before facing 40 overs, it shall be considered to have played 40 overs for the sake of calculating the averages.*

*For example*

*If the side batting first were all out scoring 220 runs in 35 overs and the side batting second has scored 168 runs and the game is prematurely terminated when 33.3 overs have been bowled, the winner shall be calculated as follows*

*Average of side batting first :  $210/40 = 5.25$   
Average of side batting second :  $168/33 = 5.0909$*

*Side batting first would be considered to have won the match.*

21.6.2 The Umpires shall be the final judges to decide the winner of the match and the same should be recorded in the score sheet with the details.

21.6.3 If the scores are tied, Clause 21.4 above shall be followed.

## **21.7 Correctness of result**

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

## **21.8 Event Format**

21.8.1 The Tournament Programme will run throughout the season. The teams shall be divided in to two groups, Group A and Group B (as mentioned in the cover page). In the first league round, each team in each group shall play one another once.

21.8.2 The top three teams from each group, based on points (Refer to Clause 21.9 below) at the end of this round, shall qualify to play in the second round, where in, each team from one group will play the three teams from the other group. The top two teams that have secured the highest points in this round (not considering the first round points), will be declared the Winners and Runner-up. Should the points of two or more teams be equal at the end of the tournament, the Champions / Runners-Up will be decided based on the criteria mentioned below in 21.9.2.

21.8.3 The two teams that occupy the bottom two positions in the first round in each group, shall qualify to play the 7 to 10 playoff positions, wherein, each team from one group will play the two teams in the other group. The teams positions will be decided on the points earned in this round.

21.8.4 Matches will normally be played on Fridays and when required, would be scheduled on Saturdays.

21.8.5 The detailed programme will be issued by Oman Cricket. Once issued, it will not be altered. Any request for change of date or venue will not be entertained.

If a team wishes to have a change in schedule, Oman Cricket shall not be responsible for any rescheduling of matches, but the concerned team shall have the option to liaise with their opponents and schedule the matches such that it does not affect the already issued schedule.

Once, the teams have agreed the following shall be sent to OC in writing

- i. Letter of information stating the need for change by the team requesting it
- ii. Letter(s) of confirmation by concerned teams and their acceptance that OC shall not be liable if the team(s) do not turn up for the match on the rescheduled date, as agreed between the teams

## **21.9 Points**

### **21.9.1 All league Matches**

The following points system shall apply:

Win, with bonus points	5
Win, without bonus points	4
Tie / Abandoned matches	2 point for each team
Loss	0

#### **Bonus Points**

The team which achieves a run rate of 1.25 times that of the opposition shall be awarded the bonus point.

A team run rate will be calculated as the runs scored in an innings divided by the number of overs faced. In the event the team is all out before the allotted overs are completed the team will be deemed to have played 40 overs unless the team has won the match before the completion of the 40 overs.

**21.9.2** In the event of two or more teams finishing on equal points at the end of the league matches, the right to progress further, if required, or the Champions and/or the Runners-up will be decided based on the following order of priority:

- i) The team with the most number of wins in the league matches.
- ii) If still equal, the team with the highest net run rate, calculated up to four decimal points (refer to 21.9.3 below for the calculation of net run rate).
- iii) If still equal, the team which was the winner of the head to head match played between them will be placed in the higher position.
- iv) In the highly unlikely event that teams cannot be separated by the above this will be done by toss of the coin.

Note: The scores of matches declared as 'no result' will not be included in calculation of run rate.

### **21.9.3 Net Run Rate**

- (a) A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the league round matches, the average runs per over scored against that team throughout the league round matches.

<b>Total Number of Runs scored</b>		<b>Total runs conceded</b>
-----	<b>Minus</b>	-----
<b>Total Number of over played</b>		<b>Total overs bowled</b>

- (b) In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate of both teams shall be based on the full quota of overs to which the batting team would have been entitled and not on the number of overs in which the team was dismissed.
- (c) Only those matches where results are achieved will count for the purpose of net run rate calculations.

**21.9.4** In the event of any dispute the decision of Tournament Committee will be final and binding on all the concerned.

**21.10 Walkover**

Where a team concedes a walk over, the team and the players will be disqualified and withdrawn from the tournament for the current season and the next season. All points earned and conceded against all teams and individual performances will be expunged.

