



BANGLADESH PREMIER LEAGUE 2024

TOURNAMENT HANDBOOK





BANGLADESH PREMIER LEAGUE T20 2024

TOURNAMENT HANDBOOK

CONTENTS

- 1** General Information
- 2** Players Regulations
- 3** Match Playing Conditions
 - Appendix A
 - Appendix B
 - Appendix C
 - Appendix D
 - Appendix E
 - Appendix F
 - Appendix G
 - Appendix H
- 4** BCB Code of Conduct
 - For Players And Player Support Personnel
 - Appendix 1
- 5** Clothing & Equipment
 - Appendix 1
- 6** Key Contacts

GENERAL INFORMATION

The official title sponsor of the **Bangladesh Premier League (BPL) T20** is and the competition will be called **Bangladesh Premier League (BPL) T20 - 2024** Sponsored by

The Governing Council of Bangladesh Premier League “BPL GC” shall arrange the 10th edition of **Bangladesh Premier League (BPL) T20 - 2024**. The event authority of the tournament is Bangladesh Cricket Board (BCB).

A. Participating Teams:

The seven (07) participating Teams/ Franchises will be under the following titles (Brand Name):

1	Comilla Victorians	(CV)
2	Sylhet Strikers	(SS)
3	Rangpur Riders	(RR)
4	Fortune Barishal	(FB)
5	Khulna Tigers	(KT)
6	Chattogram Challengers	(CC)
7	Durdanto Dhaka	(DD)

B. Team Formation and Qualification Rules:

The seven (07) BPL T20 teams/Franchises will form their respective team according to the BPL Governing Council’s prescribed team picking format called “**Players’ Draft**”.

C. Team Management:

Team management consist of 12 (Twelve) members/designated professional will be there for each team in the following manners:

1	HEAD COACH	TEAM will assign
2	TEAM MANAGER	TEAM will assign
3	ASST. COACH	TEAM will assign
4	ASST. COACH	TEAM will assign
5	PHYSIOTHERAPIST	TEAM will assign
6	TRAINER	TEAM will assign
7	ANALYST	TEAM will assign

GENERAL INFORMATION

8	LOGISTIC MANAGER	TEAM will assign
9	MEDIA MANAGER	TEAM will assign
10	MASSEUR	TEAM will assign
11	TEAM BOY	TEAM will assign
12	TEAM BOY	TEAM will assign

Additional requirements of PMOA will be addressed separately by Head of Anti –Corruption of BCB considering the functional role of the respective personnel.

D. Accreditation :

1. Total 10 (Ten) numbers of Accreditation cards will be issued to TEAM SPONSOR'S Representatives. (for stadium entry)
2. A designated seating arrangement (Sofa) will be in place near the stadium gallery for the Franchise Owner/owner representatives (not more than 04 TEAM SPONSOR'S Representatives)
3. BPL Governing Council reserves the rights to make any change, deletion or edition in regards to accreditation policy of the Bangladesh Premier League (BPL) T20 - 2024.

E. BPL Technical Committee:

SL	Name	Designation
1	Mr. A.S.M Roquibul Hassan Chief Match Referee Bangladesh Cricket Board	Convenor
2	Sailab Hossain Tutul	Member
3	Salim Shahed	Member
4	Mr. Abhi Abdullah Al Noman Umpire Educator Bangladesh Cricket Board	Ex- Officio Member

1. Responsibility of the Technical Committee:
 - 1.1 A Technical Committee formed by BPL Governing Council will ensure the smooth staging of the Tournament in respect of all technical issues i.e. Players' regulations, Match playing conditions, Code of Conduct, Clothing & Equipment Rules

& Regulations and any other technical issues referred by the BPL Governing council. The Technical Committee may re-schedule the match timing, venue in the interest of the Tournament.

- 1.2 Any decisions taken by this committee shall be binding on all stake holders.
- 1.3 BPL Technical Committee reserves the rights to make any change, deletion or edition in the rules and regulations of BPL T20 2024 (10th edition 2024) sponsored by

F. Format of the Tournament:

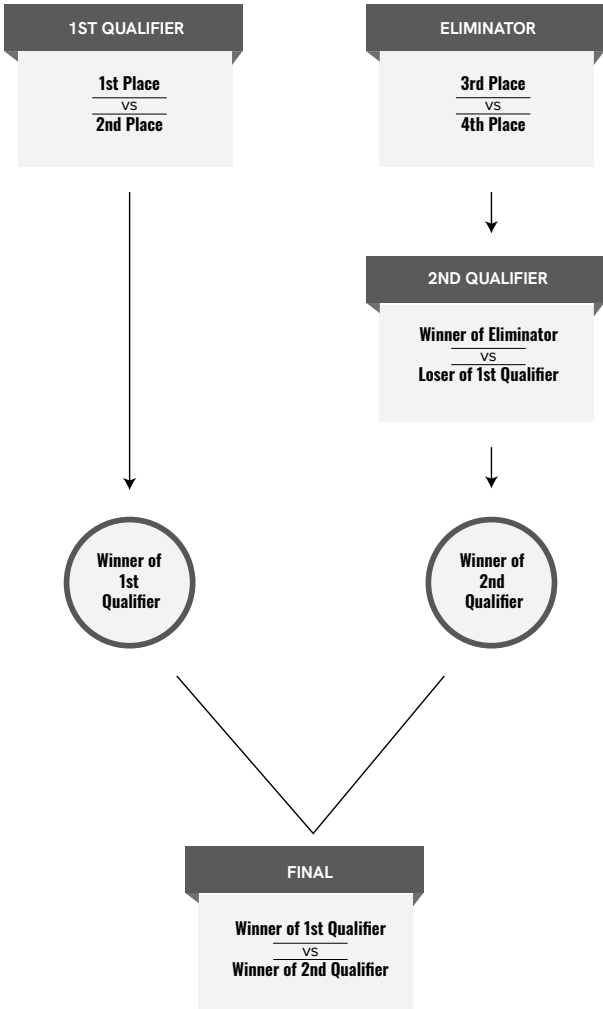
The Bangladesh Premier League (BPL) T20 2024 Sponsored by will be the 10th (Tenth) Edition of the Bangladesh Premier League. The competition will commence on the 19th January 2023 with the final to be played on the 1st of March 2024. A total of 46 matches will be played throughout the tournament.

Following the completion of the double league round, top 04 (four) teams will play the Play-off matches. There will be 03 (three) Play-off matches, 1st Qualifier match, The Eliminator match and 2nd Qualifier match. 1st Qualifier match will be played between position number 1 (one) and 2 (two). The Eliminator match will be played between position number 3 (one) and 4 (two). 2nd Qualifier match will be played between the winning Team of The Eliminator match and the losing Team of 1st Qualifier match. The Final will be played between the winner Teams of 1st and 2nd Qualifier match. The winner team of the final match will be the Champion. In the case of no result in the final match; the participating teams will be declared Joint Champion.

Matches will be held in Dhaka (SBNCS), Chittagong (ZACS) and Sylhet (SICS) with a total of seven (07) teams taking part. The team will represent: Chattogram Challengers (CC), Comilla Victorians (CV), Dhaka Dominators (DD), Fortune Barishal (FB), Khulna Tigers (KT), Rangpur Riders (RR) and Sylhet Strikers (SS).

GENERAL INFORMATION

G. Play-Off Chart:



GENERAL INFORMATION

H. Points:

Result	Points
Win	2 points
No Result	1 point
Loss	0 point

*Please refer to the Tournament Playing Conditions of BPL T20 - 2024 sponsored by for more details (Page –..... Clause: 16.11).

I. Tournament Venues :

All the matches of the BPL T20 – 2024 sponsored by tournament will be played in 03 (Three) Venues as follows:

1. Sher-e-Bangla National Cricket Stadium, Dhaka (SBNCS).
2. Zahur Ahmed Chowdhury Stadium (ZACS).
3. Sylhet International Cricket Stadium (SICS).

Note: BPL Governing Council reserves the rights to change any venue at its sole discretion.

GENERAL INFORMATION

J. Fixtures of the Tournament:

Day & Date	Days	Venue	Match No	Day Match Friday Match - 2:00 PM to 5:20 PM Weekdays including Saturday Match - 1:30 PM to 4:50 PM	Match No	Night Match Friday Match - 7:00 PM to 10:20 PM Weekdays including Saturday Match - 4:30 PM to 8:50 PM
Friday, January 19, 2024	1	DHAKA	1	Comilla Victorians VS Rangpur Riders	2	Sylhet Strikers VS Khulna Tigers
Saturday, January 20, 2024	2		3	REST	4	REST
Sunday, January 21, 2024	3		5	Chattogram Challengers VS Durdanto Dhaka	6	Fortune Barishal VS Khulna Tigers
Monday, January 22, 2024	4		7	Sylhet Strikers VS Rangpur Riders	8	Comilla Victorians VS Fortune Barishal
Tuesday, January 23, 2024	5		9	Rangpur Riders VS Khulna Tigers	10	Comilla Victorians VS Sylhet Strikers
Wednesday, January 24, 2024	6		11	Fortune Barishal VS Chattogram Challengers	12	Rangpur Riders VS Durdanto Dhaka
Thursday, January 25, 2024	7	SYLHET	13	Sylhet Strikers VS Comilla Victorians	14	Khulna Tigers VS Durdanto Dhaka
Friday, January 26, 2024	8		15	Comilla Victorians VS Rangpur Riders	16	Sylhet Strikers VS Fortune Barishal
Saturday, January 27, 2024	9		17	Sylhet Strikers VS Durdanto Dhaka	18	Comilla Victorians VS Chattogram Challengers
Sunday, January 28, 2024	10		19	Fortune Barishal VS Khulna Tigers	20	Sylhet Strikers VS Rangpur Riders
Monday, January 29, 2024	11		21	REST	22	Fortune Barishal VS Chattogram Challengers
Tuesday, January 30, 2024	12		23	REST	24	Sylhet Strikers VS Durdanto Dhaka
Wednesday, January 31, 2024	13	DHAKA	25	Sylhet Strikers VS Khulna Tigers	26	Comilla Victorians VS Durdanto Dhaka
Thursday, February 1, 2024	14		27	Rangpur Riders VS Chattogram Challengers	28	Fortune Barishal VS Durdanto Dhaka
Friday, February 2, 2024	15		29	Comilla Victorians VS Chattogram Challengers	30	Rangpur Riders VS Khulna Tigers
Saturday, February 3, 2024	16		31	Fortune Barishal VS Durdanto Dhaka	32	Comilla Victorians VS Khulna Tigers
Sunday, February 4, 2024	17		33	Khulna Tigers VS Durdanto Dhaka	34	Rangpur Riders VS Chattogram Challengers
Monday, February 5, 2024	18		35	Sylhet Strikers VS Fortune Barishal	36	Chattogram Challengers VS Durdanto Dhaka
Tuesday, February 6, 2024	19	CTG	37	Comilla Victorians VS Sylhet Strikers	38	Rangpur Riders VS Fortune Barishal
Wednesday, February 7, 2024	20		39	Khulna Tigers VS Chattogram Challengers	40	Comilla Victorians VS Rangpur Riders
Thursday, February 8, 2024	21		41	REST	42	Sylhet Strikers VS Khulna Tigers
Friday, February 9, 2024	22		43	Eliminator (1st Position VS 4th Position)	44	1st Qualifier (1st Position VS 2nd Position)
Saturday, February 10, 2024	23		44	REST	45	2nd Qualifier (Loser of A4 VS Winner of A3)
Sunday, February 11, 2024	24		45	Reserve Day	46	Final - Winner of A4 VS Winner 45
Monday, February 12, 2024	25	DHAKA	46	Reserve Day		Reserve Day
Tuesday, February 13, 2024	26			REST		
Wednesday, February 14, 2024	27			REST		
Thursday, February 15, 2024	28			REST		
Friday, February 16, 2024	29			REST		
Saturday, February 17, 2024	30			REST		
Sunday, February 18, 2024	31		REST			
Monday, February 19, 2024	32		REST			
Tuesday, February 20, 2024	33		REST			
Wednesday, February 21, 2024	34		REST			
Thursday, February 22, 2024	35		REST			
Friday, February 23, 2024	36		REST			
Saturday, February 24, 2024	37		REST			
Sunday, February 25, 2024	38		REST			
Monday, February 26, 2024	39		REST			
Tuesday, February 27, 2024	40		REST			
Wednesday, February 28, 2024	41		REST			
Thursday, February 29, 2024	42		REST			
Friday, March 1, 2024	43		REST			
Saturday, March 2, 2024	44		REST			

GENERAL INFORMATION

K. Logo Policy of Teams' clothing:

It must be according to BPL Clothing & Equipment Rules & Regulations 2024, which is as follows:

**Please refer to ___- BPL Clothing & Equipment Rules & Regulations 2024 for more details

T-Shirt/ Sweater

Position	Size	Number of Positions	Logo
In front			
On Belly	32 square inch	1	commercial Logo
On Chest (R)	10 square inch	1	Reserved for BCB
On Chest (M)	06 square inch	1	Clothing
On Chest (L)	10 square inch	1	Team Logo
Back			
Player jersey number (M)	09.05 inch minimum, 11.02 inch maximum (height)	1	n/a
Logo on jersey number (B)	02 square inch	1	Team
Player name (U)	02.36 inch minimum Height	1	n/a
Large logo (B)	32 square inch	1	Commercial
Medium logo (B)	24 square inch	1	Commercial
Shoulder			
Sleeve of Leading Arm (Upper)	10 square inch	1	Reserved for BCB
Sleeve of Leading Arm (Lower)	10 square inch	1	Event logo
Sleeve of Non-Leading Arm	10 square inch	2	Commercial (Team)

GENERAL INFORMATION

Trouser

Position	Size	Number of Positions	Logo
Right side			
Beside the pocket	10 square inch	1	Commercial Logo
Beside the pocket (jersey number)	03.9 sq. inch minimum, 05.5 sq. inch maximum	1	n/a
Left side			
Beside the pocket	10 square inch	1	Commercial Logo
	06 square inch	1	Clothing
From Waist to Toe			
L&R	3.15 square inch (width) clothing partners' identification strips	1+1	Clothing

Cap/Helmet

Position	Size	Number of Positions	Logo
In front			
Front	10 square inch	1	Team Logo
Back			
Back	6 square inch	1	Commercial Logo
Leading side (Right Handed Batsman)			
Leading Side	6 square inch	1	Commercial Logo
Leading side (Left Handed Batsman)			
Leading Side	6 square inch	1	Commercial Logo

L. Players' Draft:

1. "Players' Draft" shall mean the event organized by the BPL Governing Council for the recruitment of the players by the Franchises.
2. In this edition "Players' Draft" was held on 24th September 2024. 228 local players (including 21 local players retention) and 441 overseas players from around 22 countries including Australia, New Zealand, India, South Africa, England, Sri Lanka, West Indies , Netherland , Ireland were listed in players' Draft.
3. Through a lottery system the Player' Draft was conducted.
4. The draft has been featured Overseas and Local players. All the players were categorized as per their Grades.
5. Separate drafts have been taken place for overseas and Local players.

M. Players' Contract Fee:

1. As per the Players' Draft of the BPL T20 or negotiated as the case may be for out of draft overseas Players.

N. Players Registration & Regulations:

1. BPL T20- 2024 sponsored by PLAYER REGULATIONS (Version December 28, 2023) will be followed for this edition.
- Please refer to BPL T20- 2024 sponsored by PLAYER REGULATIONS (Version December 28, 2023) for more details (Page No:)

O. Nominated Teams exchanged before the toss:

Names of the nominated teams to be exchanged before the toss and should be handed over to the Match Referee who will then get it countersign by the Umpires.

P. Cricket Balls:

The BPL T20- 2024 sponsored by matches will be played with a 4 (Four) part international standard ICC approved (New & Replacement) White Kookaburra Balls which will be supplied by The Bangladesh Cricket Board.

GENERAL INFORMATION

Q. Code of Conduct:

1. BCB Code of Conduct will be followed for the entire tournament.

*Please refer to BCB Code of Conduct 2024 for more details (Page No: 62)

R. Definitions:

BPL	:	Bangladesh Premiere League
GC	:	Governing Council
ICC	:	International Cricket Council
BCB	:	Bangladesh Cricket Board
T20	:	Twenty-Twenty game
SBNCS	:	Sher-e-Bangla National Cricket Stadium, Dhaka
ZACS	:	Zohur Ahmed Chowdhury Stadium, Chittagong.
SICS	:	Sylhet International Cricket Stadium, Sylhet.
ACU	:	Anti-Corruption Unit.

Index:

- A. Squad composition regulations and Players Draft.
- B. Player contracts
- C. Player registration

A. SQUAD COMPOSITION REGULATIONS

- **Total squad:** The Franchise Team squad size minimum is 12 players (Local 10 and Overseas 02) and maximum is unlimited as any team can register unlimited number of overseas player. However, maximum local player registration is limited to fourteen (14).

1. Bangladeshi Players

- 1.1 A team can recruit one (01) local player from any category as a direct signing prior to the Player Draft.
- 1.2 A team will be entitled to register a minimum of ten (10) and a maximum of fourteen (14) local players. For avoidance of doubt, total fourteen (14) local players can be recruited from Players' Draft if a team does not recruit one (01) local player as a direct signing and Three (03) local retention prior to the Players' Draft.
- 1.3 Except one (01) direct signing and three (03) retention, all other local players must be recruited from the Players' Draft.
- 1.4 The number of registered Bangladeshi players for each team cannot exceed fourteen (14) at any point during the tournament.
- 1.5 Local Player Retention: Franchise team can retain maximum three (03) local players from its squad in previous edition /season i.e., franchise team can retain players in 10th & 11th edition/season of BPL T20. In that case, retention list of Local players must be sent to BPL GC /BCB prior to BPL Players' Draft event of respective BPL editions.

PLAYERS REGULATIONS

1.6. Categories:

Category	Remuneration in BDT
A	80 lacs
B	50 lacs
C	30 lacs
D	20 lacs
E	15 lacs
F	10 lacs
G	05 Lacs

*Including applicable tax

Note:

Each local player's contract / agreement including direct recruitment and Retained players must be executed as per BCB's prescribed format.

2. OVERSEAS PLAYERS

- 2.1 A franchise team can retain a maximum of two (02) Overseas Players from its squad from the previous edition or season, from any category of overseas players, in relation to the 10th edition or season of BPL T20 2024.
- 2.2 Each franchise team shall be entitled to register a minimum of two (02) and a maximum of unlimited numbers of overseas players for its team.
- 2.3 A minimum of two (02) overseas players must be recruited from Players' Draft event (from Players' Draft List).
- 2.4 Each franchise team shall be entitled to register unlimited number of overseas players through Direct Signing / Outside-Draft Recruitment (from players' draft list /outside players' draft list) for its team in the 10th edition/season of BPL T20.
- 2.5 To avoidance of doubt, the maximum number of overseas players that can be registered at any time during the tournament in relation to the 10th editions/seasons of BPL T20 is unlimited as per BPL Players Regulations 2024.
- 2.6 Franchise must include minimum two (02) and maximum four (04) Overseas Players in its playing XI on the field of play in any match all the time in relation to 10th edition/

PLAYERS REGULATIONS

season of BPL T20.

- 2.7 Overseas Player Retention: For future editions of BPL T20, franchise team can retain maximum two (02) overseas players from its squad of the previous edition /season i.e., franchise team can retain players in 10th edition/season of BPL T20.
- 2.8. Categories :

Category	Remuneration in USD
A	USD 80 Thousand
B	USD 60 Thousand
C	USD 40 Thousand
D	USD 30 Thousand
E	USD 20 Thousand

*Including applicable tax

Note:

Each overseas player's contract / agreement must be executed as per BCB's prescribe format including direct signing/outside draft recruitment of overseas players. In that case, overseas players payment (for direct signing/ Draft Recruitment) including applicable Release/NOC Fee & Taxes must be paid by the respective franchise team.

3. NOCs:

As per ICC rules, all Overseas Players require a valid No Objection Certificate (NOC) to participate in the (10th edition of BPL T20) BPL T20- 2024 sponsored by..... Any such NOC must need to come from the Overseas Player's Home Cricket Board where the Overseas Player is contracted. Any Overseas Player who has retired from International Cricket and is not contracted to his Home Cricket Board will also require an NOC.

4. Players' Draft:

- a) "Players' Draft" shall mean the event organized by the BPL Governing Council for the recruitment of the players by the Franchises.
- b) In this edition "Players' Draft" was held on 24th September 2024. 228 local players (including 21 local players retention) and 441 overseas players from around 22 countries including Australia, New Zealand, India, South Africa, England, Sri Lanka, West Indies , Netherland , Ireland were listed in players' Draft.

PLAYERS REGULATIONS

- c) Through a lottery system the Player' Draft was conducted.
- d) The draft has been featured Overseas and Local players. All the players were categorized as per their Grades.
- e) Separate drafts have been taken place for overseas and Local players.

BANGLADESHI PLAYERS

- A team can recruit one (01) local player from any category as a direct signing prior to the Player Draft.
- A team will be entitled to register a minimum of ten (10) and a maximum of fourteen (14) local players. For avoidance of doubt, total fourteen (14) local players can be recruited from Players' Draft if a team does not recruit one (01) local player as a direct signing and Three (03) local retention prior to the Players' Draft.
- Except one (01) direct signing and three (03) retention, all other local players must be recruited from the Players' Draft.
- The number of registered Bangladeshi players for each team cannot exceed fourteen (14) at any point during the tournament.
- **Local Player Retention:** Franchise team can retain maximum three (03) local players from its squad in previous edition /season i.e., franchise team can retain players in 10th & 11th edition/season of BPL T20. In that case, retention list of Local players must be sent to BPL GC /BCB prior to BPL Players" Draft event of respective BPL editions.
- Categories:

Category	Remuneration in BDT
A	80 lacs
B	50 lacs
C	30 lacs
D	20 lacs
E	15 lacs
F	10 lacs
G	05 Lacs

Note:

Each local player's contract / agreement including direct recruitment must be executed as per BCB's prescribe format.

PLAYERS REGULATIONS

OVERSEAS PLAYERS

- A franchise team can **retain** a maximum of **two (02) Overseas Players** from its squad from the previous edition or season, **from any category** of overseas players, in relation to the 10th edition or season of BPL T20 2024.
- Each franchise team shall be entitled to register a **minimum of two (02) and a maximum of unlimited numbers** of overseas players for its team.
- A minimum of **two (02)** overseas players must be recruited from Players' Draft event (from Players' Draft List).
- Each franchise team shall be entitled to register **unlimited** number of overseas players through **Direct Signing / Outside-Draft Recruitment** (from players' draft list /outside players' draft list) for its team in the 10th edition/season of BPL T20.
- To avoidance of doubt, the maximum number of overseas players that can be registered at any time during the tournament in relation to the 10th editions/seasons of BPL T20 is **unlimited** as per **BPL Players Regulations 2024**.
- Franchise must include **minimum two (02) and maximum four (04) Overseas Players** in its playing XI on the field of play in any match all the time in relation to 10th edition/season of BPL T20.
- **Overseas Player Retention:** For future editions of BPL T20, franchise team can retain **maximum two (02) overseas players** from its squad of the previous edition /season i.e., franchise team can retain players in 10th edition/season of BPL T20.
- Categories:

Category	Remuneration in USD
A	USD 80 Thousand
B	USD 60 Thousand
C	USD 40 Thousand
D	USD 30 Thousand
E	USD 20 Thousand

*Including applicable tax

Note:

Each overseas player's contract / agreement must be executed as per BCB's prescribe format including direct signing/outside draft recruitment of overseas players. In that case, overseas players payment (for direct signing/

PLAYERS REGULATIONS

Draft Recruitment) including applicable Release/NOC Fee & Taxes must be paid by the respective franchise team.

DRAFT RULES

- Each Set there will be 02 (Two) rounds of calls. Each Team will get one opportunity to call in each round.
- There will be a random draw for each set of draft to decide the order of the BPL Teams in which they will call their players of choice.
- For the second round of each set the order in which the Team will call, will be in reversed order. For example: if a Team gets to call first in the first round, they will call last in the second round and the order will follow. Please see below:

SET 01							
Round 01	1	2	3	4	5	6	7
Round 02	7	6	5	4	3	2	1

- Each BPL Franchise Team can call their player of choice from any category i.e. A, B, C, D, E, F & G of local list during local player's call and A, B, C, D & E of Overseas list during overseas player's call.
- After two sets there will be a fresh draw to decide the order of calls.
- There draft will be conducted in the following order:
 - Three (3) sets for Local Players.
 - One (1) set for Overseas Player.
 - Three (3) sets for Local Players.
 - One (1) set for Overseas Player.
 - Three (3) set for Local Player.

Note:

Further draw will continue depending on the requirements from the franchise Team.

- Payment of both local & overseas players shall be paid by the respective franchise as per its Grades/Remuneration Category (those who are recruited from players' Draft). The directly recruited overseas player's payment shall be paid by the respective BPL Team as per respective contract.

PLAYERS REGULATIONS

- The BPL Teams cannot exceed the fees for any players featured in the draft, except for the directly recruited local & overseas players.
- Bangladesh Cricket Board (BCB) will only take responsibilities of payment for the players recruited from the BPL T20 Players' Draft 2024.
- BPL Teams will be issued with a list of the players prior to the Players' Draft 2024. For each player, the following information will be included: Name, nationality, specialty, grade, and expected availability for the BPL T20 - 2024.
- The Technical Committee of BPL governing council (BPL GC) reserves the right to update the list until the start of the Draft, if information, especially in relation to expected availability changes.
- Once a player is chosen, he cannot be withdrawn.
- Any player's draft dispute shall be settled at BPL Governing Council's absolute discretion. The drafter/ Draft Commissioner shall act reasonably in exercising this discretion. The independent drafter/ Draft Commissioner will be the sole arbiter as to the conduct of the draft.
- Following the conclusion of each set, there will be a break (of 05 minutes) to allow BPL Franchise Teams time to re-evaluate their tactics.
- BPL Franchise Teams have to recruit all local players from the Local Player's Draft list.
- In case of unavailability of any local player due to injury/ illness for any reason including pandemic, the BPL Franchise Team can request player's replacement via prescribed online form to the BPL Governing Council if the franchise's local player's registration quota/ limit is exhausted. Any local player replacement must be from unsold players' Draft list.
- BPL Governing Council shall not be responsible for players' payment for any overseas player directly recruited /signed from outside the overseas players' Draft List.
- BPL Governing Council's decision will be final and binding on all issues related to players replacement.
- The Player Contract for 10th edition of BPL T20 will be circulated to all franchise teams after the Draft event. The contract will be for a (01) one-year term i.e. only for the BANGLADESH PREMIER LEAGUE (BPL) T20-2024 (10th edition of BPL T20 Tournament).

PLAYERS REGULATIONS

BPL SQUAD RULES

- Franchise must include minimum two (02) and maximum four (04) Overseas Players in its playing XI on the field of play in any match all the time in relation to 10th edition/season of BPL T20 - 2024
- Maximum Twelve (12) numbers of team management can be part of the team.
- Maximum Twenty-Two (22) man squad must be announced for each match.

7. Payment Schedule:

i) 1st Installment:

25% of the Players Fees OR 25% of Pro-rata value as the case may be. The payment to be made at the time of signing of the contract to BCB account.

The installments shall be segregated as per following order:

- 30% to NBR as TDS for foreign player and 10% - 12% to NBR as TDS for local player.
- 70% to the respective foreign player's account and 90% -88% to the respective local player's account.

(ii) 2nd Installment:

50% of the Players Fees OR 50% of Pro-rata value as the case may be. The payment to be made before the completion of the league match of the respective team.

The installment shall be segregated as per following order:

- 30% to NBR as TDS for foreign player and 10% - 12% to NBR as TDS for local player.
- 70% to the respective foreign player's account and 90% -88% to the respective local player's account.

(iii) 3rd Installment:

25% of the Players Fees OR 25% of Pro-rata value as the case may be. The Payment to be made within 30 (Thirty) days from the date of completion of the BPL tournament.

The installment shall be segregated as per following order:

- 30% to NBR as TDS for foreign player and 10% -125 to NBR as TDS for local player.
- 70% to the respective foreign player's account and 90% -88% to the respective local player's account.

8. Player's Replacements:

- a) A direct-signed overseas player and a retained overseas player may be substituted/replaced under valid circumstances (such as national commitment, injury, or any pandemic situation) if they haven't participated in a single match during BPL T20 2024. To clarify, the replacement of a direct-signed overseas player and a retained overseas player is permissible until they take part in any match of BPL T20 2024, and the substitute/ replacement must be selected from the list of unsold overseas players in the draft or from outside the players' draft list.
- b) Replacement of the Overseas player from Players' Draft /Draft list shall be allowed for the valid reason (National Commitment /injury/COVID 19) and the replacement must be from Unsold Overseas Players' Draft list or outside Players' Draft list.
- c) Replacement of the Local player from Players' Draft / Draft list/Direct Signed/ Retained shall be allowed for the valid reason (National Commitment /injury/ Any pandemic situation) and the replacement must be from Unsold Local Players' Draft list.
- d) There is no provision for "Temporary Replacement" and a replaced player cannot be re-instead or re-registered for the BPL T20 -2024 "
- e) A replaced player cannot be re-instead or re-registered in the same edition i.e. BPL T20 2024 (10th edition) sponsored by tournament.
- f) A player can be replaced due to his unavailability .The Players unavailability may be for any of or a combination of the following reasons:
 - i. FTP commitment of a player
 - ii. No NOC from the home board
 - iii. Injury making the player unavailable (to be certified by home board medical expert and BPL technical committee)
 - iv. Retirement from all professional crickets, including domestic cricket.
 - v. Any other valid reason as approved by the BPL Technical Committee only. In each instance, the team /Franchise must confirm along with relevant documents to BPL Technical Committee about its acceptance that the Player is unavailable.
 - vi. In respect of the BPL T20 2024 sponsored by (10th edition 2023), Players' Replacements can be done prior and during the competition, but must not

PLAYERS REGULATIONS

have maximum Twelve (14) local players registered at any time.

- vii. If required, a team can apply for the permanent replacement via prescribed Online Player Replacement FORM.

<https://www.cognitoforms.com/BangladeshCricketBoard/PLAYERREPLACEMENTFORM>

- g) The Registered Available Players' Draft List (RAPDL) being the final list of Overseas Players who were registered for BPL Players' Draft 2024 subject to the player
- i. not being purchased at the Players' Draft and
 - ii. not having withdrawn from Players' Draft.

For any new entrant from RAPDL subject to apply for new inclusion to BPL Technical Committee in prescribed "Online PLAYERS NEW INCLUSION FORM".

NEW PLAYER INCLUSION FORM

<https://www.cognitoforms.com/BangladeshCricketBoard/NEWPLAYERINCLUSIONFORM>

- h) However it must be noted that an Overseas Player cannot replace a Bangladeshi Player.
- i) For a Players' Replacement, the Franchise must send duly filled up the "ONLINE PLAYER'S REPLACEMENT FORM" and submit in according to the instruction mentioned in the form.

9. Fitness Test at the start of the edition:

It is mandatory for the player (both local & overseas) to pass a fitness test to the franchisee's reasonable satisfaction, within 48 hours of the player arriving in Bangladesh or joining the team. An assessment must be made that the Player is physically and/or mentally capable of discharging his obligations under this Agreement. Any such assessment shall be performed by a qualified doctor or physio appointed by the Franchisee and the Player agrees to release to such doctor or physio of any past medical, psychiatric and/or dental records in his possession or which he is entitled to access which are relevant to the assessment. All such records will only be used for this assessment and shall remain subject to the usual obligations of medical confidentiality. The Franchisee shall as soon as practicable notify BPL Technical Committee (copying the Player) if there is a disagreement between the Parties as to the

PLAYERS REGULATIONS

Player's fitness or mental capability and any such matter shall be referred to a doctor to be appointed by BPL Governing Council who shall be provided with the above-mentioned past records if appropriate and whose decision in respect of the disagreement shall be final;

10. Maximum Squad Size:

The Franchise Team squad size minimum is 12 players (Local 10 and Overseas 02) and maximum is unlimited as any team can register unlimited number of overseas player. However, maximum local player registration is limited to fourteen (14).

11. National Association Registration:

All Players must be registered with the BCB (if they are Bangladeshi Players) and the BPL.

B. PLAYER CONTRACTS:

1. Player Contract shall mean a contract between a Franchise, a Player and BCB in the agreement/contract format time to time prescribed by BPL GC. No other format of contract will be accepted by BPL Governing Council and no variations to the terms and conditions of the Player Contract (other than the player fee to be provided to any Player).
2. No Player Contract shall be permitted to be registered where the players' fee payable to the relevant Player under that contract (excluding win bonuses and other discretionary payments) is not paid as per payment schedule prescribed in players' contract.

C. PLAYER REGISTRATION:

1. Each franchise must register its players both local and overseas through "Online Players Registration Form" and submit in according to the instruction mentioned in the form.

For Overseas :

<https://www.cognitofrms.com/BangladeshCricketBoard/OVERSEASPLAYERREGISTRATIONFORM>

For Local :

<https://www.cognitofrms.com/BangladeshCricketBoard/LOCALPLAYERREGISTRATIONFORM>

PLAYERS REGULATIONS

2. BPL GC shall maintain a register of Players for each Team (Player Register). The updated list will be available at BCB or BPL website.

3. Requirement to Register:

- 3.1 The BPL GC shall not allow any player to play in any match, unless that Player is on the Players' Register and the details of such Player have been delivered to BPL GC as required. Any Franchise who includes any unregistered Player in its Squad shall be guilty of misconduct.
- 3.2 A Player shall only be deemed to be a registered Player upon online receipt of the acknowledgement of his registration from BPL GC. Any such acknowledgement confirms that the Player has been registered with BPL GC.

4. Procedure for Registering Players:

- 4.1 The Team shall provide a complete copy of duly signed Player Contract and "Players Registration Form" to BPL Governing Council within 24 hours from the time of entering into a Player Contract with a Player.

5. Refusal of Registration:

- 5.1 BPL Governing Council shall be entitled to refuse the registration of a Player or refuse to accept a Player Contract as per the following circumstances:
 - 5.1.1 If BPL GC reasonably believes that the Team concerned owes money in relation to previous edition of BPL T20 tournament; or
 - 5.1.2 If the registration of the Player would mean that the Team is in breach of any of these Regulations or
 - 5.1.3 If BPL GC reasonably believes that to accept the registration or contract may bring the Game into disrepute or may adversely affect the integrity of the League, BCB and/or BPL; or
 - 5.1.4 If BPL GC reasonably believes that the relevant player is under a relevant suspension or ban imposed by BPL, BCB or ICC or another relevant governing body in any part of the world ; or
 - 5.1.5 Violation of the players' Draft Rules & Players Regulation.

6. The registration of any Player may be cancelled by BPL Governing Council with immediate effect if it becomes aware that such registration has resulted in the Team being in breach of any of these Regulations including without limitation. In such circumstances, neither BPL GC, BCB nor any of their respective agents or advisers shall be liable for any losses suffered by the Franchise as a result of such deregistration.

7. Removal from Player Register:

- 7.1 A Player's name shall be immediately removed from the Player Register by the BPL Governing Council as set out below:
 - i. If any Team submits an application to BPL GC in writing for removing a player from the player register in valid, acceptable and logical ground.
 - ii. If any franchise notify BPL GC regarding the termination of the players' contract which has been done mutually between franchise and player.
- 7.2 Team shall inform BPL GC within 24 hours of the termination for any reason of a Player Contract.

8. Default of Payment under Player Contract:

If a Franchise is found to be in breach of any payment obligation under a Player Contract to which it is a party, BPL Governing Council may without prejudice to any other right to a suitable remedy for recovery of its dues, place an embargo on any registration of Players from any source by such Franchise until such payment obligation is complied with.

9. Penalty for infraction in Registration regulations:

The above regulations with regards to Registration of Players will be strictly enforced for the 9th edition of BPL T20 - 2023 sponsored by and thereafter. Team will be liable for a penalty of an amount equal to the players' contracted fee (for whom the infraction has been reported). Furthermore, while the Team is in default of the Player Registration regulations, it will be prevented from trading or acquiring new Players.

10. Squad Finalization:

- 10.1 No later than the date falling 48 hours before the start of each edition, each Team shall announce its Team's Final Squad for 10th edition of BPL T20 -2024 sponsored by..... As all of whom shall be included in the Team's



Registered Squad .Only members of the Playing Squad will be accredited and allowed into the PMOA (Players and Match Officials Area) during the Matches.

- 10.2 List of the 15 players playing squad for PMOA (Players and Match Officials Area) must be send to Head of BCB - Anti Corruption Unit (acting) at raiyanazad@bcb-cricket.com at least 4 (four) hours before the start of the match.
- 10.2 Only Maximum 22 number of players are allowed in PMOA area. Among them only 15 players are allowed in DUG OUT and rest of players are allowed to stay in dressing room and viewing encloser but must not wear playing T-shirt or Jersey.
- 10.3 In case of new/fresh inclusion within the quota or the player replacement, a player name along with necessary documents must be provided/submitted to BPL Technical Committee, BCB at least 48 hours before the match of respective team for approval. The incoming Player must have been included in the Team's Registered Squad for that edition.
- 10.4 However, the decision of BPL Technical Committee regarding any technical issues related to BPL T20 - 2024 sponsored by..... tournament is final & bindings.
- 10.5 BPL Governing Council reserves the rights to amend the Players Regulations at its sole discretion.



MATCH PLAYING CONDITIONS

Preamble - The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws (which are incorporated within these Playing Conditions), but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct, and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes, and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket



MATCH PLAYING CONDITIONS

1 THE PLAYERS

1.1 Number of players

A match is played between two sides, each of eleven players, one of whom shall be captain.

1.2 Nomination and replacement of players

1.2.1 Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the BCB Match Referee before the toss. Other than set out in clause 1.2.7, no player (member of the playing eleven) may be changed after the nomination and prior to the start of play, without the consent of the opposing captain.

1.2.2 Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the BCB Match Referee, in exceptional circumstances, allows subsequent additions.

1.2.3 All those nominated including those nominated as substitute fielders, as well as any Concussion Replacements, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so eligible.

1.2.4 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable BCB Regulations pertaining to Domestic cricket and in particular, the Clothing and Equipment Regulations, the Code of Conduct for Players and Player Support Personnel (hereafter referred to as the BCB Code of Conduct), the Anti-Racism Code for Players and Player Support Personnel, the Anti-Doping Code and the Anti-Corruption Code.

1.2.5 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:

1.2.5.1 Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or

1.2.5.2 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.

1.2.6 A player who has been suspended from

MATCH PLAYING CONDITIONS

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 clause 1.2.5.2 above (for example, the player is not permitted to enter the on-field 'dug-out').

1.2.7 Concussion Replacement

1.2.7.1 If a player sustains a concussion or suspected concussion as a result of a head or neck injury during the course of the relevant match, a Concussion Replacement may be permitted in the following circumstances:

1.2.7.1.1 the head or neck injury must have been sustained during play and within the playing area described in clause 1.2.5.2 above;

1.2.7.1.2 a concussion or suspected concussion must have been formally diagnosed by the Team Medical Representative;

1.2.7.1.3 the Team Medical Representative or Team Manager shall submit a Concussion Replacement Request to the BCB Match Referee on a standard form, which shall:

1.2.7.1.3.1 identify the player who has sustained the concussion or suspected concussion;

1.2.7.1.3.2 specify the incident in which the concussion or suspected concussion was sustained, including the time at which it occurred;

MATCH PLAYING CONDITIONS

1.2.7.1.3.3 confirm that, following an examination, the Team Medical Representative believes or suspects that the player has sustained a concussion as a result of the incident specified in clause 1.2.7.1.3.2 above; and

1.2.7.1.3.4 identify the requested Concussion Replacement, who shall be a like-for-like replacement for the player who has sustained the concussion or suspected concussion.

- 1.2.7.2 The Concussion Replacement Request must be submitted as soon as possible after the incident specified in clause 1.2.7.1.3.2 if a Concussion Replacement is to be permitted.
- 1.2.7.3 The BCB Match Referee should ordinarily approve a Concussion Replacement Request if the replacement is a like-for-like player whose inclusion will not excessively advantage his/her team for the remainder of the match.
- 1.2.7.4 In assessing whether the nominated Concussion Replacement should be considered a like-for-like player, the BCB Match Referee should consider the likely role the concussed player would have played during the remainder of the match, and the normal role that would be performed by the nominated Concussion Replacement.

MATCH PLAYING CONDITIONS

1.2.7.5 If the BCB Match Referee believes that the inclusion of the nominated Concussion Replacement, when performing their normal role, would excessively advantage their team, the BCB Match Referee may impose such conditions upon the identity and involvement of the Concussion Replacement as he/she sees fit, in line with the overriding objective of facilitating a like-for-like replacement for the concussed player.

For clarity, a concussion replacement will not be permitted to bowl during the innings and/or for the remainder of the match if the replaced player was suspended from bowling for any reason at the time they were replaced.

1.2.7.6 The BCB Match Referee may, in reviewing a Concussion Replacement Request made in accordance with clause 1.2.7.1.3, request any such further information as may be required in order to make the determination required under clauses 1.2.7.4 and 1.2.7.5.

1.2.7.7 The decision of the BCB Match Referee in relation to any Concussion Replacement Request shall be final and neither team shall have any right of appeal.

1.2.7.8 Once the Concussion Replacement has been approved by the BCB Match Referee, the replaced player shall play no further part in the match.

1.2.7.9 Both the Concussion Replacement and the replaced player shall be considered to have played in the match for records and statistical purposes

1.2.8 Each Team must include Minimum 02 (two) and/or Maximum 04 (four) Foreign/Overseas players in its starting eleven in any match. (see the BPL Player Registration Regulations)

NOTE: If a team is incapable to comply with the Clause 1.2.8 for any valid reason, they shall inform the matter in written to the Technical Committee. The decision of the Technical Committee shall be the full, final and will be binding on all parties.

MATCH PLAYING CONDITIONS

- 1.2.9 A team shall not have more than the number of overseas players they have started with (Minimum 02 (two) and/or Maximum 04 (four)) on the field of play at any time during any Match. Thus, an overseas player may only take the field as a substitute fielder if the player that he is replacing is an overseas player. If any overseas player is injured and there is no overseas/foreign player registered /declared in team's total squad. In that case a local player may take the field as substitute player.
- 1.3 Captain
- 1.3.1 If at any time the captain is not available, a deputy shall act for him.
- 1.3.2 If a captain is not available to nominate the players, then any person associated with that team may act as his deputy to do so. See clause 1.2.
- 1.3.3 At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these Playing Conditions, including at the toss. See clause 13.4 (The toss).

1.4 Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of Cricket as well as within these Playing Conditions.

2 THE UMPIRES

2.1 Appointment and attendance

The following rules for the selection and appointment of umpires shall be followed as far as it is practicable to do so:

- 2.1.1 The umpires shall control the game as required by these playing conditions, with absolute impartiality and shall be present at the ground at least one hour before the scheduled start of play.
- 2.1.2 The following Match Officials are to be appointed for each BPL match:
- 2.1.2.1 One (1) Match Referee, shall be appointed by the Umpires Committee of BCB from the Panel of Match Referees.
- 2.1.2.2 Two (2) on-field umpires shall be

MATCH PLAYING CONDITIONS

appointed by the Umpires Committee of BCB from the Panel of Umpires.