In case of genuine reasons, such as, rain on the day of the match or being not able to reach the ground due to wadis etc. walk over without penalty could be considered by the tournament committee. Any other form of walk over will result in the team being banned along with its players for the ongoing and the subsequent seasons and forfeiting the deposit amount, either in full or the balance.

**22 LAW 22 - THE OVER**

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

**22.1 Law 22.5 - Umpire miscounting**

Whenever possible the scorers shall inform the on-field Umpires if the over has been miscounted. In such a case where lesser number of balls has been bowled, the Umpire at the Bowler’s end, then shall, provided a new over has not commenced, advice the captain of the fielding side to complete the over with the same bowler who bowled the current over and ask the batsman to take their respective grounds. Should an extra ball have been bowled, the Umpire at the bowlers end shall immediately call “Over” once the ball becomes dead in that delivery and shall not reduce the number of balls to be bowled in the subsequent overs.

**23 LAW 23 - DEAD BALL**

Law 23 shall apply.

**24 NO BALL**

Law 24 shall apply subject to the following:

**24.1 Law 24.1 (b) Mode of delivery**

Law 24.1 (b) shall be replaced by the following:

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the Umpire shall call and signal no ball, and the ball is to be re-bowled over arm.

## **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.

## **24.3 Fair Delivery - the feet**

Law 24.5 shall apply, subject to the final paragraph being replaced by the following:

If the bowler's end umpire is satisfied that any of these three conditions have not been met, he shall call and signal No ball.

## **25 LAW 25 - WIDE BALL**

### **25.1 Law 25.1 - Judging a Wide**

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

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

Any off side or leg side delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a 'wide'. Also, a legally bowled delivery, if in the opinion of the Umpire, goes high above the head and beyond the reach of the striker standing upright at the crease, such delivery shall be called a 'wide' (Clause 42.4.1 (d)).

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 under wide balls.

Umpires are required to adhere to the conditions mentioned in Clause 9.2.2 (ii) where a match is played on a pitch partially covered with mat.

## **26 LAW 26 - BYE AND LEG BYE**

Law 26 shall apply.

## **27 LAW 27 – APPEALS**

Law 27 shall apply.

## **28 LAW 28 - THE WICKET IS DOWN**

Law 28 shall apply.

**29 LAW 29 - BATSMAN OUT OF HIS GROUND**

The following shall apply in addition to Law 29:

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

**30 LAW 30 – BOWLED**

Law 30 shall apply.

**31 LAW 31 - TIMED OUT**

Law 31 shall apply.

Refer also to clause 42.9 (Law 42.10).

**32 LAW 32 – CAUGHT**

Law 32 shall apply.

**33 LAW 33 - HANDLED THE BALL**

Law 33 shall apply.

**34 LAW 34 - HIT THE BALL TWICE**

Law 34 shall apply.

**35 LAW 35 - HIT WICKET**

Law 35 shall apply.

**36 LAW 36 - LEG BEFORE WICKET**

Law 36 shall apply.

**37 LAW 37 - OBSTRUCTING THE FIELD**

Law 37 shall apply.

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 shall not be relevant whether a run out would have occurred or not.

**38 LAW 38 - RUN OUT**

Law 38 shall apply.

**39 LAW 39 – STUMPED**

Law 39 shall apply.

**40 LAW 40 - THE WICKET-KEEPER**

Law 40.4 shall be replaced by the following:

After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters his position in relation to the striker's wicket, except for the following:

- (i) movement of a few paces forward for a slower delivery, unless in doing so it brings him within reach of the wicket.
- (ii) lateral movement in response to the direction in which the ball has been delivered.
- (ii) movement in response to the stroke that the striker is playing or that his actions suggest he intends to play, however for the provisions of Law 40.3 (Position of the wicket-keeper) shall apply.

In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball.

## **41 LAW 41 – FIELDER**

Law 41 shall apply subject to the following:

### **41.1 Law 41.1 - Protective equipment**

The following shall apply in addition to Law 41.1:

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

### **41.2 Law 41.2 - Restrictions on the placement of fieldsmen**

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

**41.2.2** In addition to the restriction contained in clause 41.2.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay overs) are set out in the following paragraphs.