2.1.2.3 One (1) third umpire shall be appointed by the Umpires Committee of BCB from the Panel of Umpires, who shall act as the emergency on-field umpire. The DRS Protocol governing the use of DRS and the third umpire is set out in Appendix D.

2.1.2.4 One (1) fourth umpire shall be appointed by the Umpires Committee of BCB from the Panel of Umpires. The fourth umpire shall act as the emergency third umpire.

2.1.3 Neither team shall have a right of objection to the appointment of any umpire or match referee.

2.2 Change of umpire

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he/she is injured or ill.

2.3 Consultation with Relevant Ground Authority and Captains

Before the match the umpires shall consult with the relevant ground authority of the Venue to determine;

2.3.1 the balls to be used during the match. See clause 4 (The ball).

2.3.2 the hours of play and the times and durations of intervals for meals and times for drinks intervals.

2.3.3 which clock or watch and back-up time piece is to be used during the match.

2.3.4 the boundary of the field of play. See clause 19 (Boundaries).

2.3.5 the use of covers. See clause 10 (Covering the pitch).

2.3.6 any special conditions of play affecting the conduct of the match.

Inform the scorers of agreements in 2.3.2, 2.3.3, 2.3.4 and 2.3.6.

2.4 The wickets, creases and boundaries

Before the toss and during the match, the umpires shall satisfy themselves that

2.4.1 the creases are correctly marked. See clause 7 (The creases).

2.4.2 the wickets are properly pitched. See clause 8 (The wickets)



MATCH PLAYING CONDITIONS

- 2.4.3 the boundary of the field of play complies with the requirements of clauses 19.1 (Determining the boundary of the field of play), 19.2 (Identifying and marking the boundary) and 19.3 (Restoring the boundary).
- 2.5 Conduct of the match, implements and equipment
 - Before the toss and during the match, the umpires shall satisfy themselves that
 - 2.5.1 the conduct of the match is strictly in accordance with these Playing Conditions.
 - 2.5.2 the implements used in the match conform to the following
 - 2.5.2.1 clause 4 (The ball).
 - 2.5.2.2 externally visible requirements of clause 5 (The bat) and Appendix B.1.
 - 2.5.2.3 either clauses 8.2 (Size of stumps) and 8.3 (The bails).
 - 2.5.3 no player uses equipment other than that permitted. See Appendix A.2. Note particularly therein the interpretation of 'protective helmet'.
 - 2.5.4 the wicket-keeper's gloves comply with the requirements of clause 27.2 (Gloves).
- 2.6 Fair and unfair play
 - The umpires shall be the sole judges of fair and unfair play.
- 2.7 Fitness for play
 - 2.7.1 It is solely for the umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.
 - Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.
 - The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.
 - 2.7.2 Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.
 - 2.7.3 Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.
 - 2.7.4 If the umpires consider the ground is so wet or

MATCH PLAYING CONDITIONS

slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the Batters of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.

2.8 Suspension of play in dangerous or unreasonable circumstances

2.8.1 All references to ground include the pitch. See clause 6.1 (Area of pitch).

2.8.2 If at any time the umpires together agree that the conditions of ground, weather, or light, or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or to recommence. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make, following consultation with the BCB Match Referee.

2.8.3 If circumstances are warranted, the umpires shall stop play and instruct the Ground Authority to take whatever action they can and use whatever equipment is necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the ground staff to take such action during scheduled and unscheduled breaks in play.

2.8.4 The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

2.8.5 Light Meters

It is the responsibility of the BCB to supply light meters to the match officials to be used in accordance with these playing conditions.

2.8.5.1 All light meters shall be uniformly calibrated.

2.8.5.2 The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is fit for play in accordance with the criteria set out in clause 2.8.2 above.

2.8.5.3 Light meter readings may accordingly be used by the umpires:



MATCH PLAYING CONDITIONS

2.8.5.3.1 To determine whether there has been at any stage a deterioration or improvement in the light.

2.8.5.3.2 As benchmarks for the remainder of the match.

2.8.6 Use of artificial lights

If in the opinion of the umpires, natural light is deteriorating to an unfit level, they shall authorize the Ground Authority to use the available artificial lighting so that the match can commence or continue in acceptable conditions.

In the event of power failure or lights malfunction, the provisions relating to the delay or interruption of play due to bad weather or light shall apply

2.8.7 When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.

2.8.8 The safety of all persons within the ground is of paramount importance to the BCB. In the event that of any threatening circumstance, whether actual or perceived (including for example weather, pitch invasions, act of God, etc.), then the umpires, on the advice of the BCB Match Referee, should suspend play and all 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, BCB Match Referee, the head of the relevant Ground Authority, the head of ground security and/or the police as the circumstances may require.

2.8.9 Where play is suspended under clause 2.8.7 above the decision to abandon or resume play shall be the responsibility of the BCB Match Referee who shall act only after consultation with the head of ground security and the police.

2.9 Position of umpires

The umpires shall stand where they can best see any act



MATCH PLAYING CONDITIONS

upon which their decision may be required.

Subject to this over-riding consideration, the bowler's end umpire shall stand in a position so as not to interfere with either the bowler's run-up or the striker's view.

The striker's end umpire may elect to stand on the off side instead of the on side of the pitch, provided he informs the captain of the fielding side, the striker and the other umpire.

2.10 Umpires changing ends

Shall not apply.

2.11 Disagreement and dispute

Where there is disagreement or dispute about any matter, the umpires together shall make the final decision. See also clause 31.6 (Consultation by umpires).

2.12 Umpire's decision

An umpire may alter any decision provided that such alteration is made promptly and does not contradict clause 20.6 (Dead ball not to be revoked). This apart, an umpire's decision, once made, is final.

2.13 Signals

2.13.1 The following code of signals shall be used by umpires.

2.13.1.1 Signals made while the ball is in play

No ball - by extending one arm horizontally.

Out - by raising an index finger above the head. (If not out, the umpire shall call Not out.)

Wide - by extending both arms horizontally.

Dead ball - by crossing and re-crossing the wrists below the waist.

2.13.1.2 When the ball is dead, the bowler's end umpire shall repeat the signals in clause 2.13.1.1, with the exception of the signal for Out, to the scorers.

2.13.1.3 The signals listed below shall be made to the scorers only when the ball is dead.

Boundary 4 - by waving an arm from side to side finishing with the arm across the chest

Boundary 6 - by raising both arms

MATCH PLAYING CONDITIONS

above the head.

Bye - by raising an open hand above the head.

Commencement of last hour - by pointing to a raised wrist with the other hand.

Five Penalty runs awarded to the batting side - by repeated tapping of one shoulder with the opposite hand.

Five Penalty runs awarded to the fielding side - by placing one hand on the opposite shoulder.

Leg bye - by touching a raised knee with the hand.

New ball - by holding the ball above the head.

Revoke last signal - by touching both shoulders, each with the opposite hand.

Short run - by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.

The following signal is for Level 4 player conduct offences. The signal has two parts, both of which should be acknowledged separately by the scorers.

Level 4 conduct Part 1 - by putting one arm out to the side of the body and repeatedly raising it and lowering it.

Part 2 - by raising an index finger, held at shoulder height, to the side of the body.

2.13.1.4 All the signals in clause 2.13.1.3 are to be made by the bowler's end umpire except that for Short run, which is to be signalled by the umpire at the end where short running occurs. However, the bowler's end umpire shall be responsible both for the final signal of Short run to the scorers and for informing them as to the number of runs to be recorded.

2.13.2 The umpire shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed.

If several signals are to be used, they should be

MATCH PLAYING CONDITIONS

given in the order that the events occurred.

2.14 Informing the umpires

Wherever the umpires are to receive information from captains or other players under these Playing Conditions, it will be sufficient for one umpire to be so informed and for him/her to inform the other umpire.

2.15 Correctness of scores

Consultation between umpires and scorers on doubtful points is essential. The umpires shall, throughout the match, satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where app

The umpires shall ensure that they are able to contact the scorers at any time during the match and at its conclusion to address any issues relating to the correctness of scores.

3 THE SCORERS

3.1 Appointment of scorers

Two scorers shall be appointed to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

3.2 Correctness of scores

The scorers shall frequently check to ensure that their records agree and consult with the umpires if necessary. See clause 2.15 (Correctness of scores).

3.3 Acknowledging signals

The scorers shall accept all instructions and signals given to them by the umpires and shall immediately acknowledge each separate signal.

4 THE BALL

4.1 Weight and size

The ball, when new, shall weigh not less than 5.5 ounces/155.9 g, nor more than 5.75 ounces/163 g, and shall measure not less than 8.81 in/22.4 cm, nor more than 9 in/22.9 cm in circumference.

4.2 Approval and control of balls

4.2.1 BCB shall provide white cricket balls of an approved standard for T20 cricket and spare used balls for changing during a match, which shall also be of the same brand. Note: BCB shall be

MATCH PLAYING CONDITIONS

required to advise the teams of the brand of ball to be used in the match (es) at least 30 days prior to the start of the season.

- 4.2.2 The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the BCB. The fourth umpire shall take a box containing at least 6 new balls to the dressing room and supervise the selection of the ball.
- 4.2.3 The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place.
- 4.2.4 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.
- 4.3 New ball
 - 4.3.1 One new ball shall be used at the start of each innings.
- 4.4 Ball lost or becoming unfit for play

If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced, the umpire shall inform the Batters and the fielding captain.

5 THE BAT

- 5.1 The bat
 - 5.1.1 The bat consists of two parts, a handle and a blade.
 - 5.1.2 The basic requirements and measurements of the bat are set out in this clause with detailed specifications in paragraph 1 of Appendix B.
- 5.2 The handle
 - 5.2.1 The handle is to be made principally of cane and/or wood.
 - 5.2.2 The part of the handle that is wholly outside the blade is defined to be the upper portion of the handle. It is a straight shaft for holding the bat.
 - 5.2.3 The upper portion of the handle may be covered with a grip as defined in paragraph 1.2.2 of

MATCH PLAYING CONDITIONS

Appendix B.5.12

- 5.3 The blade
- 5.3.1 The blade comprises the whole of the bat apart from the handle as defined in clause 5.2 and in paragraph 1.3 of Appendix B.
- 5.3.2 The blade shall consist solely of wood.
- 5.4 Protection and repair
- Subject to the specifications in paragraph 1.4 of Appendix B. and providing clause 5.5 is not contravened,
- 5.4.1 solely for the purposes of
either
protection from surface damage to the face, sides and shoulders of the blade
or
repair to the blade after surface damage,
material that is not rigid, either at the time of its application to the blade or subsequently, may be placed on these surfaces.
- 5.4.2 for repair of the blade after damage other than surface damage
- 5.4.2.1 solid material may be inserted into the blade.
- 5.4.2.2 The only material permitted for any insertion is wood with minimal essential adhesives.
- 5.4.3 to prevent damage to the toe, material may be placed on that part of the blade but shall not extend over any part of the face, back or sides of the blade.
- 5.5 to prevent damage to the toe, material may be placed on that part of the blade but shall not extend over any part of the face, back or sides of the blade. Damage to the ball
- 5.5.1 For any part of the bat, covered or uncovered, the hardness of the constituent materials and the surface texture thereof shall not be such that either or both could cause unacceptable damage to the ball.
- 5.5.2 Any material placed on any part of the bat, for whatever purpose, shall similarly not be such that it could cause unacceptable damage to the ball.
- 5.5.3 For the purpose of this clause, unacceptable damage is any change that is greater than normal

MATCH PLAYING CONDITIONS

wear and tear caused by the ball striking the uncovered wooden surface of the blade.

5.6 Contact with the ball

In these clauses,

5.6.1 reference to the bat shall imply that the bat is held in the Batter's hand or a glove worn on his hand, unless stated otherwise.

5.6.2 contact between the ball and any of 5.6.2.1 to 5.6.2.4

5.6.2.1 the bat itself

5.6.2.2 the Batter's hand holding the bat^{5.13}

5.6.2.3 any part of a glove worn on the Batter's hand holding the bat

5.6.2.4 any additional materials permitted under 5.4

shall be regarded as the ball striking or touching the bat or being struck by the bat.

5.7 Bat size limits

5.7.1 The overall length of the bat, when the lower portion of the handle is inserted, shall not be more than 38 in/96.52 cm.

5.7.2 The blade of the bat shall not exceed the following dimensions:

Width: 4.25in/10.8 cm

Depth: 2.64in/6.7 cm

Edges: 1.56in/4.0cm.

Furthermore, it should also be able to pass through a bat gauge as described in paragraph 1.6 of Appendix B.

5.7.3 The handle shall not exceed 52% of the overall length of the bat.

5.7.4 The material permitted for covering the blade in clause 5.4.1 shall not exceed 0.04 in/0.1 cm in thickness.

5.7.5 The maximum permitted thickness of protective material placed on the toe of the blade is 0.12 in/0.3 cm.

5.8 Categories of bat

5.8.1 Type A bats conform to clauses 5.1 to 5.7 inclusive.

5.8.2 Only Type A bats may be used in all BPL matches.

6 THE PITCH

6.1 Area of pitch

The pitch is a rectangular area of the ground 22 yards/20.12 m in length and 10 ft/3.05 m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 5 ft/1.52 m from it. See clauses 8.1 (Description, width and pitching), 7.2 (The bowling crease) and Appendix C

6.2 Fitness of pitch for play

The umpires shall be the sole judges of the fitness of the pitch for play. See clauses 2.7 (Fitness for play) and 2.8 (Suspension of play in dangerous or unreasonable conditions).

6.3 Selection and preparation

Before the match, the Ground Authority shall be responsible for the selection and preparation of the pitch. During the match, the umpires shall control its use and maintenance.

6.3.1 The Ground Authority shall ensure that during the period prior to the start of play and during intervals, the pitch area shall be roped off so as to prevent unauthorised access. (The pitch area 11 shall include an area at least 2 metres beyond the rectangle made by the crease markings at both ends of the pitch).

6.3.2 The fourth umpire shall ensure that, prior to the start of play and during any intervals, only authorised staff, the match officials, players, team coaches and authorised television personnel shall be allowed access to the pitch area. Such access shall be subject to the following limitations:

6.3.2.1 Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).

6.3.2.2 Access to the pitch area by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcaster(s) (but not news crews). Additionally one sponsor representative from the home team will be present at the toss.

MATCH PLAYING CONDITIONS

- 6.3.2.3 No spiked footwear shall be permitted.
- 6.3.2.4 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.
- 6.3.2.5 Access shall not interfere with pitch preparation.
- 6.3.3 In the event of any dispute, the Match Referee will rule and his ruling will be final.
- 6.4 Changing the pitch
 - 6.4.1 If the on-field umpires decide that it is dangerous or unreasonable for play to continue on the match pitch, they shall stop play and immediately advise the Match Referee.
 - 6.4.2 The on-field umpires and the Match Referee shall then consult with both captains.
 - 6.4.3 If the captains agree to continue, play shall resume.
 - 6.4.4 If the decision is not to resume play, the on-field umpires together with the Match Referee shall consider whether the existing pitch can be repaired and the match resumed from the point it was stopped. In considering whether to authorise such repairs, the Match Referee must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.
 - 6.4.5 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences:
 - 6.4.5.1 In the event of the required number of overs to constitute a match having been completed at the time the match is abandoned, the result shall be determined according to the provisions of clause 16.4.2.
 - 6.4.5.2 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.
 - 6.4.6 If the abandonment occurs on the day of the match, the Match Referee shall consult with the BCB with the objective of finding a way for a new match (including a new nomination of teams and toss) to commence on the same date and

MATCH PLAYING CONDITIONS

venue. Such a match may be played either on the repaired pitch or on another pitch, subject to the Match Referee and the relevant Ground Authority both being satisfied that the new pitch will be of the required BPL standard. The playing time lost between the scheduled start time of the original match and the actual start time of the new match will be covered by the provisions of clause 12.

6.4.7 If it is not possible to start a new match on the scheduled day of the match, the BCB shall determine whether the match can be replayed within the existing league schedule.

6.4.8 Throughout the above decision making processes, the Match Referee shall keep informed both captains and the head of the Ground Authority. The head of the Ground Authority shall ensure that suitable and prompt public announcements are made.

6.5 Non-turf pitches

All BPL matches shall be played on natural turf pitches. The use of PVA and other adhesives in the preparation of pitches is not permitted.

7 THE CREASES

7.1 The creases

The positions of a bowling crease, a popping crease and two return creases shall be marked by white lines, as set out in clauses 7.2, 7.3 and 7.4, at each end of the pitch. See paragraph 1 of Appendix C.

7.2 The bowling crease

The bowling crease, which is the back edge of the crease marking, is the line that marks the end of the pitch, as in clause 6.1 (Area of pitch). It shall be 8 ft 8 in/2.64 m in length.

7.3 The popping crease

The popping crease, which is the back edge of the crease marking, shall be in front of and parallel to the bowling crease and shall be 4 ft/1.22 m from it. The popping crease shall be marked to a minimum of 15 yards/13.71 m on either side of the imaginary line joining the centres of the two middle stumps and shall be considered to be unlimited in length.

7.4 The return creases

The return creases, which are the inside edges of the

MATCH PLAYING CONDITIONS

crease markings, shall be at right angles to the popping crease at a distance of 4 ft 4 in/1.32 m either side of the imaginary line joining the centres of the two middle stumps. Each return crease shall be marked from the popping crease to a minimum of 8 ft/2.44 m behind it and shall be considered to be unlimited in length.

7.5 Additional Crease Markings

As a guideline to the umpires for the calling of Wides on the offside, the crease markings detailed in paragraph 1 of Appendix C may be marked in white (or other color) at each end of the pitch.

8 THE WICKETS

8.1 Description, width and pitching

Two sets of wickets shall be pitched opposite and parallel to each other in the centres of the bowling creases. Each set shall be 9 in/22.86 cm wide and shall consist of three wooden stumps with two wooden bails on top. See paragraph 2 of Appendix B.

8.2 Size of stumps

The tops of the stumps shall be 28 in/71.12 cm above the playing surface and shall be dome shaped except for the bail grooves. The portion of a stump above the playing surface shall be cylindrical apart from the domed top, with circular section of diameter not less than 1.38 in/3.50 cm nor more than 1.5 in/3.81 cm. See paragraph 2 of Appendix B.

BCB will provide a slightly larger cylindrical stump to accommodate the stump camera. When the larger stump is used, all three stumps must be exactly the same size.

8.3 The bails

- 8.3.1 The bails, when in position on top of the stumps,
 - shall not project more than 0.5 in/1.27 cm above them.
 - shall fit between the stumps without forcing them out of the vertical.

- 8.3.2 Each bail shall conform to the following specifications (see paragraph 2 of Appendix B).

Overall length 4.31 in/10.95 cm

Length of barrel 2.13 in /5.40 cm

Longer spigot 1.38 in/3.50 cm

Shorter spigot 0.81 in/2.06 cm.

MATCH PLAYING CONDITIONS

- 8.3.3 The two spigots and the barrel shall have the same centre line.
- 8.4 Dispensing with bails
The umpires may agree to dispense with the use of bails, if necessary. If they so agree then no bails shall be used at either end. The use of bails shall be resumed as soon as conditions permit. See clause 29.4 (Dispensing with bails).
- 8.5 LED Wickets
The use of approved LED Wickets is permitted.

9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

- 9.1 Rolling
The pitch shall not be rolled during the match except as permitted in clauses 9.1.1 and 9.1.2.
- 9.1.1 Frequency and duration of rolling
During the match the pitch may be rolled at the request of the captain of the side batting second, for a period of not more than 7 minutes, before the start of the second innings.
- 9.1.2 Rolling after a delayed start
In addition to the rolling permitted above, if, after the toss and before the first innings of the match, the start is delayed, the captain of the batting side may request that the pitch be rolled for not more than 7 minutes. However, if the umpires together agree that the delay has had no significant effect on the state of the pitch, they shall refuse such request for rolling of the pitch.
- 9.1.3 Choice of rollers
If there is more than one roller available the captain of the batting side shall choose which one is to be used.
The following shall apply in addition to clause 9.1:
- 9.1.4 Prior to the scheduled time for the toss, the artificial drying of the pitch and outfield shall be at the discretion of the Ground Authority. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the Ground Authority, 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

MATCH PLAYING CONDITIONS

dried without reference to the captains at any time they are of the opinion that it is unfit for play.

- 9.1.5 The umpires may instruct the Ground Authority to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.
- 9.1.6 An absorbent roller may be used to remove water from the covers including the cover on the match pitch.
- 9.2 Clearing debris from the pitch
 - 9.2.1 The pitch shall be cleared of any debris
 - 9.2.1.1 between innings. This shall precede rolling if any is to take place.
 - 9.2.1.2 at all intervals for meals.
 - 9.2.2 The clearance of debris in clause 9.2.1 shall be done by sweeping, except where the umpires consider that this may be detrimental to the surface of the pitch. In this case the debris must be cleared from that area by hand, without sweeping.
 - 9.2.3 In addition to 9.2.1, debris may be cleared from the pitch by hand, without sweeping, before mowing and whenever either umpire considers it necessary.
- 9.3 Mowing
 - 9.3.1 Responsibility for mowing
 - 9.3.1.1 All mowings which are carried out before the match shall be the sole responsibility of the Ground Authority.
- 9.4 Watering the pitch

The pitch shall not be watered during the match.

NOTE: Where two matches are scheduled in one ground in a day, no pitch shall be watered on match day without the consent of the Match Referee
- 9.5 Re-marking creases

Creases shall be re-marked whenever either umpire considers it necessary.
- 9.6 Maintenance of footholes

The umpires shall ensure that the holes made by the bowlers and Batters are cleaned out and dried whenever necessary to facilitate play.