- a) Subject to 41.2.3 below these additional fielding restrictions shall apply to the first 8 overs of each innings (Powerplay overs).
- b) Two semi - circles shall be drawn on the field of play. The semi - circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.

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

- c) During the first set of mandatory Powerplay overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
- d) During the non Powerplay overs, no more than 4 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.2 (b) above.

**41.2.3** Note: In the event a team plays with lesser number of players, for example, 10 players, during the mandatory Powerplay overs, there have to be a minimum of 9 players within the 30 yards circle.



- 41.2.4** Note: In the event a team plays with lesser number of players, for example, 10 players, there have to be a minimum of 7 players within the 30 yard circle for the non Powerplay overs (i.e.) there can be only three players outside the fielding restriction area referred to in clause 41.2.2 (b) above.
- 41.2.5** Subject to the provisions of 41.2.6 below, the mandatory Powerplay overs of 8 overs per innings shall be at the commencement of the innings.
- 41.2.6** In circumstances when the number of overs of the batting team is reduced, the number of Powerplay overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

<b>Innings Duration</b>	<b>Power play 1</b>	<b>Power play 2</b>
16	2	14
17	3	14
18	3	15
19	3	16
20	3	17
21	4	17
22	4	18
23	4	19
24	4	20
25	5	20
26	5	21
27	5	22
28	5	23
29	6	23
30	6	24
31	6	25
32	6	26
33	7	26
34	7	27
35	7	28
36	7	29
37	8	29
38	8	30
39	8	31
40	8	32

- 41.2.7** Mandatory Powerplay overs must commence at the start of an innings.
- 41.2.8** If following an interruption, on resumption the total number of Powerplay overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings.
- Note:** This is the only circumstance under which the Powerplay status can be changed during an over.
- 41.2.9** In the event of an infringement of any of the above fielding restrictions, the striker's end Umpire shall call and signal 'No Ball'.

**41.3 Law 41.7 - Movement by fielders and Law 41.8 Definition of significant movement shall be replaced by the following:**

Movement by any fielder other than the wicket keeper

Any movement by any fielder, excluding the wicket keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:

- (i) minor adjustments to stance or position in relation to the striker's wicket.
- (ii) movement by any fielder in the outfield towards the striker or the striker's wicket that does not significantly alter the fielder's position.
- (iii) movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.

Notwithstanding (iii) above, in all circumstances Law 41.5 (Limitation of on side fielders) shall apply.

In the event of such unfair movement, either umpire shall call and signal Dead ball as soon as possible after the delivery of the ball. Note also the provisions of Law 42.4 (Deliberate attempt to distract the striker).

Refer also to clause 40 - Law 40.4 (Movement by the wicket-keeper).

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

**Law 42 shall be replaced with the following. All instances of Law 42 where penalty of 5 runs is to be awarded to a team shall not apply.**

### **42.1 Law 42.3 - The Match Ball - changing its condition**

Law 42.3 shall apply, subject to the following:

Law 42.3 (d) and (e) shall be replaced with the following:

If the umpires together agree that the deterioration of the ball is inconsistent with the use it has received, they shall consider that there has been a contravention of this Law. They shall then decide together whether they can identify the player(s) responsible for such conduct.

42.1.1 If it is possible to identify the player(s) responsible:

- a) Change the ball forthwith. The batsman at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.

Additionally the bowler's end umpire shall:

- b) Inform the captain of the fielding side of the reason for the action taken.
- c) Inform the captain of the batting side as soon as practicable of what has occurred.
- d) Together with the other umpire report the incident in writing to Oman Cricket who shall take action as is appropriate against the player(s) responsible for the conduct under the OC Code of Conduct.

42.3.2 If it is not possible to identify the player(s) responsible:

- a) Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.
- b) The bowler's end umpire shall issue the captain with a first and final warning, and
- c) Advise him that should there be any further incident by that team during the remainder of the match or series, steps 42.3.1 a) to e) above will be adopted, with the captain deemed under e) to be the player responsible

## **42.2 Law 42.4 - Deliberate attempt to distract striker**

Law 42.4 shall apply subject to the following:

In addition, the Umpires shall report the incident in writing on the back of the score sheet.