The umpires shall allow, if necessary, the returfing of

MATCH PLAYING CONDITIONS

footholes made by the bowlers in their delivery strides, or the use of quick-setting fillings for the same purpose.

In addition, 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 footholes.

9.7 Securing of footholds and maintenance of pitch

During play, umpires shall allow the players to secure their footholds by the use of sawdust provided that no damage to the pitch is caused and that clause 41 (Unfair play) is not contravened.

9.8 Protection and preparation of adjacent pitches during matches

The protection (by way of an appropriate cover) and preparation of pitches which are adjacent to the match pitch will be permitted during the match subject to the following:

9.8.1 Such measures will only be possible if requested by the Ground Authority and approved by the umpires before the start of the match.

9.8.2 Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.

9.8.3 The preparation work shall be carried out under the supervision of the fourth umpire.

9.8.4 The consent of the captains is not required but the umpires shall advise both captains and the BCB Match Referee before the start of the match on what has been agreed

10 COVERING THE PITCH

10.1 Before the match

The use of covers before the match is the responsibility of the Ground Authority and may include full covering if required.

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

However, the Ground Authority shall grant suitable facility to the captains to inspect the pitch before the nomination of their players and to the umpires to discharge their duties as laid down in clauses 2 (The umpires), 6 (The pitch), 7 (The creases), 8 (The wickets), and 9 (Preparation and maintenance of the playing area).

MATCH PLAYING CONDITIONS

10.2 During the match

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, to a minimum of 5 metres either side of the pitch, and any worn or soft areas in the outfield.

The bowlers' run-ups shall be covered during inclement weather, in order to keep them dry, to a distance of at least 10 x 10 metres.

10.3 Removal of covers

All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2 ½ hours before the scheduled start of play provided it is not raining at the time, but the pitch will be covered again if rain falls prior to the commencement of play.

11 INTERVALS

11.1 An interval

11.1.1 The following shall be classed as intervals.

- Intervals between innings
- Intervals for time-outs
- Any other agreed interval.

11.1.2 Only these intervals shall be considered as scheduled breaks for the purposes of clause 24.2.6 (fielder absent or leaving the field of play).

11.2 Duration of interval

11.2.1 There shall be a 20 minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

11.3 Allowance for interval between innings

Law 11.3 of the Laws of Cricket shall not apply.

11.4 Changing agreed times of intervals

11.4.1 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings,

MATCH PLAYING CONDITIONS

the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The minimum time for the interval will be 10 minutes.

11.4.2 However, following a lengthy delay or interruption prior to the completion of the innings of the team batting first, the Match Referee may, at his discretion, reduce the interval between innings from 20 minutes to not less than 10 minutes.

11.4.3 Such discretion should only be exercised after determining the adjusted overs per side based on a 20-minute interval. If having exercised this discretion, the rescheduled finishing time for the match is earlier than the latest possible finishing time, then these minutes should be deducted from the length of any interruption during the second innings before determining the overs remaining.

11.5 Intervals for drinks

11.5.1 No drinks intervals shall be permitted.

11.5.2 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. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire (subject to the wearing of bibs – refer to the note in clause 24.1.4).

11.6 Time-Outs

11.6.1 There shall be two time-outs of 2 minutes 30 seconds in duration in each innings. The time-outs are to allow the teams to re-group tactically. The Coach(es) may consult with the on-field players during the time-outs. Umpires and players must start to move back into their positions after 2 minutes in order to resume play when the countdown clock reaches zero seconds.

11.6.2 Drinks may be brought out on to the field during the time-out. No practice is allowed.

11.6.3 Subject to clauses 11.6.4 and 11.6.8 below, the above-mentioned time-outs will occur in each innings of matches which are not Interrupted (such that the scheduled number of overs in respect of such innings remains 20) at the following times: (a) at the end of either the 6th,, 7th, 8th or 9th over at the election of the fielding team and (b) at the end of either the 13th, 14th 15th or 16th over at the

MATCH PLAYING CONDITIONS

election of the batting team.

11.6.4 If there is a stoppage in play (whether for a wicket or injury or any other reason) during an over once a time-out has been requested pursuant to clause 11.6.5 below or the 9th or 16th over if the relevant time-out has not yet been taken, then the umpires shall, if they believe that it will speed up the game, not wait for the end of the over and may immediately call the time-out..

11.6.5 Each time-out should be called by either (a) the fielding captain or the Batters (as appropriate in accordance with clause 11.6.3 (a) and (b) respectively) notifying one of the two on field umpires or (b) the person accredited as team coach for the fielding side or batting side (as appropriate) notifying the fourth umpire, in each case prior to the bowler's end umpire for the next over getting into his position behind the stumps. In the event of a divergence between the notifications under a) and b) above, the notification by the team coach shall prevail. Any notification once the bowler's end umpire for the next over is in position behind the stumps will not be valid. If either the fielding captain or the Batters respectively does not make an election, the umpires will call the time-out at the end of the 9th and 16th over respectively.

11.6.6 The umpires will clearly signal the time-out by making the sign of a "T" with their arms.

11.6.7 In any match which is interrupted (such that the scheduled number of overs in respect thereof is less than 20) then the time-outs will occur as follows:

Scheduled Number of Overs	Earliest Fielder Time out (End of over)	Latest Fielder Time out (End of over)	Earliest Batters Time out (End of over)	Latest Batters Time out (End of over)
20	6	9	13	16
19	6	9	13	16
18	5	8	12	15
17	5	8	12	14
16	5	7	11	13
15	5	6	10	12
14 or less	None	None	None	None

MATCH PLAYING CONDITIONS

If the scheduled number of overs in the innings in an interrupted match is 14 overs or less, there will be no time-outs. Furthermore following a lengthy delay or interruption prior to any of the time-outs, the Match Referee may, at his discretion, cancel all of the remaining time-outs.

11.6.8 If in any innings the batting team is dismissed before a scheduled time-out then there will be no such time-out in respect of such innings.

11.7 Scorers to be informed

The umpires shall ensure that the scorers are informed of all agreements about hours of play and intervals and of any changes made thereto as permitted under this clause.

12 START OF PLAY; CESSATION OF PLAY

12.1 Call of Play

The bowler's end umpire shall call Play before the first ball of the match and on the resumption of play after any interval or interruption.

12.2 Call of Time

The bowler's end umpire shall call Time, when the ball is dead, at the end of any session of play or as required by these Playing Conditions. See also clause 20.3 (Call of Over or Time).

12.3 Removal of bails

After the call of Time, the bails shall be removed from both wickets.

12.4 Starting a new over

Shall not apply

12.5 Completion of an over

Shall not apply

12.6 Conclusion of match

12.6.1 The match is concluded

12.6.1.1 as soon as a result as defined in clauses 16.1 to 16.5 (The result) is reached.

12.6.1.2 as soon as the prescribed number of overs have been completed

12.6.2 The match is concluded if, without a conclusion having been reached under 12.6.1, the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances,

MATCH PLAYING CONDITIONS

and no further play is possible.

12.7 Hours of Play; Minimum Overs Requirement

There being 2 sessions of 1 hour 30 minutes each (including 5 minutes time-out) separated by a 20 minute interval between innings.

12.7.1 The scheduled hours of play for the **weekdays** are as follows:

1st match:

1st Sessions	1.30 p.m.-03.00 p.m.	1.30 Hours
Interval	03.00 p.m.- 03.20 p.m.	20 Minutes
2nd Sessions	03.20 p.m.- 04.50 p.m.	1.30 Hours

2nd match:

1st Sessions	06.30 p.m.- 08.00 p.m.	1.30 Hours
Interval	08.00 p.m.- 08.20 p.m.	20 Minutes
2nd Sessions	08.20 p.m.- 9.50 p.m.	1.30 Hours

12.7.2 The scheduled hours of play **ONLY** for the **Fridays** are as follows:

1st match:

1st Sessions	2.00 p.m.-03.30 p.m.	1.30 Hours
Interval	03.30 p.m.- 03.50 p.m.	20 Minutes
2nd Sessions	03.50 p.m.- 05.20 p.m.	1.30 Hours

2nd match:

1st Sessions	07.00 p.m.- 08.30 p.m.	1.30 Hours
Interval	08.30 p.m.- 08.50 p.m.	20 Minutes
2nd Sessions	08.50 p.m.- 10.20 p.m.	1.30 Hours

12.8 Minimum Over Rates

12.8.1 The minimum over rate to be achieved in T20 Matches shall be 14.11 overs per hour.

12.8.2 The actual over rate shall be calculated at the end of each innings by the umpires.

12.8.3 In calculating the actual over rate for the match, allowances shall be given as follows:

MATCH PLAYING CONDITIONS

- 12.8.3.1 The time lost as a result of treatment given to a player by an authorised medical personnel on the field of play;
 - 12.8.3.2 The time lost as a result of a player being required to leave the field as a result of a serious injury;
 - 12.8.3.3 The time taken for all third umpire referrals and consultations and any umpire reviews;
 - 12.8.3.4 The time lost as a result of time wasting by the batting side; and
 - 12.8.3.5 The time lost due to all other circumstances that are beyond the control of the fielding side.
- 12.8.4 In the event of any time allowances being granted to the fielding team under clause 12.8.3.4 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.
- 12.8.5 In addition to the allowances as provided for above,
- 12.8.5.1 an additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings except where the wicket falls immediately prior to time-out.
- 12.8.6 If a batting team 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.
- 12.8.7 The current over rate of the fielding team (+/- overs compared to the minimum rate required), to be advised by the 3rd umpire every 4 overs as a minimum, shall be displayed on a scoreboard or replay screen.

13 INNINGS

- 13.1 Number of innings
 - 13.1.1 A match shall be one innings for each side.
- 13.2 Alternate innings
 - Each side shall take their innings alternately.

MATCH PLAYING CONDITIONS

13.3 Completed innings

A side's innings is to be considered as completed if any of the following applies

13.3.1 the side is all out.

13.3.2 at the fall of a wicket or the retirement of a Batter, further balls remain to be bowled but no further Batter is available to come in.

13.3.3 the prescribed number of overs have been bowled to the batting side.

13.4 The toss

The captains shall toss a coin for the choice of innings, on the field of play and under the supervision of the BCB Match Referee, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play. Note, however, the provisions of clause 1.3 (Captain).

13.5 Decision to be notified

As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the umpires of this decision. Once notified, the decision cannot be changed.

13.6 Duration of Match

13.6.1 All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. All matches shall be of one day's scheduled duration.

13.6.2 There shall be no reserve day for any matches except the Play-Off (Qualifier, Eliminator) matches and the Final Match.

13.6.3 There shall be one reserve day allocated for the Play-Off (Qualifier, Eliminator) Matches and for the Final, on which the incomplete match (s) shall be continued from the scheduled day.

13.6.4 Every effort will be made to complete the match on the scheduled day with any necessary reduction in overs taking place and only if the minimum number of over's necessary to constitute a match cannot be bowled on the scheduled day will the match be completed on the reserve day.

13.6.5 If the match has started on the scheduled day and overs are subsequently reduced following an interruption, but no further play is possible, the match will resume on the reserve day under the same assumption that the last ball was played on

MATCH PLAYING CONDITIONS

the scheduled day.

13.6.5 Any play on the reserve day will commence at the same time as the scheduled start of play on the scheduled day.

13.7 Length of Innings

13.7.1 Uninterrupted Matches.

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

13.7.1.2 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. The interval shall not be extended and the second session shall commence at the scheduled time. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

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

13.7.1.4 If the team fielding second fails to bowl 20 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.

13.7.1.5 Penalties shall apply for slow over rates (refer to the BCB Code of Conduct).

13.7.2 Delayed or Interrupted Matches

13.7.2.1 Delay or Interruption to the Innings of the Team Batting First (see Appendix E)

13.7.2.1.1 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 in the total remaining time available for play.

13.7.2.1.2 The revision of the number of overs should ensure, whenever possible, that both

MATCH PLAYING CONDITIONS

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 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.

13.7.2.1.3 As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.5, then the first innings is terminated and the provisions of 13.7.2.2 below take effect.

13.7.2.1.4 A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 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 will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play on the final scheduled day for play. If required, the original time shall be extended to allow for one extra over for each team.

13.7.2.1.5 If the team fielding first fails to bowl the revised number of overs by the specified

MATCH PLAYING CONDITIONS

time, play shall continue until the required number of overs have been bowled or the innings is completed.

13.7.2.1.6 Penalties shall apply for slow over rates (refer to the BCB Code of Conduct).

13.7.2.2 Delay or Interruption to the innings of the Team Batting Second (see Appendix E)

13.7.2.2.1 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 in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

13.7.2.2.2 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.

13.7.2.2.3 To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to a result not being achieved earlier.

13.7.2.2.4 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

MATCH PLAYING CONDITIONS

than its allocated overs.

13.7.2.2.5 A fixed time will be specified for the close of play by applying a rate of 14.11 overs per hour. 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.

13.7.2.2.6 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.

13.7.2.2.7 Penalties shall apply for slow over rates (refer to the BCB Code of Conduct).

13.7.3 Extra Time

There shall be 30 minutes of extra time where the start of play is delayed or play is suspended. For clarity, the changeover period (maximum 10 mins) for a Super Over after the main match is not to be taken into account when applying any permitted extra time available.

13.8 Over-Rate Penalties

13.8.1 The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time for the innings (calculated in accordance with clause 13.7). In delayed or interrupted matches where there has been a reduction of 3 or more overs pursuant to clause 13.7.2, the fielding side shall be in position to bowl the first ball of the penultimate over of the innings by the scheduled (or re-scheduled) cessation time for the innings.

13.8.2 Where this requirement is not met, clause 28.7.5 shall be varied and from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the fielding restriction area referred to in clause 28.7.3.



MATCH PLAYING CONDITIONS

- 13.8.3 Clause 13.8.2 shall not apply where:
 - 13.8.3.1 a side's innings is reduced to less than 10 overs, unless the over-rate penalty has been applied prior to such reduction; or
 - 13.8.3.2 a side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.
- 13.8.4 The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of:
 - 13.8.4.1 the scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play; and
 - 13.8.4.2 any time allowances pursuant to clause 12.8.3 as and when they arise.
- 13.8.5 Over-rate penalties pursuant to clause 13.8 shall be applied in addition to the relevant provisions under the BCB Code of Conduct.
- 13.9 Number of Overs per Bowler
 - 13.9.1 No bowler shall bowl more than 4 overs in an innings.
 - 13.9.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second;
 - 13.9.2.1 for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
 - 13.9.2.2 for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.
 - 13.9.3 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.
 - 13.9.4 The scoreboard shall show the total number of overs bowled and the number of overs bowled by

MATCH PLAYING CONDITIONS

each bowler.

14 THE FOLLOW-ON

Shall not apply.

15 DECLARATION AND FORFEITURE

Shall not apply.

16 THE RESULT

16.1 A Win

16.1.1 The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See clause 13.3 (Completed innings). Note also clause 16.5 (Winning hit or extras).

16.1.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 16.2), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

16.1.3 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 16.2), all matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared a No Result.

16.2 BCB Match Referee awarding a match

16.2.1 A match shall be lost by a side which either

16.2.1.1 concedes defeat or

16.2.1.2 in the opinion of the BCB Match Referee refuses to play and the BCB Match Referee shall award the match to the other side.

16.2.2 If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the BCB Match Referee of this fact. The BCB Match Referee shall together with the umpires ascertain the cause of the action. If the BCB Match Referee, after due consultation with the umpires, then

MATCH PLAYING CONDITIONS

decides that this action does constitute a refusal to play by one side, he/she shall so inform the captain of that side. If the captain persists in the action the BCB Match Referee shall award the match in accordance with clause 16.2.1.2 above.

- 16.2.3 If action as in clause 16.2.2 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 13.7.2 (Delayed and Interrupted Matches) and 11.4 (Changing agreed times for intervals) 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 under the BCB Code of Conduct.

- 16.3 All other matches – A Tie or No Result

16.3.1 A Tie

The result of a match shall be a Tie when all innings have been completed and the scores are equal.

If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen. In the event of a tied match the teams shall compete in a Super Over to determine the winner. Refer to Appendix F.

16.3.2 No Result

See 16.1.3 above.

- 16.4 Prematurely Terminated Matches - Calculation of the Target Score

16.4.1 Interrupted Matches - Calculation of the Target Score

16.4.1.1 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

MATCH PLAYING CONDITIONS

target set will always be a whole number and one run less will constitute a Tie (refer to the Duckworth/Lewis/Stern Regulations).

16.4.2 Prematurely Terminated Matches

16.4.2.1 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.

16.5 Winning hit or extras

16.5.1 As soon as a result is reached as defined in clauses 16.1, 16.2 or 16.3.1, the match is at an end. Nothing that happens thereafter, except as in clause 41.17.2 (Penalty runs), shall be regarded as part of it. Note also clause 16.8.

16.5.2 The side batting last will have scored enough runs to win only if its total of runs is sufficient without including any runs completed by the Batters before the completion of a catch, or the obstruction of a catch, from which the striker could be dismissed.

16.5.3 If a boundary is scored before the Batters have completed sufficient runs to win the match, the whole of the boundary allowance shall be credited to the side's total and, in the case of a hit by the bat, to the striker's score.

16.6 Statement of result

If the side batting last wins the match without losing all its wickets, the result shall be stated as a win by the number of wickets still then to fall.

If, without having scored a total of runs in excess of the total scored by the opposing side, the side batting last has been completed, but as the result of an award of 5 Penalty runs its total of runs is then sufficient to win, the result shall be stated as a win to that side by Penalty runs.

If the side fielding last wins the match, the result

MATCH PLAYING CONDITIONS

shall be stated as a win by runs.

If the match is decided by one side conceding defeat or refusing to play, the result shall be stated as Match Conceded or Match Awarded, as the case may be.

16.7 Correctness of result

Any decision as to the correctness of the scores shall be the responsibility of the umpires. See clause 2.15 (Correctness of scores).

16.8 Mistakes in scoring

If, after the players and umpires have left the field in the belief that the match has been concluded, the umpires discover that a mistake in scoring has occurred which affects the result then, subject to clause 16.9, they shall adopt the following procedure.

16.8.1 If, when the players leave the field, the side batting last has not completed its innings and

either the number of overs to be bowled in that innings has not been completed, or

the end of the innings has not been reached,

then, unless one side concedes defeat, the umpires shall order play to resume.

Unless a result is reached sooner, play will then continue, if conditions permit, until the prescribed number of overs has been completed. The number of overs shall be taken as they were at the call of Time for the supposed conclusion of the match. No account shall be taken of the time between that moment and the resumption of play.

16.8.2 If, at this call of Time, the overs have been completed and no Playing time remains, or if the side batting last has completed its innings, the umpires shall immediately inform both captains of the necessary corrections to the scores and to the result.

16.9 Result not to be changed

Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match – see clauses 2.15 (Correctness of scores) and 3.2 (Correctness of scores) – the result cannot thereafter be changed.

16.10 The Competition Format:

The - BPL Tenth Edition 2024 will be contested by 07 (seven) teams. The participants in the - BPL Tenth Edition

MATCH PLAYING CONDITIONS

2024 are as follows:

1	Comilla Victorians	CV
2	Sylhet Strikers	SS
3	Rangpur Riders	RR
4	Fortune Barishal	FB
5	Khulna Tigers	KT
6	Chattogram Challengers	CC
7	Durdanto Dhaka	DD

The 7 (seven) participating teams will play with each other in a double league basis. Points will be allocated for each match in accordance with the system described in clause 16.11 of these playing conditions, which will apply throughout the competition.

Following the completion of the double league round, top 4 (four) teams will play the Play-off matches.

There will be 3 (Three) Play-off matches, 1st Qualifier match, 2nd Qualifier match and The Eliminator.

1st Qualifier match will be played between position number 1 (one) and 2 (two).

The Eliminator match will be played between position number 3 (three) and 4 (four).

2nd Qualifier match will be played between the winning Team of The Eliminator match and the losing Team of 1st Qualifier match.

The Final will be played between the winner Teams of 1st and 2nd Qualifier match.

The winner team of the final match will be the Champion. However, in case of "No Result" in the final match, the participating teams will be declared "Joint Champion"

16.11 Points

16.11.1 The following points system will apply:

2 (two) points for each match won;

1(one) point per team taking part in any match with no result and any match which is tied (where it was not possible to complete a Super Over at the end of play or where the Super Over itself is tied);

1(one) point per team for any match involving such team which does not commence for any reason (other than where the reason for such non-commencement is a breach of the Operational

MATCH PLAYING CONDITIONS

Rules by one Team which results in such Team forfeiting such match); and

0 (zero) points for any match lost or forfeited.

The team with the highest number of points shall be at the top of the table and the team with the lowest shall be at the bottom.

16.11.2 Where teams have an equal number of points their relative positions shall be determined by the following:

16.11.2.1 the team with the most wins in matches in the double league round will be placed in the higher position;

16.11.2.2 if there are teams with equal points and equal wins during the tournament, then in such case the team with the higher net run rate (as calculated in clause 16.13 below) will be placed in the higher position;

16.11.2.3 if following the net run rate calculation above there are teams which are still equal, then the team with the higher 'Wicket Rate'(A team's Wicket Rate is calculated by dividing the total wicket taken by that team throughout the tournament with the total over bowled by that team throughout the tournament; i.e. wicket taken per over) will be placed in the higher position;

16.11.2.4 if still equal at the end of the double league round then the team position will be determined by drawing lots.