## **42.3 Law 42.5 - Deliberate distraction or obstruction of batsman**

Law 42.5 shall apply subject to the following:

In addition, the Umpire shall report the incident in writing on the back of the score sheet.

## **42.4 Law 42.6 - Dangerous and Unfair Bowling**

### **42.4.1 Law 42.6 (a) - The Bowling of Fast Short Pitched Balls (Bouncers)**

Law 42.6 (a) shall be replaced by the following:

- a) Bowling of fast short-pitched is not permitted.
- b) A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- c) In the event of a bowler bowls a fast short-pitched delivery in an over as defined in Clause 42.4.1(b) above, the Umpire at the bowler's end shall call and signal 'no ball' and then, when the ball is dead, issue a final warning to the bowler, inform the other Umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings. A differential signal shall be used to signify a fast short pitched delivery. The Umpire shall call and signal 'no ball' and then tap the head with the other hand.
- d) Should there be any further instance of the same bowler bowling a fast short pitched delivery in that innings, the Umpire in addition to calling and signaling 'no ball' shall, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- e) The bowler thus taken off shall not be allowed to bowl again in that innings.
- f) The Umpire will inform the occurrence to the other Umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- g) The Umpires will then report the matter in writing on the back of the score sheet. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

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

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

Law 42.6 (b) shall be replaced by the following:

- a) Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed unfair, whether or not is it likely to inflict physical injury on the striker.

- b) In the event of a bowler bowling a high full pitched ball as defined in Clauses 42.4.2 (a) above, the Umpire at the bowler's end shall, in the first instance, call and signal 'no ball'.

If, in the opinion of the Umpire, such a delivery is considered likely to inflict physical injury on the batsman, the Umpire at the bowler's end shall, in addition to calling and signaling 'no ball', when the ball is dead, issue a final warning to the bowler, inform the other Umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.

- c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the Umpire in addition to calling and signaling 'no ball' shall, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- d) The bowler thus taken off shall not be allowed to bowl again in that innings.
- e) The Umpire will inform the occurrence to the other Umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.
- g) The Umpires will then report the matter in writing on the back of the score sheet. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

#### **42.5 Law 42.7 - Dangerous and Unfair Bowling - Action by the Umpire**

Law 42.7 shall be replaced by the following:

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

42.5.1 The bowling of fast short pitched balls is unfair if in the opinion of the Umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.

42.5.2 In the event of such unfair bowling, the Umpire at the bowler's end shall adopt the procedure outlines in 42.4

#### **42.6 Law 42.8 - Deliberate bowling of High Full Pitched Balls**

Law 42.8 shall be replaced by the following:

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

The Umpire at the bowler's end shall:

42.6.1 Call and signal 'no ball'.

42.6.2 When the ball is dead, direct the captain to take the bowler off forthwith.

42.6.3 Not allow the bowler to bowl again in that innings.

42.6.4 Ensure that the over is completed by another bowler, if needed, provided that the bowler does not bowl two overs or part thereof consecutively.

42.6.5 Inform the occurrence to the other Umpire, to the captain of the batting side and report in writing on the back of the score sheet (Refer also to Law 42.1 Fair and Unfair Play Responsibility of the Captains).

#### **42.7 Action by the Umpires for dangerous and unfair Bowling**

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

#### **42.8 Law 42.9 - Time Wasting by the Fielding Side**

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

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

- a) Call and signal dead ball if necessary, and;
- b) Issue a final warning to the captain of the fielding side.
- c) Inform the other Umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.
- d) Umpire shall report the occurrence in writing on the back of the score sheet.

#### **42.9 Law 42.10 - Batsman Wasting Time**

Law 42.10 shall apply, subject to the following:

If the incoming batsman is not in position to take guard or his partner not ready to receive the next ball within 90 seconds of the fall of the previous wicket, the action should be regarded by the Umpires as time wasting and the provisions of Law 42.10 shall apply.

In addition, the Umpires will report the incident in writing on the score sheet.

#### **42.10 Law 42.15 – Bowler attempting to run out non-striker before delivery**

Law 42.15 shall be 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. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the Umpire shall call and signal Dead ball as soon possible.

On such first occurrence, the batsman is to be cautioned through the Umpire and if repeated by the same batsman in the match, the fielding side shall have the option to dismiss the non-striker in this mode of dismissal. The warning shall apply only to the batsman concerned and not to the team.

*For the sake of clarity: It should be noted that such warning(s) can be issued to more than one batsman of the side batting.*

#### **42.11 Law 42.16 – Batsmen stealing a run**

Law 42.16 shall apply, subject to 42.16(vi) being replaced by the following:

In addition, the umpires may report the incident on the back of score sheet.

**42.12 Law 42.17 – Penalty Runs**

Law 42.17 shall not apply

**42.13 Law 42.18 – Players Conduct**

Law 42.18 shall apply

**42.14 Use of Electronic Communications Equipment**

The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted. The Players and Umpires are not permitted to use mobile phones on the field of play when the game is in progress, whether for personal or official reasons.

## APPENDIX 1

Procedure for applying penalty (Runs) to teams that do not report in the ground on time

### **(Refer Clauses 1.1.3 and 12.4.2 of Playing Conditions)**

1. Teams are required to report in the ground in such sufficient time that the Toss takes place at least 15 minutes before the scheduled start of play. This would mean that the team nomination lists be submitted to the Umpire(s) present at least 5 minutes before the toss time.
2. At the time of Toss there shall be present all 11 players who are nominated to play in the teams. If sufficient players are not present the Umpires shall consult the concerned captain(s) and wait for the required number of players to be present for not more than 30 minutes after the scheduled start time of the game. Toss shall not be held unless the Umpires together have satisfied themselves that the teams are ready with at least 11 players to start the game.
3. Umpires, under no circumstances, shall be lenient in applying the procedure mentioned below, irrespective of the teams playing the match and without any bias (Refer to Clause 3 of Code of Conduct for Umpires) and implement the reduction of overs for the match as detailed in Clause 12.7.2 of the Playing Conditions. In such circumstances, where the number of overs is reduced, the number of Power play overs (Refer clause 41.2.6) and number of overs per bowler (Clause 12.6) shall apply
4. If, in case, of one of the two teams playing in the match is not ready to submit the team nomination list to the Umpires in order for the Toss to take place at least 15 minutes before the start of the game, the following penalty shall be applied and runs added to the opposing team.
  - i. For delay of first four minutes for the Toss, a penalty of 6 runs shall be awarded to the opposing team.
  - ii. For every further delay of four minutes, additional 6 runs shall be awarded to the opposing team. This shall apply for every slot of four minutes.

*For the sake of clarity, an example is provided below for a game to start at 7.30 am*

- a. *Latest time for Toss: 7.15 am*
  - b. *Team A has submitted the nomination list at 7.10 am and Team B is not ready with nomination list at 7.15 am*
  - c. *Team B submits nomination list at 7.21 am (a delay of 6 minutes).*
  - d. *Team A will be credited with 12 runs (for two slots of 4 minutes delay by Team B)*
  - e. *When Team A comes to bat it shall start its innings with 12 runs on the board added as Penalty runs in the score sheet.*
4. In case of both teams playing in the match are not ready to submit the team nomination list to the Umpires in order for the Toss to take place at least 15 minutes before the start of the game, the following penalty shall be applied and runs added to the opposing team.
    - i. For delay of every four minutes for the Toss, a penalty of 6 runs shall be awarded to the opposing team.
    - ii. For every further delay of four minutes, additional 6 runs shall be awarded to the opposing team. This shall apply for every further slot of four minutes.

*For the sake of clarity, an example is provided below*

- a. Latest time for Toss: 7.15 am*
- b. Both teams are not ready with nomination list at 7.15 am*
- c. Team A submits nomination list at 7.18 am (a delay of 3 minutes) and Team B submits nomination list at 7.21 am (a delay of 6 minutes).*
- d. Team A will be credited with 12 runs (for two slots of 4 minutes delay by Team B) and Team B will be credited with 6 runs (for one slot of 4 minutes delay by Team A)*
- e. When Team A comes to bat it shall start its innings with 6 runs on the board added as Penalty runs in the score sheet.*

5. Correctness of time

Both Umpires shall ensure, before applying any penalty runs as above, that the time has been checked by calling Oman Tel “Time” service on 1306 in the presence of the team captains or their nominees, which shall include the scorers of the teams.