16.11.3 References in paragraph 16.11 to "matches" shall not include the play-off matches.

16.12 Play-off matches

If any of the Eliminator, Qualifier 1 or Qualifier 2 matches are tied, or there is no result, the following shall apply:

16.12.1 the relevant teams shall compete in a Super Over(s) to determine which team is the winner of the match in question; and

16.12.2 if conditions do not permit a Super Over(s) within the time available to determine the winner or if the Super Over(s) is abandoned then the team which, at the end of the relevant regular Tournament, finished in the higher position in the League table (in accordance with paragraph 16.10 above) will

MATCH PLAYING CONDITIONS

be deemed the winner of the relevant play-off match.

The procedure for any Super Over(s) shall be as set out in Appendix F.

16.13 Net Run Rate

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

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

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

16.13.4 In circumstances where a match (and the points for such match) is awarded to a team as a result of the other team's refusal to play, either by the match referee in accordance with Law 16.3.1.2 as read with playing condition 16.2 or in accordance with the provisions of the relevant event agreements signed by the participating teams, the net run rate of the defaulting team shall be affected in that the full 20 overs of the defaulting team's innings in such forfeited match shall be taken into account in calculating the average runs per over of the defaulting team over the course of the relevant portion of the competition. For the avoidance of doubt the runs scored and overs bowled in such forfeited match will not be taken into account when calculating the net run rate of the team to whom the match was awarded.

Note: The Super Over is not included in the net run rate calculation.

MATCH PLAYING CONDITIONS

17 THE OVER

17.1 Number of balls

The ball shall be bowled from each end alternately in overs of 6 valid balls.

17.2 Start of an over

An over has started when the bowler starts his run-up or, if there is no run-up, starts his action for the first delivery of that over.

17.3 Validity of balls

17.3.1 A ball shall not count as one of the 6 balls of the over unless it is delivered, even though, as in clause 38.3 (Non-striker leaving his ground early) a batter may be dismissed or some other incident occurs without the ball having been delivered.

17.3.2 A ball delivered by the bowler shall not count as one of the 6 balls of the over

17.3.2.1 if it is called dead, or is to be considered dead, before the striker has had an opportunity to play it. See clause 20.6 (Dead ball; ball counting as one of over).

17.3.2.2 if it is called dead in the circumstances of clause 20.4.2.6. Note also the special provisions of clause 20.4.2.5 (Umpire calling and signaling Dead ball).

17.3.2.3 if it is a No ball. See clause 21 (No ball).

17.3.2.4 if it is a Wide. See clause 22 (Wide ball).

17.3.2.5 when any of clauses 24.4 (Player returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract striker), or 41.5 (Deliberate distraction, deception or obstruction of batter) is applied.

17.3.3 Any deliveries other than those listed in clauses 17.3.1 and 17.3.2 shall be known as valid balls. Only valid balls shall count towards the 6 balls of the over.

17.4 Call of Over

When 6 valid balls have been bowled and when the ball becomes dead, the umpire shall call Over before leaving the wicket. See also clause 20.3 (Call of Over or Time).

17.5 Umpire miscounting

17.5.1 If the umpire miscounts the number of valid balls, the over as counted by the umpire shall stand.

MATCH PLAYING CONDITIONS

- 17.5.2 If, having miscounted, the umpire allows an over to continue after 6 valid balls have been bowled, he/she may subsequently call Over when the ball becomes dead after any delivery, even if that delivery is not a valid ball.
- 17.5.3 Whenever possible, the third umpire shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.
- 17.6 Bowler changing ends
- A bowler shall be allowed to change ends as often as desired, provided he does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in the same innings.
- 17.7 Finishing an over
- 17.7.1 Other than at the end of an innings, a bowler shall finish an over in progress unless incapacitated or suspended under these Playing Conditions.
- 17.7.2 If for any reason, other than the end of an innings, an over is left uncompleted at the start of an interval or interruption, it shall be completed on resumption of play.
- 17.8 Bowler incapacitated or suspended during an over
- If for any reason a bowler is incapacitated while running up to deliver the first ball of an over, or is incapacitated during an over, the umpire shall call and signal Dead ball. If a bowler is incapacitated or suspended during an over, another bowler shall complete the over from the same end, provided that he does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in that innings.

18 SCORING RUNS

- 18.1 A run
- The score shall be reckoned by runs. A run is scored
- 18.1.1 so often as the batters, at any time while the ball is in play, have crossed and made good their ground from end to end.
- 18.1.2 when a boundary is scored. See clause 19 (Boundaries).
- 18.1.3 when Penalty runs are awarded. See clause 18.6.
- 18.2 Runs disallowed and runs not scored
- Wherever in these Playing Conditions provision is made for the scoring of runs or awarding of penalties, such runs

MATCH PLAYING CONDITIONS

and penalties will be subject to any provisions that may be applicable for a run to be disallowed or a run not to be scored (see Appendix A 11) or for the non-award of penalties.

When runs are disallowed, the one run penalty for No ball or Wide shall stand and 5 run penalties shall be allowed, except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).

18.3 Short runs

18.3.1 A run is short if a batter fails to make good his ground in turning for a further run.

18.3.2 Although a short run shortens the succeeding one, the latter if completed shall not be regarded as short. A striker setting off for the first run from in front of the popping crease may do so also without penalty.

18.4 Unintentional short runs

Except in the circumstances of clause 18.5,

18.4.1 if either batter runs a short run, the umpire concerned shall, unless a boundary is scored, call and signal Short run as soon as the ball becomes dead and that run shall not be scored. For televised matches, in accordance with Paragraph 2.5 of Appendix D, the third umpire shall review any call of Short run and communicate his/her decision to the relevant on-field umpire.

18.4.2 if either batter run short, a boundary is scored the umpire concerned shall disregard the short running and shall not call or signal Short run unless the boundary is a result of an overthrow or wilful act of the fielder (see clause 19.8 Overthrow or wilful act of fielder)..

18.4.3 if both batters run short in one and the same run, this shall be regarded as only one short run.

18.4.4 if more than one run is short then, subject to clauses 18.4.2 and 18.4.3, all runs called as short shall not be scored.

18.4.5 if there has been more than one short run, the umpire shall inform the scorers as to the number of runs to be recorded.

18.5 Deliberate short runs

18.5.1 If either umpire considers that one or both batters deliberately ran short at that umpire's end, the umpire concerned shall, when the ball is dead, call

MATCH PLAYING CONDITIONS

and signal Short run and inform the other umpire of what has occurred and apply clause 18.5.2.

18.5.2 The bowler's end umpire shall

- disallow all runs to the batting side
- return any not out batter to his original end
- signal No ball or Wide to the scorers, if applicable
- repeat the Short run signal to the scorers
- award 5 Penalty runs to the fielding side
- award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side)
- inform the scorers as to the number of runs to be recorded, and
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

18.6 Runs awarded for penalties

Runs shall be awarded for penalties under clauses 18.5 (Deliberate short runs), 21 (No ball), 22 (Wide ball), 24.4 (Player returning without permission), 26.4 (Penalties for contravention), 28.2 (Fielding the ball), 28.3 (Protective helmets belonging to the fielding side) 41 (Unfair play) and 42 (Players' conduct). Note, however, the restrictions on the award of Penalty runs in clauses 23.3 (Leg byes not to be awarded), 28.3 (Protective helmets belonging to the fielding side) and 34 (Hit the ball twice).

18.7 Runs scored for boundaries

Runs shall be scored for boundary allowances under clause 19 (Boundaries).

18.8 Runs scored when a batter is dismissed

When a batter is dismissed, any runs for penalties awarded to either side shall stand.

No other runs shall be credited to the batting side, except as follows.

18.8.1 If a batter is dismissed Obstructing the field, the batting side shall also score any runs completed before the offence.

If, however, the obstruction or distraction prevented a catch being made, no runs other than penalties shall be scored.

18.8.2 If a batter is dismissed Run out, the batting side shall also score any runs completed before the

MATCH PLAYING CONDITIONS

wicket was fairly broken.

18.9 Runs scored when the ball becomes dead other than at the fall of a wicket

When the ball becomes dead for any reason other than the fall of a wicket, or is called dead by an umpire, unless there is specific provision otherwise in these Playing Conditions, any runs for penalties awarded to either side shall be scored. Note however the provisions of clauses 23.3 (Leg byes not to be awarded) and 28.3 (Protective helmets belonging to the fielding side).

Additionally the batting side shall be credited with all runs completed by the batters before the incident or call of Dead ball and the run in progress if the batters had already crossed at the instant of the incident or call of Dead ball. Note specifically, however, the provisions of clause 41.5.8 (Deliberate distraction, deception or obstruction of batter).

18.10 Crediting of runs scored

Unless stated otherwise in these Playing Conditions,

18.10.1 if the ball is struck by the bat, all runs scored by the batting side shall be credited to the striker, except for the following:

- an award of 5 Penalty runs, which shall be scored as Penalty runs
- the one run penalty for a No ball, which shall be scored as a No ball extra.

18.10.2 if the ball is not struck by the bat, runs shall be scored as Penalty runs, Byes, Leg byes, No ball extras or Wides as the case may be. If Byes or Leg byes accrue from a No ball, only the one run penalty for No ball shall be scored as such, and the remainder as Byes or Leg byes as appropriate.

18.10.3 the bowler shall be debited with:

- all runs scored by the striker
- all runs scored as No ball extras
- all runs scored as Wides.

18.11 Batter returning to original end

18.11.1 When the striker is dismissed in any of the circumstances in clauses 18.11.1.1 to 18.11.1.57, the not out batter shall return to his original end.

18.11.1.1 Bowled.

18.11.1.2 Stumped.

18.11.1.3 Hit the ball twice.

MATCH PLAYING CONDITIONS

18.11.1.4 LBW.

18.11.1.5 Hit wicket.

18.11.1.6 Caught

18.11.1.7 Obstructing the field, where the obstruction or distraction prevents the striker being out Caught.

18.11.2 The batters shall return to their original ends in any of the cases of clauses 18.11.2.1 to 18.11.2.3.

18.11.2.1 A boundary is scored unless as a result of an overthrow or wilful act of a fielder (see clause 19.8).

18.11.2.2 Runs are disallowed for any reason.

18.11.2.3 the batters at the wicket decide to do so, under clause 41.5 (Deliberate distraction, deception or obstruction of batter).

18.12 Batter returning to wicket he has left

18.12.1 When a batter is dismissed in any of the ways in clauses 18.12.1.1 to 18.12.1.2, the not out batter shall return to the wicket he has left but only if the batters had not already crossed at the instant of the incident causing the dismissal. If runs are to be disallowed, however, the not out batter shall return to his original end.

18.12.1.1 Caught

18.12.1.2 Obstructing the field where the obstruction or distraction does not prevent the striker being out Caught.

18.12.2 If, while a run is in progress, the ball becomes dead for any reason other than the dismissal of a batter, the batters shall return to the wickets they had left, but only if they had not already crossed in running when the ball became dead. If, however, any of the circumstances of clauses 18.11.2.1 to 18.11.2.3 apply, the batters shall return to their original ends.

19 BOUNDARIES

19.1 Determining the boundary of the field of play

19.1.1 Before the toss, the umpires shall determine the boundary of the field of play, which shall be fixed for the duration of the match. See clause 2.3.4 (Consultation with Relevant Ground Authority and

MATCH PLAYING CONDITIONS

Captains).

- 19.1.2 The boundary shall be determined such that no part of any sight-screen, will, at any stage of the match, be within the field of play.
 - 19.1.3 The aim shall be to maximise the size of the playing area at each venue. With respect to the size of the boundaries, no boundary shall be longer than 90 yards (82.29 meters), and no boundary should be shorter than 65 yards (59.43 metres) from the centre of the pitch to be used.
 - 19.1.4 At all times, there must be 3 yards (2.74 meters) from the boundary rope to the first solid object (advertising boards/LEDs, photographers, cameramen, dug outs, covers, perimeter fence) for the player's safety run off.
 - 19.1.5 If the boundary is positioned less than 90 yards (82.29 meters) from the centre of the pitch, the boundary rope cannot be set at a distance of more than 10 yards (9.14 meters) from the perimeter fence. The 10 yards shall be inclusive of the 3 yards (2.74 meters) provided for the player's safety run off.
 - 19.1.6 Any ground which has previously been approved to host international cricket which is unable to conform to the minimum boundary dimension shall be exempt. In such cases the boundary shall be positioned so as to maximise the size of the playing area.
- 19.2 Identifying and marking the boundary
- 19.2.1 All boundaries must be designated by a rope, or similar object of a minimum standard as authorised by the BCB from time to time. The rope should be positioned a required minimum distance (3 yards (2.74 metres) minimum) inside the perimeter fencing or advertising signs, or from any solid object located between the rope and the fence/signs. For grounds with a large playing area, the maximum length of boundary should be used before applying the minimum 3 yards (2.74 metres) between the boundary and the fence.
 - 19.2.2 If the boundary is marked by means of an object that is in contact with the ground the boundary will be the edge of the grounded part of the object which is nearest the pitch.
 - 19.2.3 An obstacle within the field of play shall not be regarded as a boundary unless so determined

MATCH PLAYING CONDITIONS

by the umpires before the toss. See clause 2.3.4 (Consultation with Home Board).

19.2.4 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 batter is liable to be out as a result of the unauthorized person handling the ball. See also clause 20.4.2.12 (Umpire calling and signalling Dead ball).

19.3 Restoring the boundary

If a solid object used to mark the boundary is disturbed for any reason, then:

19.3.1 the boundary shall be considered to be in its original position.

19.3.2 the object shall be returned to its original position as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.

19.3.3 if some part of a fence or other marker has come within the field of play, that part shall be removed from the field of play as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.

19.4 Ball grounded beyond the boundary

19.4.1 The ball in play is grounded beyond the boundary if it touches

- the boundary or any part of an object used to mark the boundary;
- the ground beyond the boundary;
- any object that is grounded beyond the boundary.

19.4.2 The ball in play is to be regarded as being grounded beyond the boundary if

- a fielder, grounded beyond the boundary as in clause 19.5, touches the ball;
- a fielder, after catching the ball within the boundary, becomes grounded beyond the boundary while in contact with the ball, before completing the catch.

19.5 Fielder grounded beyond the boundary

19.5.1 A fielder is grounded beyond the boundary if some part of his person is in contact with any of the

MATCH PLAYING CONDITIONS

following:

- the boundary or any part of an object used to mark the boundary;
- the ground beyond the boundary;
- any object that is in contact with the ground beyond the boundary;
- another fielder who is grounded beyond the boundary.

19.5.2 A fielder who is not in contact with the ground is considered to be grounded beyond the boundary if his final contact with the ground, before his first contact with the ball after it has been delivered by the bowler, was not entirely within the boundary.

19.6 Boundary allowances

19.6.1 6 runs shall be allowed for a boundary 6; and 4 runs for a boundary 4. See also clause 19.7.

19.7 Runs scored from boundaries

19.7.1 A boundary 6 will be scored if and only if the ball has been struck by the bat and is first grounded beyond the boundary without having been in contact with the ground within the field of play. This shall apply even if the ball has previously touched a fielder.

19.7.2 A boundary 4 will be scored when a ball that is grounded beyond the boundary

- whether struck by the bat or not, was first grounded within the boundary, or
- has not been struck by the bat.

19.7.3 When a boundary is scored, the batting side, except in the circumstances of clause 19.8, shall be awarded whichever is the greater of

19.7.3.1 the allowance for the boundary

19.7.3.2 the runs completed by the batters together with the run in progress if they had already crossed at the instant the boundary is scored.

19.7.4 When the runs in clause 19.7.3.2 exceed the boundary allowance they shall replace the boundary allowance for the purposes of clause 18.12.2.

19.7.5 The scoring of Penalty runs by either side is not affected by the scoring of a boundary.

MATCH PLAYING CONDITIONS

19.8 Overthrow or wilful act of fielder

If the boundary results from an overthrow or from the wilful act of a fielder, the runs scored shall be

any runs for penalties awarded to either side

and the allowance for the boundary

and the runs completed by the batters, together with the run in progress if they had already crossed at the instant of the throw or act. Clause 18.12.2 (Batter returning to wicket he has left) shall apply as from the instant of the throw or act.

20 DEAD BALL

20.1 Ball is dead

20.1.1 The ball becomes dead when

20.1.1.1 it is finally settled in the hands of the wicket-keeper or of the bowler.

20.1.1.2 a boundary is scored. See clause 19.7 (Runs scored from boundaries).

20.1.1.3 a batter is dismissed. The ball will be deemed to be dead from the instant of the incident causing the dismissal.

20.1.1.4 whether played or not it becomes trapped between the bat and person of a batter or between items of his clothing or equipment.

20.1.1.5 whether played or not it lodges in the clothing or equipment of a batter or the clothing of an umpire.

20.1.1.6 there is an award of Penalty runs under either of clauses 24.4 (Player returning without permission) or 28.3 (Fielding the ball). The ball shall not count as one of the over.

20.1.1.7 there is a contravention of clause 28.3 (Protective helmets belonging to the fielding side).

20.1.1.8 the match is concluded in any of the ways stated in clause 12.6 (Conclusion of match).

20.1.2 The ball shall be considered to be dead when it is clear to the bowler's end umpire that the fielding side and both batters at the wicket have ceased to regard it as in play.

20.1.3 In a match where cameras are being used on or

MATCH PLAYING CONDITIONS

over the field of play (e.g. Spydercam), should a ball that has been hit by the batter make contact, while still in play, with the camera, its apparatus or its cable, either umpire shall call and signal 'dead ball'. The ball shall not count as one of the over and no runs shall be scored. If the delivery was called a No ball it shall count and the No ball penalty shall be applied. No other runs (including penalty runs) apart from the No ball penalty shall be scored.

20.1.4 Should a ball thrown by a fielder make contact with a camera on or over the field of play, its apparatus or its cable, either umpire shall call and signal dead ball. Unless this was already a No ball or Wide, the ball shall count as one of the over. All runs scored to that point shall count, plus the run in progress if the batters have already crossed.

20.1.5 Refer also to paragraph 2.7 of Appendix D.

20.2 Ball finally settled

Whether the ball is finally settled or not is a matter for the umpire alone to decide.

20.3 Call of Over or Time

Neither the call of Over (see clause 17.4), nor the call of Time (see clause 12.2) is to be made until the ball is dead, either under clauses 20.1 or 20.4.

20.4 Umpire calling and signalling Dead ball

20.4.1 When the ball has become dead under clause 20.1, the bowler's end umpire may call and signal Dead ball if it is necessary to inform the players.

20.4.2 Where either umpire is required to call and signal Dead ball under 20.4.2.1 to 20.4.2.14, the ball will be considered to be dead at the instant of the incident causing the ball to become dead. However, where the Playing Conditions specifically provide for the call to be delayed, so as not to disadvantage the non-offending side, under clause 34.4 (Runs permitted from the ball lawfully struck more than once), clause 41.2.1 (Unfair actions) and clause 42.1.2 (Unacceptable conduct), the ball will be considered to be dead at the point of the call. Either umpire shall call and signal Dead ball when

20.4.2.1 intervening in a case of unfair play.

20.4.2.2 a possibly serious injury to a player or umpire occurs.

MATCH PLAYING CONDITIONS

- 20.4.2.3 leaving his/her normal position for consultation.
- 20.4.2.4 one or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball.
- 20.4.2.5 the striker is not ready for the delivery of the ball and, if the ball is delivered, makes no attempt to play it. Provided the umpire is satisfied that the striker had adequate reason for not being ready, the ball shall not count as one of the over.
- 20.4.2.6 the striker is distracted by any noise or movement or in any other way while preparing to receive, or receiving a delivery. This shall apply whether the source of the distraction is within the match or outside it. Note also clause 20.4.2.7. The ball shall not count as one of the over.
- 20.4.2.7 there is an instance of a deliberate attempt to distract under either of clauses 41.4 (Deliberate attempt to distract striker) or 41.5 (Deliberate distraction, deception or obstruction of batter). The ball shall not count as one of the over.
- 20.4.2.8 the bowler drops the ball accidentally before delivery.
- 20.4.2.9 the bowler throws the ball towards the striker's end before entering his/her delivery stride
- 20.4.2.10 the ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker under clause 38.3 (Non-striker leaving his ground early).
- 20.4.2.11 satisfied that the ball in play cannot be recovered.
- 20.4.2.12 he/she considers that either side has been disadvantaged by a person, animal or other object within the field of play. However, if both umpires consider the ball would have reached the boundary regardless of the intervention, the boundary should stand (see clause 19.2.4 – Identifying and marking the boundary).

MATCH PLAYING CONDITIONS

20.4.2.13 the striker attempts to play the ball and no part of his/her person, whether grounded or raised, remains within the pitch as defined in clause 6.1 (Area of pitch).

20.4.2.14 required to do so under any of the Playing Conditions not included above.

20.5 Ball ceases to be dead

The ball ceases to be dead – that is, it comes into play – when the bowler starts his run-up or, if there is no run-up, starts his bowling action.

20.6 Dead ball not to be revoked

Once the ball is dead, no revoking of any decision can bring the ball back into play for that delivery.

20.7 Dead ball; ball counting as one of over

20.7.1 When a ball which has been delivered is called dead or is to be considered dead then, other than as in clause 20.7.2,

20.7.1.1 it will not count in the over if the striker has not had an opportunity to play it.

20.7.1.2 Unless No ball or Wide ball has been called, it will be a valid ball if the striker has had an opportunity to play it, except in the circumstances of clauses 20.4.2.6 and 24.4 (Player returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract striker) and 41.5 (Deliberate distraction, deception or obstruction of batter).

20.7.2 In clause 20.4.2.5, the ball will not count in the over only if both conditions of not attempting to play the ball and having an adequate reason for not being ready are met. Otherwise the delivery will be a valid ball.

21 NO BALL

21.1 Mode of delivery

21.1.1 The umpire shall ascertain whether the bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker.

It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball.