## APPENDIX 2

### APPENDIX 2A

Calculation sheet for use when a delay or interruptions occur in the First Innings

#### Time

Net playing time available at start of the match	420 minutes	(A)
Time innings in progress	_____	(B)
Playing time lost	_____	(C)
Extra time available	_____	(D)
Time made up from reduced interval	_____	(E)
Effective playing time lost [C - (D + E)]	_____	(F)
Remaining playing time available (A - F)	_____	(G)
G divided by 4.2 (to 2 decimal places)	_____	(H)
Max overs per team [H/2] (round up fractions)	_____	(I)
Maximum overs per bowler [ I / 5 ]	_____	
Duration of Powerplay Overs (initial, batting side)	_____ + _____ + _____	

#### Rescheduled Playing Hours

First session to commence or recommence	_____	(J)
Length of innings [I x 4.2] (round up fractions)	_____	(K)
Rescheduled first innings cessation time [ J + (K - B) ]	_____	(L)
Length of interval	_____	(M)
Second innings commencement time [ L + M ]	_____	(N)
Rescheduled second innings cessation time [ N + K ]	_____	(O)

\* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying Clause 12.4.2 a) iv). If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

### APPENDIX 2B

Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time	_____	(P)
Rescheduled cut-off time allowing for full use of any extra time provision	_____	(Q)
Minutes between P and Q	_____	(R)
Potential overs to be bowled [ R / 4.2 ] (round up fractions)	_____	(S)
Number of complete overs faced to date in first innings	_____	(T)

If S is greater than T then revert to Appendix 1A

If S is less than or equal to T then the first innings is terminated and go to Appendix 2A

## APPENDIX 3

### APPENDIX 3A

#### Calculation sheet for the start of the Second Innings

Maximum overs to be bowled:

(If first innings was terminated, S from Appendix 2B) \_\_\_\_\_ (A)  
Scheduled length of innings: [  $A \times 4.2$  ] (round up fractions) \_\_\_\_\_ (B)  
Start time \_\_\_\_\_ (C)  
Scheduled cessation time [  $C + B$  ] \_\_\_\_\_ (D)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [  $A / 5$  ] \_\_\_\_\_ overs  
Duration of Powerplay overs (initial, batting side) \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

### APPENDIX 3B

#### Calculation sheet for use when interruption occurs after the start of the Second Innings

**Time**

Time at start of innings \_\_\_\_\_ (A)  
Time at start of interruption \_\_\_\_\_ (B)  
Time innings in progress \_\_\_\_\_ (C)  
Restart time \_\_\_\_\_ (D)  
Length of interruption [  $D - B$  ] \_\_\_\_\_ (E)  
Additional time available: (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings) \_\_\_\_\_ (F)  
Total playing time lost [  $E - F$  ] \_\_\_\_\_ (G)

**Overs**

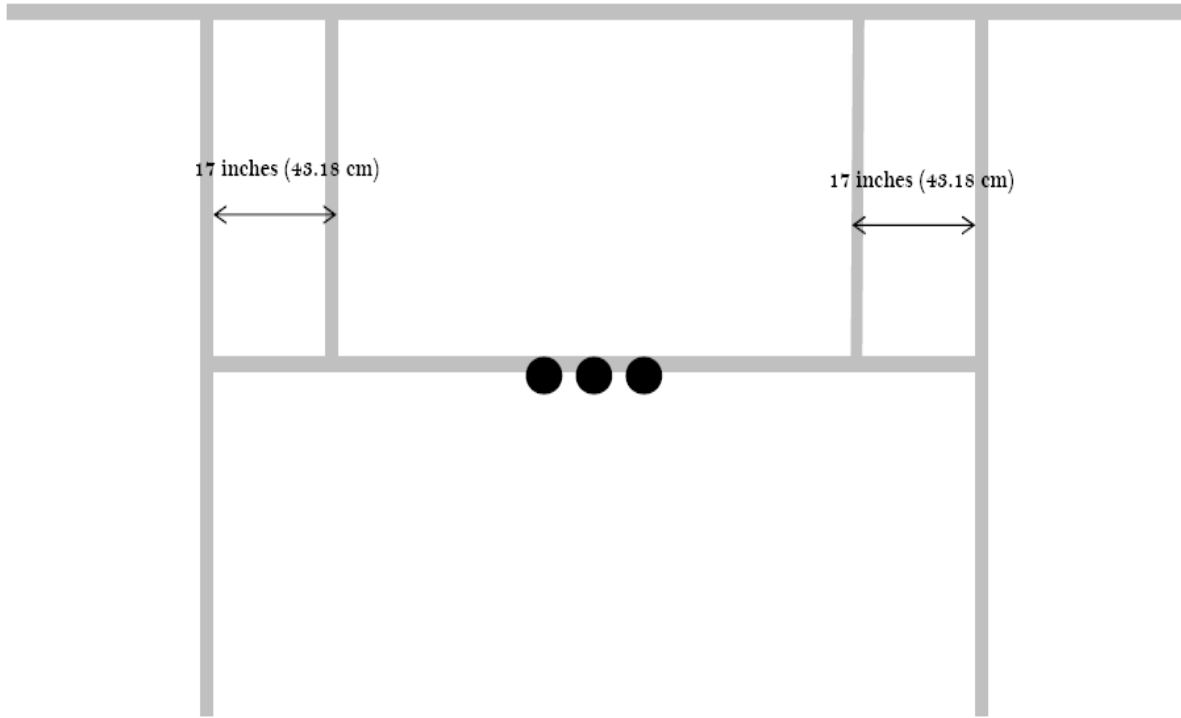
Maximum overs at start of innings \_\_\_\_\_ (H)  
Overs lost [  $G / 4.2$  ] (rounded down) \_\_\_\_\_ (I)  
Adjusted maximum length of innings [  $H - I$  ] \_\_\_\_\_ (J)  
Rescheduled length of innings [  $J \times 4.2$  rounded up ] \_\_\_\_\_ (K)  
Amended cessation time of innings [  $D + (K - C)$  ] \_\_\_\_\_ (L)

**Overs per bowler and Fielding Restrictions**

Maximum overs per bowler [  $J / 5$  ] \_\_\_\_\_ overs  
Duration of Powerplay overs (initial, batting side) \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**APPENDIX 4**

**CREASE MARKING**



## APPENDIX 5

### CLOTHING SPECIFICATIONS

## JERSEY INFORMATION



#### NOTE:

**JERSEY NUMBER IS COMPULSORY FOR ALL TEAMS.**

Sponsors logo/team & player name/charity logo is **optional**. No more than four Sponsors logos are permitted.

**PREMIER TEAMS** | Jersey number colour should be **contrast** to the playing T-shirt colour.

**OTHER TEAMS** | Jersey number colour should be **BLACK ONLY**. Jersey color shall only be pure white.

### Allowed clothing samples



# **SECTION III**

## **Code of Conduct for Players and Player's Support Personnel 2016-17**

This Code of Conduct for Players and Player's support personnel is implemented as part of Oman Cricket's continuing efforts to maintain the public image, popularity and integrity of Cricket by providing

- (a) an effective means to deter any participant from conducting themselves improperly on and off the 'field-of-play' or in a manner that is contrary to the 'spirit of cricket'; and
- (b) a disciplinary procedure pursuant to which all matters of improper conduct can be dealt with fairly, certainty and in a quick manner.

It shall be the responsibility of the on-field Umpires officiating in the match to report all such breach of code of conduct in writing on the score sheets to the Head of Disciplinary committee.

All breaches to this Code of Conduct, for the different levels of offences, would be dealt with by the Disciplinary committee based on the guidelines of the current ICC Code of Conduct for players and Player Support Personnel.

### **Article 1 –The Scope**

- 1.1 All Players and Player's support personnel are automatically bound by and required to comply with all of the provisions of the Code of Conduct. Accordingly, by their participation, such Players shall be deemed to have agreed that
  - i. it is their personal responsibility to familiarise themselves with all of the requirements of the Code of Conduct, including what conduct constitutes an offence under the Code of Conduct.
  - ii. to submit to the exclusive jurisdiction of any on-field Umpire or Disciplinary Committee convened under the Code of Conduct to hear and determine charges brought (and any appeals in relation thereto) pursuant to the Code of Conduct
- 1.2 All Players and Player's support personnel shall continue to be bound by and required to comply with the Code of Conduct.
- 1.3 For the avoidance of any doubt, Players and Player's support personnel acknowledge and agree that: (a) the Code of Conduct is not intended to limit the responsibilities of any Player and Player's support personnel under such other rules; and (b) nothing in such other rules shall be capable of removing, superseding or amending in any way the jurisdiction of the On-field Umpires or Disciplinary Committee to determine matters properly arising pursuant to the Code of Conduct.
- 1.4 For the avoidance of any doubt:

All Umpires officiating in matches are automatically bound by and required to comply with all of the provisions of the OC Code of Conduct for Umpires.