MATCH PLAYING CONDITIONS

21.1.2 Underarm bowling shall not be permitted.

21.2 Fair delivery – the arm

For a delivery to be fair in respect of the arm the ball must not be delivered with an Illegal Bowling Action.

An Illegal Bowling Action is defined as a bowling action where a bowler's Elbow Extension exceeds 15 degrees, measured from the point at which the bowling arm reaches the horizontal until the point at which the ball is released (any Elbow Hyperextension shall be discounted for the purposes of determining an Illegal Bowling Action).

Should either umpire or the BCB Match Referee suspect that a bowler has used an Illegal Bowling Action, they shall complete the BCB Bowling Action Report Form at the conclusion of the match, as set out in the Illegal Bowling Regulations.

21.3 Ball thrown or delivered underarm – action by umpires

21.3.1 If, in the opinion of either umpire, the ball has been thrown (where such mode of delivery does not correspond to the bowler's normal bowling action) or delivered underarm, he/she shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call.

The bowler's end umpire shall then

- warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings.
- inform the captain of the fielding side of the reason for this action.
- inform the batters at the wicket of what has occurred.

21.3.2 If either umpire considers that, in that innings, a further delivery by the same bowler is thrown (where such mode of delivery does not correspond to the bowler's normal bowling action) or delivered underarm, he/she shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.

The bowler's end umpire shall then

- direct the captain of the fielding side to suspend the bowler immediately from bowling. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or

MATCH PLAYING CONDITIONS

part thereof nor be allowed to bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.

- inform the batters at the wicket and, as soon as practicable, the captain of the batting side of the reason for this action.

21.3.3 The umpires together shall report the occurrence as soon as possible after the match to the BCB Match Referee, who shall take such action as is considered appropriate against the bowler concerned.

21.4 Bowler throwing towards striker's end before delivery

If the bowler throws the ball towards the striker's end before entering the delivery stride, it is not a No ball and the procedure stated in 21.3 shall not apply. However, the umpire shall call and signal Dead ball under clause 20.4.2.9.

21.5 Fair delivery – the feet

For a delivery to be fair in respect of the feet, in the delivery stride

21.5.1 the bowler's back foot must land within and not touching the return crease appertaining to his/her stated mode of delivery.

21.5.2 the bowler's front foot must land with some part of the foot, whether grounded or raised

- on the same side of the imaginary line joining the two middle stumps as the return crease described in clause 21.5.1, and
- behind the popping crease.

The third umpire shall review television replays of the bowler's feet landing and, if he/she is satisfied that not all the requirements have been met, advise the bowler's end umpire who shall in turn immediately call and signal No ball. See clause 41.8 (Bowling of deliberate front foot No ball).

21.6 Bowler breaking wicket in delivering ball

Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under clause 38.3, the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after

MATCH PLAYING CONDITIONS

the delivery stride. This shall include any clothing or other object that falls from his person and breaks the wicket.

21.7 Ball bouncing more than once, rolling along the ground or pitching off the pitch

The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker,

- bounces more than once or rolls along the ground before it reaches the popping crease.
- or pitches wholly or partially off the pitch as defined in clause 6.1 (Area of pitch) before it reaches the line of the striker's wicket.

21.8 Ball causing the striker to leave the pitch or ball coming to rest in front of striker's wicket

If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, or is so far from the pitch that the striker would need to leave the pitch to attempt to play the ball (see clause 25.6 – Striker's right to play the ball) without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

21.9 Fielder intercepting a delivery

If, except in the circumstances of clause 27.3 (Position of wicket-keeper) a ball delivered by the bowler, makes contact with any part of a fielder's person before it either makes contact with the striker's bat or person, or it passes the striker's wicket, the umpire shall call and signal No ball and immediately call and signal Dead ball.

21.10 Ball bouncing over head height of striker

See clauses 22.1.1.2, 41.6.4 and 41.6.5.

21.11 Call of No ball for infringement of other Playing Conditions

In addition to the instances above, No ball is to be called and signalled as required by the following clauses:

Clause 27.3 – Position of wicket-keeper

Clause 28.4 – Limitation of on side fielders

Clause 28.5 – Fielders not to encroach on pitch

Clause 41.6 – Bowling of dangerous and unfair short pitched deliveries

Clause 41.7 – Bowling of dangerous and unfair non-pitching deliveries

Clause 41.8 – Bowling of deliberate front foot No ball.

MATCH PLAYING CONDITIONS

21.12 Revoking a call of No ball

An umpire shall revoke the call of No ball if Dead ball is called under any of Clauses 20.4.2.4, 20.4.2.5, 20.4.2.6, 20.4.2.8 or 20.4.2.10 (Umpire calling and signalling Dead ball).

21.13 No ball to over-ride Wides

A call of No ball shall over-ride the call of Wide ball at any time. See clauses 22.1 (Judging a Wide) and 22.2 (Call and signal of Wide ball).

21.14 Ball not dead

The ball does not become dead on the call of No ball.

21.15 Penalty for a No ball

A penalty of one run shall be awarded instantly on the call of No ball. Unless the call is revoked, the penalty shall stand even if a batter is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

21.16 Runs resulting from a No ball – how scored

The one run penalty shall be scored as a No ball extra and shall be debited against the bowler. If other Penalty runs have been awarded to either side these shall be scored as stated in clause 41.18 (Penalty runs). Any runs completed by the batters or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they shall also be scored as Byes or Leg byes as appropriate.

21.17 No ball not to count

A No ball shall not count as one of the over. See clause 17.3 (Validity of balls).

21.18 Out from a No ball

When No ball has been called, neither batter shall be out under any of the Playing Conditions except clause 34 (Hit the ball twice), clause 37 (Obstructing the field) or clause 38 (Run out).

21.19 Free Hit

21.19.1 In addition to the above, the delivery following a No ball called (all modes of No ball) shall be a free hit for whichever Batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide) then the next delivery will become a free hit for whichever Batter is facing it.

21.19.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball,

MATCH PLAYING CONDITIONS

even if the delivery for the free hit is called Wide.

21.19.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

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

21.19.3.2 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.

21.19.4 For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances Clause 21.1 shall apply.

21.19.5 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.

22 WIDE BALL

22.1 Judging a Wide

22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in clause 22.1.2

22.1.1.1 the ball passes wide of where the striker is standing, and which also would have passed wide of the striker standing in a normal batting position.

22.1.1.2 the ball passes above the head height of the striker standing upright at the popping crease.

22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat by means of a normal cricket stroke.

22.1.3 For bowlers attempting to utilise the rough outside a batter's leg stump, not necessarily as a negative tactic, the strict limited over Wide interpretation shall be applied.

22.1.4 For bowlers whom umpires consider to be bowling down the leg side as a negative tactic, the strict limited over Wide interpretation shall be applied.

22.2 Call and signal of Wide ball

If the umpire adjudges a delivery to be a Wide he/she shall call and signal Wide ball as soon as the ball passes the

MATCH PLAYING CONDITIONS

striker's wicket. It shall, however, be considered to have been a Wide from the instant that the bowler entered his delivery stride, even though it cannot be called Wide until it passes the striker's wicket.

22.3 Revoking a call of Wide ball

22.3.1 The umpire shall revoke the call of Wide ball if there is any contact between the ball and the striker's bat or person before the ball comes into contact with any fielder.

22.3.2 The umpire shall revoke the call of Wide ball if a delivery is called a No ball. See clause 21.13 (No ball to over-ride Wide).

22.4 Delivery not a Wide

22.4.1 The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him, as defined in clause 22.1.2 or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

22.4.2 The umpire shall not adjudge a delivery as being a Wide if the ball touches the striker's bat or person, but only as the ball passes the striker.

22.5 Ball not dead

The ball does not become dead on the call of Wide ball.

22.6 Penalty for a Wide

A penalty of one run shall be awarded instantly on the call of Wide ball. Unless the call is revoked, see clause 22.3, this penalty shall stand even if a batter is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

22.7 Runs resulting from a Wide – how scored

All runs completed by the batters or a boundary allowance, together with the penalty for the Wide, shall be scored as Wide balls. Apart from any award of 5 Penalty runs, all runs resulting from a Wide shall be debited against the bowler.

22.8 Wide not to count

A Wide shall not count as one of the over. See clause 17.3 (Validity of balls).

22.9 Out from a Wide

When Wide ball has been called, neither batter shall be out under any of the Playing Conditions except clause 35 (Hit wicket), clause 37 (Obstructing the field), clause 38 (Run out) or clause 39 (Stumped). 23

MATCH PLAYING CONDITIONS

23 BYE AND LEG BYE

23.1 Byes

If the ball, delivered by the bowler, not being a Wide, passes the striker without touching his bat or person, any runs completed by the batters from that delivery, or a boundary allowance, shall be credited as Byes to the batting side. Additionally, if the delivery is a No ball, the one run penalty for such a delivery shall be incurred.

23.2 Leg byes

23.2.1 If a ball delivered by the bowler first strikes the person of the striker, runs shall be scored only if the umpire is satisfied that the striker has either attempted to play the ball with the bat; or tried to avoid being hit by the ball.

23.2.2 If the umpire is satisfied that either of these conditions has been met runs shall be scored as follows.

23.2.2.1 If there is

either no subsequent contact with the striker's bat or person, or

only inadvertent contact with the striker's bat or person,

any runs completed by the batters or a boundary allowance shall be credited to the striker in the case of subsequent contact with his bat but otherwise to the batting side as in clause 23.2.3.

23.2.2.2 If the striker wilfully makes a lawful second strike, clause 34.3 (Ball lawfully struck more than once) and clause 34.4 (Runs permitted from ball lawfully struck more than once) shall apply.

23.2.3 The runs in clause 23.2.2.1, unless credited to the striker, shall be scored as Leg byes.

Additionally, if the delivery is a No ball, the one run penalty for the No ball shall be incurred.

23.3 Leg byes not to be awarded

If in the circumstance of clause 23.2.1 the umpire considers that neither of the conditions therein has been met, then Leg byes shall not be awarded.

If the ball does not become dead for any other reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run.

MATCH PLAYING CONDITIONS

The umpire shall then:

- disallow all runs to the batting side;
- return any not out batter to his original end;
- signal No ball to the scorers if applicable;
- award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).

24 FIELDER'S ABSENCE; SUBSTITUTES

24.1 Substitute fielders

24.1.1 The umpires shall allow a substitute fielder

24.1.1.1 if they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or

24.1.1.2 for any other wholly acceptable reason.

In all other circumstances, a substitute is not allowed.

24.1.2 A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires. Note, however, clause 42.4.1.

24.1.3 A nominated player may bowl or field even though a substitute has previously acted for him, subject to clauses 24.2 and 24.3.

24.1.4 Squad members of the fielding or batting team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).

24.2 Fielder absent or leaving the field of play

24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this clause, is he to be regarded as having left the field of play.

24.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,

24.2.2.1 an umpire shall be informed of the reason for this absence.

24.2.2.2 he shall not thereafter come on to the field of play during a session of play without the consent of the umpire. See

MATCH PLAYING CONDITIONS

clause 24.4. The umpire shall give such consent as soon as it is practicable.

24.2.3 If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:

24.2.3.1 The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time). A player's unexpired Penalty time shall be limited to a maximum of 40 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.

24.2.3.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.

24.2.4 If the player leaves the field before having served all of his Penalty time, the balance is carried forward as unserved Penalty time.

24.2.5 On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 40 minutes, and that player shall not bowl until all of his Penalty time has been served.

24.2.6 For the purposes of clauses 24.2.3.1 and 24.2.3.2, playing time shall comprise the time play is in progress excluding lunch and tea intervals, intervals between innings and official drinks intervals. For clarity, a player's Penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings.

24.2.7 If there is an unscheduled break in play, the

MATCH PLAYING CONDITIONS

stoppage time shall count as Penalty time served, provided that,

24.2.7.1 the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his side is now batting.

24.2.7.2 the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he is able to participate, and either takes the field on the resumption of play, or his side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.

24.2.8 Any unserved Penalty time shall be carried forward into the next and subsequent days and innings of the match, as applicable.

24.3 Penalty time not incurred

A nominated player's absence will not incur Penalty time if,

24.3.1 he has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.

24.3.2 in the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.

24.3.3 the player is absent from the field for a period of 8 minutes or less.

24.4 Player returning without permission

If a player comes on to the field of play in contravention of 24.2.2 and comes into contact with the ball while it is in play, the ball shall immediately become dead.

- The umpires shall signal No ball or Wide to the scorers, if applicable.
- The umpire shall award 5 Penalty runs to the batting side.
- Runs completed by the batters shall be scored together with the run in progress if they had already crossed at the instant of the offence.
- The ball shall not count as one of the over.
- The umpire shall inform the other umpire, the captain of the fielding side, the batters and, as soon as practicable, the captain of the batting side of the reason for this action.

25 BATTER'S INNINGS

25.1 Eligibility to act as a batter

Only a nominated player may bat and, subject to clause 25.3, may do so even though a substitute fielder has previously acted for him.

25.2 Commencement of a batter's innings

The innings of the first two batters, and that of any new batter on the resumption of play after a call of Time, shall commence at the call of Play. At any other time, a batter's innings shall be considered to have commenced when that batter first steps onto the field of play.

25.3 Restriction on batter commencing an innings

25.3.1 If a member of the batting side has unserved Penalty time (see clause 24.2.7) that player shall not be permitted to bat until that Penalty time has been served. However, even if the unserved Penalty time has not expired, that player may bat after his side has lost 5 wickets.

25.3.2 A member of the batting side's Penalty time is served during Playing time. In the event of an unscheduled stoppage, the stoppage time after the batter notifies an umpire in person that he is able to participate shall count as Penalty time served.

25.3.3 If any unserved Penalty time remains at the end of a team's innings, it shall be carried forward to the next and subsequent innings of the match if appropriate.

25.4 Batter retiring

25.4.1 A batter may retire at any time during his innings when the ball is dead. The umpires, before allowing play to proceed, shall be informed of the reason for a batter retiring.

25.4.2 If a batter retires because of illness, injury or any other unavoidable cause, that batter is entitled to resume his innings. If for any reason this does not happen, that batter is to be recorded as 'Retired - not out'.

25.4.3 If a batter retires for any reason other than as in clause 25.4.2, the innings of that batter may be resumed only with the consent of the opposing captain. If for any reason his innings is not resumed, that batter is to be recorded as 'Retired - out'.



MATCH PLAYING CONDITIONS

25.4.4 If after retiring a batter resumes his innings, subject to the requirements of clauses 25.4.2 and 25.4.3, it shall be only at the fall of a wicket or the retirement of another batter.

25.5 Runners

Runners shall not be permitted.

25.6 Striker's right to play the ball

The striker has a right to play the ball, or to make a legitimate second strike, after it has been delivered, without interference from the wicket-keeper or any other fielder (see Clause 27.5 – Restrictions on actions of wicket-keeper and Clause 27.6 – Interference with wicket-keeper by striker).

However, the striker may only attempt to play the ball if some of his/her bat or person, whether grounded or raised, remains within the pitch, as defined in Clause 6.1 (Area of pitch). Should no part of the striker's bat or person remain within the pitch, whilst the striker is playing the ball, either umpire shall immediately call and signal Dead ball.

26 PRACTICE ON THE FIELD

26.1 Practice on the pitch or the rest of the square

26.1.1 There shall not be any practice on the pitch at any time on any day of the match.

26.1.2 There shall not be any practice on the rest of the square at any time on any day of the match, except with the approval of the umpires.

26.1.2.1 If approved by the umpires, the use of the square for practice on any day of any match will be restricted to any netted practice area or bowling strips specifically prepared on the edge of the square for that purpose.

26.1.2.2 Bowling practice on the bowling strips referred to above shall also be permitted during the interval (and change of innings if not the interval) unless the umpires consider that, in the prevailing conditions of ground and weather, it will be detrimental to the surface of the square.

26.2 Practice on the outfield

26.2.1 On any day of the match, all forms of practice are permitted on the outfield

MATCH PLAYING CONDITIONS

- before the start of play;
- after the close of play; and
- during the lunch and tea intervals or between innings,
providing the umpires are satisfied that such practice will not cause significant deterioration in the condition of the outfield.

26.2.2 Between the call of Play and the call of Time, practice shall be permitted on the outfield, providing that all of the following conditions are met:

- only the fielders (as defined in paragraph 7 of Appendix A) participate in such practice.
- no ball other than the match ball is used for this practice.
- no bowling practice takes place in the area between the square and the boundary in a direction parallel to the match pitch.
- the umpires are satisfied that it will not contravene either of clauses 41.3 (The match ball changing its condition) or 41.9 (Time wasting by the fielding side). If there is such a contravention, the sanctions in Clause 41 shall be applied. However, any warning given shall apply to further instances under both Clause 26 and Clause 41 (Unfair play).

Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the other conditions in this clause.

26.3 Trial run-up

A bowler is permitted to have a trial run-up provided the umpire is satisfied that it will not contravene either of clauses 41.9 (Time wasting by the fielding side) or 41.12 (Fielder damaging the pitch).

26.4 Penalties for contravention

All forms of practice are subject to the provisions of clauses 41.13 (The match ball – changing its condition), 41.9 (Time wasting by the fielding side) and 41.12 (Fielder damaging the pitch).

26.4.1 If there is a contravention of any of the provisions of clause 26.1 or 26.2, the umpire shall

MATCH PLAYING CONDITIONS

- warn the player that the practice is not permitted;
- inform the other umpire and, as soon as practicable, both captains of the reason for this action.

26.4.1.1 If the contravention is by a batter at the wicket, the umpire shall inform the other batter and each incoming batter that the warning has been issued. The warning shall apply to the team of that player throughout the match.

26.4.2 If during the match there is any further contravention by any player of that team, the umpire shall

- award 5 Penalty runs to the opposing side;
- inform the other umpire, the scorers and, as soon as practicable, both captains, and, if the contravention is during play, the batters at the wicket.

27 THE WICKET-KEEPER

27.1 Protective equipment

The wicket-keeper is the only fielder permitted to wear gloves and external leg guards. If these are worn, they are to be regarded as part of his person for the purposes of clause 28.2 (Fielding the ball). If by the wicket-keeper's actions and positioning when the ball comes into play it is apparent to the umpires that he will not be able to carry out the normal duties of a wicket-keeper, he shall forfeit this right and also the right to be recognised as a wicket-keeper for the purposes of clauses 33.2 (A fair catch), 39 (Stumped), 28.1 (Protective equipment), 28.4 (Limitation of on-side fielders) and 28.5 (Fielders not to encroach on pitch).

27.2 Gloves

27.2.1 If, as permitted under clause 27.1, the wicket-keeper wears gloves, they shall have no webbing between the fingers except joining index finger and thumb, where webbing may be inserted as a means of support.

27.2.2 If used, the webbing shall be a single piece of non-stretch material which, although it may have facing material attached, shall have no reinforcements or tucks.



MATCH PLAYING CONDITIONS

27.2.3 The top edge of the webbing shall not protrude beyond the straight line joining the top of the index finger to the top of the thumb and shall be taut when a hand wearing the glove has the thumb fully extended. See paragraph 3 of Appendix B.

27.3 Position of wicket-keeper

27.3.1 The wicket-keeper shall remain wholly behind the wicket at the striker's end from the moment the ball comes into play until a ball delivered by the bowler:

- touches the bat or person of the striker; or
- passes the wicket at the striker's end; or
- the striker attempts a run.

27.3.2 In the event of the wicket-keeper contravening this clause, the striker's end umpire shall call and signal No ball as soon as applicable after the delivery of the ball.

27.4 Movement by wicket-keeper

27.4.1 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:

27.4.1.1 movement of a few paces forward for a slower delivery, unless in so doing it brings his within reach of the wicket.

27.4.1.2 lateral movement in response to the direction in which the ball has been delivered.

27.4.1.3 movement in response to the stroke that the striker is playing or that his actions suggest he intends to play. However the provisions of clause 27.3 shall apply.

27.4.2 In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball and inform the other umpire of the reason for doing so. The bowler's end umpire shall then:

27.4.2.1 award the one-run penalty for Wide or No ball, if applicable

27.4.2.2 award 5 Penalty runs to the batting side

27.4.2.3 inform the captain of the fielding side of the reason for this action.

27.4.2.4 inform the batters and, as soon as practicable, the captain of the batting

MATCH PLAYING CONDITIONS

side of what has occurred.

The umpires together shall report the occurrence as soon as possible after the match to the BCB Match Referee, who shall take such action as is considered appropriate against the wicket-keeper concerned.

27.5 Restriction on actions of wicket-keeper

If, in the opinion of either umpire, the wicket-keeper interferes with the striker's right to play the ball and to guard his wicket, clause 20.4.2.6 (Umpire calling and signalling Dead ball) shall apply.

If, however, either umpire considers that the interference by the wicket-keeper was wilful, then clause 41.4 (Deliberate attempt to distract striker) shall also apply.

27.6 Interference with wicket-keeper by striker

If, in playing at the ball or in the legitimate defence of his wicket, the striker interferes with the wicket-keeper, he shall not be out except as provided for in clause 37.3 (Obstructing a ball from being caught).

28 THE FIELDER

28.1 Protective equipment

No fielder other than the wicket-keeper shall be permitted to wear gloves or external leg guards. In addition, protection for the hand or fingers may be worn only with the consent of the umpires.

28.2 Fielding the ball

28.2.1 A fielder may field the ball with any part of his person (see paragraph 12 of Appendix A), except as in clause 28.2.1.2. However, he will be deemed to have fielded the ball illegally if, while the ball is in play he wilfully:

28.2.1.1 uses anything other than part of his person to field the ball.

28.2.1.2 extends his clothing with his hands and uses this to field the ball.

28.2.1.3 discards a piece of clothing, equipment or any other object which subsequently makes contact with the ball.

28.2.2 It is not illegal fielding if the ball in play makes contact with a piece of clothing, equipment or any other object which has accidentally fallen from the

MATCH PLAYING CONDITIONS

fielder's person or been dropped by an umpire.

28.2.3 If a fielder illegally fields the ball, the ball shall immediately become dead and

- the penalty for a No ball or a Wide shall stand.
- any runs completed by the batters shall be credited to the batting side, together with the run in progress if the batters had already crossed at the instant of the offence.
- the ball shall not count as one of the over.

In addition the umpire shall:

- award 5 Penalty runs to the batting side.
- inform the other umpire and the captain of the fielding side of the reason for this action.
- inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

28.3 Protective helmets belonging to the fielding side

28.3.1 Protective helmets, when not in use by fielders, may not be placed on the ground, above the surface except behind the wicket-keeper and in line with both sets of stumps.

28.3.2 If the ball while in play strikes the protective helmet, placed as described in clause 28.3.1, the ball shall immediately become Dead and, unless 28.3.3. applies:

the umpire shall signal No ball or Wide ball to the scorers, if applicable

the umpire shall award of 5 Penalty runs to the batting side;

any runs completed by the batters before the ball strikes the protective helmet shall be scored, together with the run in progress if the batters had already crossed at the instant of the ball striking the protective helmet.

28.3.3 If the ball while in play strikes the Protective helmet, placed as described in clause 28.3.1, and the circumstances of clause 23.3 (Leg byes not to be awarded) or clause 34 (Hit the ball twice) apply, the umpire shall:



MATCH PLAYING CONDITIONS

- disallow all runs to the batting side
- return any not out batter to his original end
- signal No ball or Wide ball to the scorers if applicable
- award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3.2.

28.4 Limitation of on side fielders

At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his person whether grounded or in the air is in front of this line.

In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

28.5 Fielders not to encroach on pitch

While the ball is in play and until the ball has made contact with the striker's bat or person, or has passed the striker's bat, no fielder, other than the bowler, may have any part of his person grounded on or extended over the pitch.

In the event of infringement of this clause by any fielder other than the wicket-keeper, the bowler's end umpire shall call and signal No ball as soon as possible after delivery of the ball. Note, however, clause 27.3 (Position of wicket-keeper).

28.6 Movement by any fielder other than the wicket-keeper

28.6.1 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:

28.6.1.1 minor adjustments to stance or position in relation to the striker's wicket.

28.6.1.2 movement by any fielder, other than a close fielder, towards the striker or the striker's wicket that does not significantly alter the position of the fielder.

28.6.1.3 movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.

28.6.2 In all circumstances clause 28.4 (Limitation of on side fielders) shall apply.

28.6.3 In the event of such unfair movement, either umpire shall call and signal Dead ball and inform

MATCH PLAYING CONDITIONS

the other umpire of the reason for doing so. The bowler's end umpire shall then:

28.6.3.1 award the one-run penalty for Wide or No ball, if applicable

28.6.3.2 award 5 Penalty runs to the batting side

28.6.3.3 inform the captain of the fielding side of the reason for this action.

28.6.3.4 inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together shall report the occurrence as soon as possible after the match to the BCB Match Referee, who shall take such action as is considered appropriate against the fielder concerned.

28.6.4 Note also the provisions of clause 41.4 (Deliberate attempt to distract striker). See also clause 27.4 (Movement by wicket-keeper).

28.7 Restrictions on the placement of fielders

28.7.1 In addition to the restrictions contained in clause 28.4 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 are set out in the following paragraphs.

28.7.2 Subject to 0 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).

28.7.3 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 (see paragraph 2 of Appendix C). 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.

28.7.4 During the Powerplay overs only two fielders shall be permitted outside this fielding restriction area at the instant of delivery.

28.7.5 During the non Powerplay overs, no more than

MATCH PLAYING CONDITIONS

5 fielders shall be permitted outside the fielding restriction area referred to in clause 28.7.3 above.

28.7.6 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.

Total overs in innings	Number of overs for which fielding restrictions in clauses 28.7.2 and 28.7.4 above will apply
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

28.7.7 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

28.7.8 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal No ball.

29 THE WICKET IS BROKEN

29.1 The Wicket is broken

The wicket is broken when at least one bail is completely removed from the top of the stumps, or one or more stumps is removed from the ground.

29.2 Breaking the wicket fairly

29.2.1 The wicket is broken fairly if a bail is completely removed from the top of the stumps or a stump is struck out of the ground

29.2.1.1 by the ball,

29.2.1.2 by the striker's bat if held or by any part of the bat that he is holding,

MATCH PLAYING CONDITIONS

29.2.1.3 for the purpose of this clause only, by the striker's bat not in hand, or by any part of the bat which has become detached,

29.2.1.4 by the striker's person or by any part of his clothing or equipment, including the helmet, grille and/or neck guard becoming detached from his person,

29.2.1.5 by a fielder with his hand or arm, providing that the ball is held in the hand or hands so used, or in the hand of the arm so used.

29.2.1.6 The wicket is also broken fairly if a fielder strikes or pulls a stump out of the ground as in clause 29.2.1.5.

29.2.2 The disturbance of a bail, whether temporary or not, shall not constitute its complete removal from the top of the stumps, but if a bail in falling lodges between two of the stumps this shall be regarded as complete removal.

29.2 One bail off

If one bail is off, it shall be sufficient for the purpose of breaking the wicket to remove the remaining bail or to strike or pull any of the three stumps out of the ground, in any of the ways stated in clause 29.1.

29.3 Remaking wicket

If a wicket is broken or put down while the ball is in play, it shall not be remade by an umpire until the ball is dead. See clause 20 (Dead ball). Any fielder may, however, while the ball is in play,

- replace a bail or bails on top of the stumps.
- put back one or more stumps into the ground where the wicket originally stood.

29.4 Dispensing with bails

If the umpires have agreed to dispense with bails in accordance with clause 8.4 (Dispensing with bails), it is for the umpire concerned to decide whether or not the wicket has been broken.

29.4.1 After a decision to play without bails, the wicket has been broken fairly if the umpire concerned is satisfied that the wicket has been struck by the ball, by the striker's bat, person or items of his clothing or equipment as described in clauses 29.2.1.2, 29.2.1.3 or 29.2.1.4 or by a fielder in the manner described in clause 29.2.1.5.

MATCH PLAYING CONDITIONS

29.4.2 If the wicket has already been broken or put down, clause 29.4.1 shall apply to any stump or stumps still in the ground. Any fielder may replace a stump or stumps, in accordance with clause 29.3, in order to have an opportunity of breaking the wicket fairly.

30. BATTER OUT OF HIS GROUND

30.1 When out of his/her ground

30.1.1 A batter shall be considered to be out of his/her ground unless some part of his/her person or bat is grounded behind the popping crease at that end.

30.1.2 However, a batter shall not be considered to be out of his/her ground if, in running or diving towards his/her ground and beyond, and having grounded some part of his/her person or bat beyond the popping crease, there is subsequent loss of contact

between the ground and any part of his/her person or bat, or between the bat and person.

30.2 Which is a batter's ground

30.2.1 If only one batter is within a ground, it is his/her ground and will remain so even if he/she is later joined there by the other batter.

30.2.2 If both batters are in the same ground and one of them subsequently leaves it, the ground belongs to the batter who remains in it.

30.2.3 If there is no batter in either ground, then each ground belongs to whichever batter is nearer to it, or, if the batters are level, to whichever batter was nearer to it immediately prior to their drawing level.

30.2.4 If a ground belongs to one batter then, unless there is a striker who has a runner, the other ground belongs to the other batter, irrespective of his/her position.

30.2.5 When a batter who has a runner is striker, his/her ground is always at the wicket-keeper's end. However, 30.2.1, 30.2.2, 30.2.3 and 30.2.4 will still apply, but only to the runner and the non-striker, so that that ground will also belong to either the non-striker or the runner, as the case may be.

30.3 Position of non-striker

The non-striker, when standing at the bowler's end, should be positioned on the opposite side of the wicket to that from which the ball is being delivered, unless a request to do otherwise is granted by the umpire.

31 APPEALS

31.1 Umpire not to give batter out without an appeal

Neither umpire shall give a batter out, even though he/she may be out under these Playing Conditions, unless appealed to by a fielder. This shall not debar a batter who is out under these Playing Conditions from leaving the wicket without an appeal having been made. Note, however, the provisions of 31.7.

31.2 Batter dismissed

A batter is dismissed if he/she is
either given out by an umpire, on appeal
or out under these Playing Conditions and leaves the wicket as in 31.1.

31.3 Timing of appeals

For an appeal to be valid, it must be made before the bowler begins his/her run-up or, if there is no run-up, his/her bowling action to deliver the next ball, and before Time has been called.

The call of Over does not invalidate an appeal made prior to the start of the following over, provided Time has not been called. See Clauses 12.2 (Call of Time) and 17.2 (Start of an over).

31.4 Appeal "How's That?"

An appeal "How's That?" covers all ways of being out.

Refer also to Appendix D – DRS and Third Umpire Protocol.

31.5 Answering appeals

The striker's end umpire shall answer all appeals arising out of any of Clauses 35 (Hit wicket), 39 (Stumped) or 38 (Run out) when this occurs at the wicket-keeper's end. The bowler's end umpire shall answer all other appeals.

When an appeal is made, each umpire shall answer on any matter that falls within his/her jurisdiction.

When a batter has been given Not out, either umpire may answer an appeal, made in accordance with 31.3, if it is on a further matter and is within his/her jurisdiction.

MATCH PLAYING CONDITIONS

31.6 Consultation by umpires

Each umpire shall answer appeals on matters within his/her own jurisdiction. If an umpire is doubtful about any point that the other umpire may have been in a better position to see, he/she shall consult the latter on this point of fact and shall then give the decision. If, after consultation, there is still doubt remaining, the decision shall be Not out.

31.7 Batter leaving the wicket under a misapprehension

An umpire shall intervene if satisfied that a batter, not having been given out, has left the wicket under a misapprehension of being out. The umpire intervening shall call and signal Dead ball to prevent any further action by the fielding side and shall recall the batter.

A batter may be recalled at any time up to the instant when the ball comes into play for the next delivery, unless it is the final wicket of the innings, in which case it should be up to the instant when the umpires leave the field.

31.8 Withdrawal of an appeal

The captain of the fielding side may withdraw an appeal only after obtaining the consent of the umpire within whose jurisdiction the appeal falls. If such consent is given, the umpire concerned shall, if applicable, revoke the decision and recall the batter.

The withdrawal of an appeal must be before the instant when the ball comes into play for the next delivery or, if the innings has been completed, the instant when the umpires leave the field.

32 BOWLED

32.1 Out Bowled

32.1.1 The striker is out Bowled if his/her wicket is broken by a ball delivered by the bowler, not being a No ball, even if it first touches the striker's bat or person.

32.1.2 However, the striker shall not be out Bowled if before striking the wicket the ball has been in contact with any other player or an umpire. The striker will, however, be subject to Clause 37 (Obstructing the field), 38 (Run out) and 39 (Stumped).

32.2 Bowled to take precedence

The striker is out Bowled if his/her wicket is broken as in 32.1, even though a decision against him/her for any other method of dismissal would be justified.

33 CAUGHT

33.1 Out Caught

The striker is out Caught if a ball delivered by the bowler, not being a No ball, touches his/her bat without having previously been in contact with any fielder, and is subsequently held by a fielder as a fair catch, as described in 33.2 and 33.3, before it touches the ground.

33.2 A fair catch

33.2.1 A catch will be fair only if, in every case either the ball, at any time

or any fielder in contact with the ball,

is not grounded beyond the boundary before the catch is completed. Note Clauses 19.4 (Ball grounded beyond the boundary) and 19.5 (Fielder grounded beyond the boundary).

33.2.2 Furthermore, a catch will be fair if any of the following conditions applies:

33.2.2.1 the ball is held in the hand or hands of a fielder, even if the hand holding the ball is touching the ground, or is hugged to the body, or lodges in the external protective equipment worn by a fielder, or lodges accidentally in a fielder's clothing.

33.2.2.2 a fielder catches the ball after it has been lawfully struck more than once by the striker, but only if it has not been grounded since it was first struck. See Clause 34 (Hit the ball twice).

33.2.2.3 a fielder catches the ball after it has touched the wicket, an umpire, another fielder, a runner or the other batter.

33.2.2.4 a fielder catches the ball after it has crossed the boundary in the air, provided that the conditions in 33.2.1 are met.

33.2.2.5 the ball is caught off an obstruction within the boundary that is not designated a boundary by the umpires.

33.3 Making a catch

The act of making a catch shall start from the time when the ball first comes into contact with a fielder's person and shall end when a fielder obtains complete control over both the ball and his/her own movement.

33.4 No runs to be scored

MATCH PLAYING CONDITIONS

If the striker is dismissed Caught, runs from that delivery completed by the batters before the completion of the catch shall not be scored but any runs for penalties awarded to either side shall stand. The non-striker shall return to his/her original end. See Clause 18.11 (Batter returning to original end).

33.5 Caught to take precedence

If the criteria of 33.1 are met and the striker is not out Bowled, then he/she is out Caught, even though a decision against either batter for another method of dismissal would be justified.

34 HIT THE BALL TWICE

34.1 Out Hit the ball twice

34.1.1 The striker is out Hit the ball twice if, while the ball is in play, it strikes any part of his/her person or is struck by his/her bat and, before the ball has been touched by a fielder, the striker wilfully strikes it again with his/her bat or person, other than a hand not holding the bat, except for the sole purpose of guarding his/her wicket. See 34.3 and Clause 37 (Obstructing the field).

34.1.2 For the purpose of this Clause 'struck' or 'strike' shall include contact with the person of the striker.

34.1.3 This clause will apply whether or not No ball is called.

34.2 Not out Hit the ball twice

The striker will not be out under this clause if he/she

34.2.1 strikes the ball a second or subsequent time in order to return the ball to any fielder. Note, however, the provisions of Clause 37.4 (Returning the ball to a fielder).

34.2.2 wilfully strikes the ball after it has touched a fielder. Note, however the provisions of Clause 37.1 (Out Obstructing the field).

34.3 Ball lawfully struck more than once

The striker may, solely in order to guard his/her wicket and before the ball has been touched by a fielder, lawfully strike the ball a second or subsequent time with the bat, or with any part of his/her person other than a hand not holding the bat.

The striker may guard his/her wicket even if the delivery is a No ball.

MATCH PLAYING CONDITIONS

However, the striker may not prevent the ball from being caught by striking the ball more than once in defence of his/her wicket. See Clause 37.3 (Obstructing a ball from being caught).

34.4 Runs permitted from ball lawfully struck more than once

When the ball is lawfully struck more than once, as permitted in 34.3, if the ball does not become dead for any reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run. However, he/she shall delay the call of Dead ball to allow the opportunity for a catch to be completed.

The umpire shall

- disallow all runs to the batting side
- return any not out batter to his/her original end
- signal No ball to the scorers if applicable.
- award any 5-run Penalty that is applicable except for Penalty runs under Clause 28.3 (Protective helmets belonging to the fielding side).

34.5 Bowler does not get credit

The bowler does not get credit for the wicket.

35 HIT WICKET

35.1 Out Hit wicket

35.1.1 The striker is out Hit wicket if, after the bowler has entered the delivery stride and while the ball is in play, his wicket is broken by either the striker's bat or person as described in clauses 29.2.1.2 to 29.2.1.4 (Breaking the wicket fairly) in any of the following circumstances:

35.1.1.1 in the course of any action taken by his in preparing to receive or in receiving a delivery,

35.1.1.2 in setting off for the first run immediately after playing or playing at the ball,

35.1.1.3 if no attempt is made to play the ball, in setting off for the first run, providing that in the opinion of the umpire this is immediately after the striker has had the opportunity of playing the ball,

35.1.1.4 in lawfully making a second or further stroke for the purpose of guarding his wicket within the provisions of clause 34.3 (Ball lawfully struck more than

MATCH PLAYING CONDITIONS

once).

35.1.2 If the striker breaks his wicket in any of the ways described in clauses 0 to 0 (Breaking the wicket fairly) before the bowler has entered the delivery stride, either umpire shall call and signal Dead ball.

35.2 Not out Hit wicket

The striker is not out under this clause should his wicket be put down in any of the ways referred to in clause 35.1 if any of the following applies:

- it occurs after the striker has completed any action in receiving the delivery, other than in clauses 35.1.1.2 to 35.1.1.4.
- it occurs when the striker is in the act of running, other than setting off immediately for the first run.
- it occurs when the striker is trying to avoid being Run out or Stumped.
- it occurs when the striker is trying to avoid a throw in at any time.
- the bowler after entering the delivery stride does not deliver the ball. In this case either umpire shall immediately call and signal Dead ball. See clause 20.4 (Umpire calling and signalling Dead ball).
- the delivery is a No ball.

35.3 Runs scored

No runs shall be scored when the striker is dismissed Hit wicket other than the one-run penalty for a Wide and any award of 5 Penalty Runs.

36 LEG BEFORE WICKET

36.1 Out LBW

The striker is out LBW if all the circumstances set out in 36.1.1 to 36.1.5 apply.

- 36.1.1 The bowler delivers a ball, not being a No ball
- 36.1.2 the ball, if it is not intercepted full-pitch, pitches in line between wicket and wicket or on the off side of the striker's wicket
- 36.1.3 the ball not having previously touched his/her bat, the striker intercepts the ball, either full-pitch or after pitching, with any part of his/her person
- 36.1.4 the point of impact, even if above the level of the bails, either is between wicket and wicket
or if the striker has made no genuine attempt to

MATCH PLAYING CONDITIONS

play the ball with the bat, is between wicket and wicket or outside the line of the off stump.

36.1.5 but for the interception, the ball would have hit the wicket.

36.2 Interception of the ball

36.2.1 In assessing points in 36.1.3, 36.1.4 and 36.1.5, only the first interception is to be considered.

36.2.2 In assessing point 36.1.3, if the ball makes contact with the striker's person and bat simultaneously, this shall be considered as the ball having first touched the bat.

36.2.3 In assessing point 36.1.5, it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not.

36.3 Off side of wicket

The off side of the striker's wicket shall be determined by the striker's batting position at the moment the ball comes into play for that delivery. See Appendix A.13.

37 OBSTRUCTING THE FIELD

37.1 Out Obstructing the field

37.1.1 Either batter is out Obstructing the field if, except in the circumstances of clause 37.2, and while the ball is in play, she wilfully attempts to obstruct or distract the fielding side by word or action. See also clause 34 (Hit the ball twice).

37.1.2 The striker is out Obstructing the field if, except in the circumstances of clause 37.2, in the act of receiving a ball delivered by the bowler, she wilfully strikes the ball with a hand not holding the bat. This will apply whether it is the first strike or a second or subsequent strike. The act of receiving the ball shall extend both to playing at the ball and to striking the ball more than once in defence of his wicket.

37.1.3 This clause will apply whether or not No ball is called.

37.1.4 For the avoidance of doubt, if an umpire feels that a batter, 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 batter should, on

MATCH PLAYING CONDITIONS

appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

If the change of direction involves the batter crossing the pitch, clause 41.14 shall also apply.

See also paragraph 2.2 of Appendix D.

37.2 Not out Obstructing the field

A batter shall not be out Obstructing the field if obstruction or distraction is accidental, or obstruction is in order to avoid injury, or in the case of the striker, she makes a second or subsequent strike to guard his wicket lawfully as in clause 34.3 (Ball lawfully struck more than once). However, see clause 37.3.

37.3 Obstructing a ball from being caught

37.3.1 If the delivery is not a No ball, the striker is out Obstructing the field if wilful obstruction or distraction by either batter prevents the striker being out caught. .

37.3.2 Clause 37.3.1 shall apply even if an obstruction is caused by the striker in lawfully guarding his wicket under the provision of Clause 34.3 (Ball lawfully struck more than once).

37.3.3 If an obstruction or distraction takes place from a No ball then the batter who caused the obstruction or distraction will be out Obstructing the field.

However, the striker is not out if the obstruction of a catch occurs while defending his/her wicket from a No ball with a lawful second strike.

37.4 Returning the ball to a fielder

Either batter is out Obstructing the field if, at any time while the ball is in play and, without the consent of a fielder, she uses the bat or any part of his person to return the ball to any fielder.

37.5 Runs scored

When either batter is dismissed Obstructing the field,

37.5.1 unless the obstruction or distraction prevents the striker being out Caught, any runs completed by the batters before the offence shall be scored, together with any one run Penalty for No ball or wide, or any other award of 5 Penalty Runs to either side. See clauses 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batter

MATCH PLAYING CONDITIONS

is dismissed).

37.5.2 if the obstruction or distraction prevents the striker being out Caught, any runs completed by the batters shall not be scored but any award of 5 Penalty Runs to either side shall stand. Clause 18.11 (Batter returning to original end) will apply.

37.6 Bowler does not get credit

The bowler does not get credit for the wicket.

38 RUN OUT

38.1 Out Run out

Either batter is out Run out, except as in clause 38.2, if, at any time while the ball is in play,

she is out of his ground

and his wicket is fairly broken by either the action of a fielder or

the ball rebounding off a fielder's person

even though No ball has been called, except in the circumstances of clause 38.2.2.2, and whether or not a run is being attempted.

38.2 Batter not out Run out

38.2.1 A batter is not out Run out in the circumstances of clauses 38.2.1.1 or 38.2.1.2.

38.2.1.1 She has been within his ground and has subsequently left it to avoid injury, when the wicket is fairly broken.

Note also the provisions of clause 30.1.2 (When out of his ground).