### **Article 2 – Code of Conduct offences**

#### **2.1 Level 1 Offences**

- 2.1.1 Breach of the OC's Clothing and Equipment Regulations during the Match, save for breaches relating to a 'Commercial Logo'.

*For the sake of clarity, while playing on the ground with Turf pitches in colored clothing, the players shall fully adhere to the clothing approved by OC. It should be noted that all members of the team wear the same colored hats and pads (both not necessarily the same color as the colored clothing).*

- 2.1.2 Abuse of cricket equipment or clothing, ground equipment or fixtures and fittings
- 2.1.3 Showing dissent at an Umpire's decision
- 2.1.4 Using language that is obscene, offensive or insulting during the match
- 2.1.5 Excessive appealing
- 2.1.6 Pointing or gesturing at the dismissed batsman to go towards the pavilion
- 2.1.7 Public criticism or making inappropriate comment relating to an incident that occurred during the match
- 2.1.8 Making statements in the media or any other form of communication (including but not limited to communicating with those outside the OC) without prior approval from the General Secretary of Oman Cricket
- 2.1.9 Arguing with the Umpire on matter of facts before, during or after the match
- 2.1.10 Any facts other than the above where i) it is contrary to the spirit of the game or ii) brings the game into disrepute

## **2.2 Level 2 Offences**

- 2.2.1 Showing "serious" dissent
- 2.2.2 "Serious" public criticism or making inappropriate comment relating to an incident that occurred during the match
- 2.2.3 Inappropriate and deliberate physical contact between players
- 2.2.4 Charging or advancing towards an Umpire in aggressive manner while appealing
- 2.2.5 Deliberate and malicious distraction or obstruction on the field of play
- 2.2.6 Throwing the ball or any other cricket equipment (such as glove, bat, water bottle etc.) at a nearby player, Umpire or Player support personnel when the match is in progress
- 2.2.7 Changing the condition of the ball in breach of Law 42.3 of the Laws of Cricket
- 2.2.8 Any attempt to manipulate a match for tactical or strategic reasons
- 2.2.9 Any facts other than the above where i) its contrary to the spirit of the game or ii) brings the game into disrepute

## **2.3 Level 3 Offences**

- 2.3.1 Intimidation of an Umpire whether by language or gesture during the match
- 2.3.1 Threat of assault on Umpire or Player
- 2.3.3. Any facts other than the above where i) its contrary to the spirit of the game or ii) brings the game into disrepute

## **2.4 Level 4 Offences**

- 2.4.1 Serious threat of assault on Umpire or Player
- 2.4.2 Physical assault of Umpire or Player
- 2.4.3 Any act of violence on of the field of play
- 2.4.4 Any facts other than the above where i) its contrary to the spirit of the game or ii) brings the game into disrepute

## **2.5 Minimum Over Rate Offences (Refer to Clauses 12.4.1 and 16.4 of playing conditions)**

Failure by a fielding team to meet the Minimum Over Rate requirements, as explained below, constitutes an offence under this Code of Conduct by the relevant Team Captain and each of the Players in that fielding team according to the following:

- 2.5.1 where the actual over rate in a 50 overs-a-side match up to (and including) two overs short of the Minimum Over Rate, such an offence shall be considered a '**Minor Over Rate Offence**'.
- 2.5.2 where the actual over rate in a 50 overs-a-side match is more than two overs short of the Minimum Over Rate, such an offence shall be considered a '**Serious Over Rate Offence**'.

**Note:** Umpires shall take into consideration the actual time lost as mentioned in Clause 16.4 of the Playing Condition while calculating the over rate.

## **2.6 Penalties for breach of code of conduct**

The applicable penalties for the breach of code of conduct shall be decided by the Disciplinary committee based on the information provided by Oman Cricket in a separate communication (not included as part of this document).