38.2.1.2 The ball delivered by the bowler has not made contact with a fielder, before the wicket is fairly broken.

38.2.2 The striker is not out Run out in any of the circumstances in clauses 38.2.2.1 and 38.2.2.2.

38.2.2.1 She is out Stumped. See clause 39.1.2 (Out Stumped).

38.2.2.2 No ball has been called

and she is out of his ground not attempting a run

and the wicket is fairly broken by the wicket-keeper without the intervention of another fielder.

MATCH PLAYING CONDITIONS

38.3 Non-striker leaving his/her ground early

38.3.1 If the non-striker is out of his/her ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be Run out by the bowler attempting to run him/her out. In these circumstances, the non-striker will be out Run out if he/she is out of his/her ground when his/her wicket is broken by the bowler throwing the ball at the wicket or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.

38.3.2 If the ball is not delivered,

- if there is an appeal, the umpire shall make his/her decision on the Run out.
- if there is no appeal, or if the decision is not out, he/she shall call and signal Dead ball as soon as possible.
- the ball shall not count as one in the over. - the umpire shall make his/her decision on the Run out.
- if the non-striker is not dismissed, the ball remains in play and clause 21.6 (Bowler breaking wicket in delivering ball) shall apply.
- if the non-striker is dismissed, the ball shall not count as one in the over.

38.3.3 If the ball is delivered and there is an appeal,

- the umpire shall make his/her decision on the Run out.
- if the non-striker is not dismissed, the ball remains in play and clause 21.6 (Bowler breaking wicket in delivering ball) shall apply.
- if the non-striker is dismissed, the ball shall not count as one in the over.

38.4 Which batter is out

The batter out in the circumstances of clause 38.1 is the one whose ground is at the end where the wicket is fairly broken. See clause 30.2 (Which is a batter's ground).

38.5 Runs scored

If either batter is dismissed Run out, the run in progress when the wicket is put down shall not be scored, but any runs completed by the batters shall stand, together with

MATCH PLAYING CONDITIONS

any runs for penalties awarded to either side. See clauses 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batter is dismissed).

38.6 Bowler does not get credit

The bowler does not get credit for the wicket.

39 STUMPED

39.1 Out Stumped

39.1.1 The striker is out Stumped, except as in 39.3, if a ball which is delivered is not called No ball and he/she is out of his/her ground, other than as in 39.3.1 and he/she has not attempted a run when his/her wicket is fairly broken by the wicket-keeper without the intervention of another fielder. Note, however Clauses 25.6.2 and 25.6.5 (Dismissal and conduct of a batter and his/her runner) and 27.3 (Position of wicket-keeper).

39.1.2 The striker is out Stumped if all the conditions of 39.1.1 are satisfied, even though a decision of Run out would be justified.

39.2 Ball rebounding from wicket-keeper's person

If the wicket is broken by the ball, it shall be regarded as having been broken by the wicket-keeper if the ball:

rebounds on to the stumps from any part of the wicket-keeper's person or equipment or has been kicked or thrown on to the stumps by the wicket-keeper.

39.3 Not out Stumped

39.3.1 The striker will not be out Stumped if, after having received the delivery, he/she has left his/her ground in order to avoid injury.

39.3.2 If the striker is not out Stumped he/she may, except in the circumstances of Clause 38.2.2.2 (Batter not out Run out), be out Run out if the conditions of clause 38.1 (Out Run out) apply.

39.4 Runs Scored

When a striker is dismissed Stumped from a Wide ball, the one-run penalty shall stand. Note Clauses 12.9 (Conclusion of match), 16.6 (Winning hit or extras) and 22.2 (Call and signal of Wide ball) mean that if the penalty for a Wide concludes the match, then a stumping is not possible, but the one-run penalty for the Wide remains.

MATCH PLAYING CONDITIONS

40 TIMED OUT

40.1 Out Timed out

40.1.1 After the fall of a wicket or the retirement of a Batter, the incoming Batter must, unless Time has been called, be in position to take guard or for the other Batter to be ready to receive the next ball within 1 minute 30 seconds of the dismissal or retirement. If this requirement is not met, the incoming Batter will be out, Timed out.

40.1.2 The incoming Batter is expected to be ready to make his way to the wicket immediately a wicket falls. Dugouts shall be provided.

40.1.3 In the event of an extended delay in which no Batter comes to the wicket, the umpires shall adopt the procedure of clause 16.2 (BCB Match Referee awarding a match). For the purposes of that clause the start of the action shall be taken as the expiry of the 1 minute 30 seconds referred to above.

40.2 Bowler does not get credit

The bowler does not get credit for the wicket.

41 UNFAIR PLAY

41.1 Fair and unfair play – responsibility of captains

The captains are responsible for ensuring that play is conducted within the Spirit of Cricket, as well as within these Playing Conditions.

41.2 Fair and unfair play – responsibility of umpires

41.2.1 The umpires shall be the sole judges of fair and unfair play. If either umpire considers that any action by a player, not covered by these Playing Conditions, is unfair, he/she shall call and signal Dead ball, if appropriate, as soon as it becomes clear that the call will not disadvantage the non-offending side, and report the matter to the other umpire.

41.2.1.1 If this is a first offence by that side, the bowler's end umpire shall then

- summon the offending player's captain and issue a first and final warning which shall apply to all members of the team for the remainder of the match.

MATCH PLAYING CONDITIONS

- warn the offending player's captain that any further such offence by any member of his team shall result in the award of 5 Penalty runs to the opposing team.

41.2.1.2 If this is a second or subsequent offence by that side the bowler's end umpire shall then

- summon the offending player's captain and inform him that there has been a further such offence.
- award 5 Penalty runs to the opposing side.

41.2.1.3 The umpires may then report the matter to the BCB Match Referee who shall take such action as is considered appropriate against the player concerned.

41.3 The match ball – changing its condition

41.3.1 The umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in clause 41.3.2.

41.3.2 It is an offence for any player to take any action which changes the condition of the ball.

Except in carrying out his normal duties, a batter is not allowed to wilfully damage the ball other than, when the ball is in play, in striking it with the bat. See also clause 5.5 (Damage to the ball). A fielder may, however:

41.3.2.1 polish the ball on his clothing provided that no artificial substance is used, that the only natural substance used is sweat, and that such polishing wastes no time.

41.3.2.2 remove mud from the ball under the supervision of an umpire.

41.3.2.3 dry a wet ball on a piece of cloth that has been approved by the umpires.

41.3.3 The umpires may consider the condition of the ball to have been unfairly changed if any action by any player does not comply with the conditions in clause 41.3.2.

MATCH PLAYING CONDITIONS

41.3.4 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of either side, or that its condition is inconsistent with the use it has received, they shall consider that there has been a contravention of this clause and decide together whether they can identify the player(s) responsible for such conduct.

41.3.5 If it is possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall;

41.3.5.1 Subject to clause 41.3.7 below, change the ball forthwith.

41.3.5.1.1 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the fielding side, the batter 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.

41.3.5.1.2 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the batting side, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.

41.3.5.2 Additionally, the bowler's end umpire shall

41.3.5.2.1 award 5 Penalty runs to the opposing side.

41.3.5.2.2 if appropriate, inform the batters at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action.

MATCH PLAYING CONDITIONS

- 41.3.5.2.3 inform the captain of the batting side as soon as practicable of what has occurred.
- 41.3.5.3 The umpires shall then report the matter to the BCB Match Referee who shall take such action as is considered appropriate against the player(s) concerned.
- 41.3.6 If it is not possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall;
- 41.3.6.1 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.
- 41.3.6.2 The bowler's end umpire shall issue the captain with a first and final warning, and
- 41.3.6.3 Advise the captain that should there be any further instances of changing the condition of the ball by that team during the remainder of the series, clause 41.3.5.2 above will be adopted, with the captain deemed to be the player responsible for the contravention.
- 41.4 Deliberate attempt to distract striker
- 41.4.1 It is unfair for any fielder deliberately to attempt to distract the striker while she is preparing to receive or receiving a delivery.
- 41.4.2 If either umpire considers that any action by a fielder is such an attempt, he/she shall immediately call and signal Dead ball and inform the other umpire of the reason for the call. The bowler's end umpire shall
- award 5 Penalty runs to the batting side.
 - inform the captain of the fielding side, the batters and, as soon as practicable, the captain of the batting side of the reason for the action.
- Neither batter shall be dismissed from that delivery and the ball shall not count as one of the over. However, if either umpire had reason to call and signal No ball, he/she shall do so regardless of the attempt to distract, and this call shall stand.
- The umpires may then report the matter to the BCB Match Referee who shall take such action

MATCH PLAYING CONDITIONS

as is considered appropriate against the fielder concerned.

41.5 Deliberate distraction, deception or obstruction of batter

41.5.1 In addition to clause 41.4, it is unfair for any fielder wilfully to attempt, by word or action, to distract, deceive or obstruct either batter after the striker has received the ball.

41.5.2 It is for either one of the umpires to decide whether any distraction, deception or obstruction is wilful or not.

41.5.3 If either umpire considers that a fielder has caused or attempted to cause such a distraction, deception or obstruction, he/she shall immediately call and signal Dead ball and inform the other umpire of the reason for the call.

41.5.4 Neither batter shall be dismissed from that delivery.

41.5.5 If an obstruction involves physical contact, the umpires together shall decide whether or not an offence under clause 42 (Players' conduct) has been committed.

41.5.5.1 If an offence under clause 42 (Players' conduct) has been committed, they shall apply the relevant procedures in clause 42 and shall also apply each of clauses 41.5.7 to 41.5.9.

41.5.5.2 If they consider that there has been no offence under clause 42 (Players' conduct), they shall apply each of clauses 41.5.6 to 41.5.10.

41.5.6 The bowler's end umpire shall;

- Signal No ball or Wide to the scorers, if applicable.
- award 5 Penalty runs to the batting side.
- inform the captain of the fielding side of the reason for this action and as soon as practicable inform the captain of the batting side.

41.5.7 The ball shall not count as one of the over.

41.5.8 Any runs completed by the batters before the offence shall be scored, together with any runs for penalties awarded to either side. Additionally, the run in progress shall be scored whether or not the batters had already crossed at the instant of the

MATCH PLAYING CONDITIONS

offence.

41.5.9 The batters at the wicket shall decide which of them is to face the next delivery.

41.5.10 The umpires may then report the matter to the BCB Match Referee who shall take such action as is considered appropriate against the fielder concerned.

41.6 Bowling of dangerous and unfair short pitched deliveries

41.6.1 Notwithstanding clause 41.6.2, the bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him. The fact that the striker is wearing protective equipment shall be disregarded.

In the first instance the umpire decides that the bowling of short pitched deliveries has become dangerous under 41.6.1

41.6.1.1 The umpire shall call and signal No ball, and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding side and the Batters of what has occurred. This caution shall apply to that bowler throughout the innings.

41.6.1.2 If there is a second instance, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning, which shall apply to that bowler throughout the innings.

41.6.1.3 Should there be any further instance by the same bowler in that innings, the umpire shall

- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

MATCH PLAYING CONDITIONS

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- The umpire shall report the occurrence to the Batters and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the BCB Match Referee who shall take such action as is considered appropriate against the bowler concerned.

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

41.6.1.5 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 popping crease.

41.6.1.6 The umpire at the bowler's end shall advise the bowler and the Batter on strike when each fast short pitched delivery has been bowled.

41.6.1.7 In addition, a ball that passes above head height of the Batter, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide. See also clause 22.1.1.2

41.6.1.7.1 For the avoidance of doubt any fast short pitched delivery that is called a Wide under this clause shall also count as one of the allowable short pitched deliveries in that over.

41.6.1.8 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in clause 41.6.1.5 above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify

MATCH PLAYING CONDITIONS

a fast short pitched delivery. The umpire shall call and signal 'No ball' and then tap the head with the other hand.

41.6.1.9 If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the Batters at the wicket of what has occurred. This caution shall apply throughout the innings.

41.6.1.10 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 shall advise the bowler that this is his final warning for the innings.

41.6.1.11 Should there be any further instance by the same bowler in that innings, the umpire shall

- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- The umpire shall report the occurrence to the Batters and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the BCB Match Referee who shall take such action as is considered

MATCH PLAYING CONDITIONS

appropriate against the bowler concerned.

41.6.2 Should the umpires initiate the caution and warning procedures set out in clauses 41.6.1.3, 41.6.1.9 and 41.7, such cautions and warnings are not to be cumulative.

41.7 Bowling of dangerous and unfair non-pitching deliveries

41.7.1 Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed to be unfair, whether or not it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately call and signal No ball.

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the Batter by its speed and direction, it shall be considered dangerous. When the ball is dead the umpire shall caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the Batters of what has occurred. This caution shall apply to that bowler throughout the innings.

41.7.2 Should there be any further instance (where a dangerous non-pitching delivery is bowled and is considered likely to inflict physical injury on the Batter) by the same bowler in that innings, the umpire shall

- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

Additionally, the umpire shall

- report the occurrence to the Batters and, as soon as practicable, to the captain of

MATCH PLAYING CONDITIONS

the batting side.

The umpires may then report the matter to the BCB Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.7.3 The warning sequence in clauses 41.7.1 and 41.7.2 is independent of the warning and action sequence in clause 41.6.

41.7.4 If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in clause 41.7.1, then the caution and warning in clause 41.7.1 shall be dispensed with. The umpire shall

- immediately call and signal No ball.
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- report the occurrence to the Batters and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence to the BCB Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.8 Bowling of deliberate front-foot No ball

If the umpire considers that the bowler has delivered a deliberate front-foot No ball, he/she shall

- immediately call and signal No ball.
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed

MATCH PLAYING CONDITIONS

to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- report the occurrence to the batters and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence to the BCB Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.9 Time wasting by the fielding side

41.9.1 It is unfair for any fielder to waste time.

41.9.2 If either umpire considers that the progress of an over is unnecessarily slow, or time is being wasted in any other way, by the captain of the fielding side or by any other fielder, at the first instance the umpire concerned shall

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then

- warn the captain of the fielding side, indicating that this is a first and final warning.
- inform the batters of what has occurred.

41.9.3 If either umpire considers that there is any further waste of time in that innings by any fielder, the umpire concerned shall

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then award 5 Penalty runs to the batting side and inform the captain of the fielding side of the reason for this action.

Additionally the umpire shall inform the batters and, as soon as is practicable, the captain of the batting side of what has occurred.

If the umpires believe that the act of time wasting was deliberate or repetitive, they may lodge

MATCH PLAYING CONDITIONS

a report under the Code of Conduct. In such circumstances the Captain and/or any individual members of the fielding team responsible for the time wasting will be charged.

41.9.4 The fielding side shall be ready to start each over within 60 seconds of the previous over being completed.

An electronic clock will be displayed at the ground that counts down seconds from 60 to zero.

The clock is not required or, if already started, can be cancelled if:

- A new batter comes to the wicket between overs
- An official drinks interval has been called
- The umpires have approved the onfield treatment of an injury to a batter or fielder
- The time lost is for any circumstances beyond the control of the fielding side

The third umpire is responsible for determining when to start the clock. This should be the later of:

- The ball becoming dead at the end of the previous over
- Any umpire or player review from the final ball of the previous over being completed.

When the clock reaches zero, if the fielding side is not ready to start the next over:

- On the first such occasion in an innings, the bowler's end umpire shall issue a warning to the captain of the fielding side and inform the batters and the other umpire of what has occurred.
- On the second occasion in an innings, the above sequence is repeated, but with the reminder that this is a final warning.

On the third and any subsequent occasion in an innings, the bowler's end umpire shall award 5 Penalty runs to the batting side, informing the captain of the fielding side, the batters and the other umpire.

The process, warnings and penalties in 41.9.4 operate independently of those of 41.9.2 and 41.9.3.

If a fielding side is ready to resume play within the required time, but the batting side are not ready to do so, then the umpires shall determine, at

MATCH PLAYING CONDITIONS

their discretion, whether to apply the provisions of 41.10 (Batter wasting time).

41.10 Batter wasting time

41.10.1 It is unfair for a batter to waste time. In normal circumstances, the striker should always be ready to take strike when the bowler is ready to start his run-up.

In addition, an incoming batter should be in position to take guard or his partner ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket.

41.10.2 Should either batter waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his run-up or when the ball becomes dead, as appropriate, the umpire shall

- warn both batters and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batter.
- inform the other umpire of what has occurred.
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.10.3 If there is any further time wasting by any batter in that innings, the umpire shall, at the appropriate time while the ball is dead

- award 5 Penalty runs to the fielding side.
- inform the other umpire of the reason for this action.
- inform the other batter, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

If the umpires believe that the act of time wasting was deemed to be deliberate or repetitive, they may lodge a report under the Code of Conduct. In such circumstances the batter concerned will be charged.

MATCH PLAYING CONDITIONS

41.11 The protected area

The protected area is defined as that area of the pitch contained within a rectangle bounded at each end by imaginary lines parallel to the popping creases and 5 ft/1.52 m in front of each, and on the sides by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 1 ft/30.48 cm from it.

41.12 Fielder damaging the pitch

41.12.1 It is unfair to cause deliberate or avoidable damage to the pitch. A fielder will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.

41.12.2 If a fielder causes deliberate or avoidable damage to the pitch, other than as in clause 41.13.1, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then

- caution the captain of the fielding side and indicate that this is a first and final warning. This warning shall apply throughout the innings.
- inform the batters of what has occurred.

41.12.3 If, in that innings, there is any further instance of deliberate or avoidable damage to the pitch, by any fielder, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then

- award 5 Penalty runs to the batting side. Additionally the umpire shall
- inform the fielding captain of the reason for this action.
- inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together shall report the occurrence to the BCB Match Referee who shall take such action as is considered appropriate against the fielder concerned.

41.13 Bowler running on protected area

41.13.1 It is unfair for a bowler to enter the protected area in his follow-through without reasonable cause,

MATCH PLAYING CONDITIONS

whether or not the ball is delivered.

41.13.2 If a bowler contravenes this clause, at the first instance and when the ball is dead, the umpire shall

- caution the bowler and inform the other umpire of what has occurred. This caution shall apply to that bowler throughout the innings.
- inform the captain of the fielding side and the batters of what has occurred.

41.13.3 If, in that innings, the same bowler again contravenes this clause, the umpire shall repeat the above procedure indicating that this is a final warning. This warning shall also apply throughout the innings.

41.13.4 If, in that innings, the same bowler contravenes this clause a third time, when the ball is dead, the umpire shall,

- direct the captain of the fielding side to suspend the bowler immediately from bowling. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. The bowler taken off shall not be allowed to bowl again in that innings.
- inform the other umpire of the reason for this action.
- inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires may then report the matter to the BCB Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.14 Batter damaging the pitch

41.14.1 It is unfair to cause deliberate or avoidable damage to the pitch. If the striker enters the protected area in playing or playing at the ball, he must move from it immediately thereafter. A batter will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.

41.14.2 If either batter causes deliberate or avoidable



MATCH PLAYING CONDITIONS

damage to the pitch, other than as in clause 41.15, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall then

- warn both batters that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batter.
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.14.3 If there is any further instance of deliberate or avoidable damage to the pitch by any batter in that innings, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence.

The bowler's end umpire shall

- disallow all runs to the batting side
- return any not out batter to his original end
- signal No ball or Wide to the scorers if applicable.
- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).
- Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

The umpires together shall report the occurrence to the BCB Match Referee who shall take such action as is considered appropriate against the batter concerned.

41.15 Striker in protected area

41.15.1 The striker shall not adopt a batting position in the protected area or so close to it that frequent encroachment is inevitable.

The striker may make a mark on the pitch for the purpose of indicating his batting position

MATCH PLAYING CONDITIONS

provided that no mark is unreasonably close to the protected area.

41.15.2 If either umpire considers that the striker is in breach of any of the conditions in clause 41.15.1, if the bowler has not entered the delivery stride, he/she shall immediately call Dead ball, otherwise, wait until the ball is dead; he/she shall then inform the other umpire of the occurrence.

The bowler's end umpire shall then

- warn the striker that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform the non-striker and each incoming batter.
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.15.3 If there is any further breach of any of the conditions in clause 41.15.1 by any batter in that innings, the umpire seeing the contravention shall, if the bowler has not entered his delivery stride, immediately call and signal Dead ball, otherwise, he/she shall wait until the ball is dead and then inform the other umpire of the occurrence.

The bowler's end umpire shall

- disallow all runs to the batting side
- return any not out batter to his original end
- signal No ball or Wide to the scorers if applicable.
- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).
- inform the captain of the fielding side and, as soon as practicable, the captain of

MATCH PLAYING CONDITIONS

the batting side of the reason for this action.

The umpires together shall report the occurrence to the BCB Match Referee who shall take such action as is considered appropriate against the batter concerned.

41.16 Batters stealing a run

41.16.1 It is unfair for the batters to attempt to steal a run during the bowler's run-up.

Unless the bowler attempts to run out the non-striker –see clause – 38.3 (Non-striker leaving his/her ground early) the umpire shall

- call and signal Dead ball as soon as the batters cross in such an attempt.
- inform the other umpire of the reason for this action.

The bowler's end umpire shall then

- return the batters to their original ends and disallow the attempted run.
- award 5 Penalty runs to the fielding side.
- award any other 5 run Penalty that is applicable
- inform the batters, the captain of the fielding side and, as soon as practicable, the captain of the batting side, of the reason for this action.

The umpires may then report the matter to the BCB Match Referee who shall take such action as is considered appropriate against the batter concerned.

41.17 Penalty runs

41.17.1 When Penalty runs are awarded to either side, when the ball is dead the umpire shall signal the Penalty runs to the scorers. See clause 2.13 (Signals).

41.17.2 Penalty runs shall be awarded in each case where these Playing Conditions require the award, even if a result has already been achieved. See clause 16.6 (Winning hit or extras).

Note, however, that the restrictions on awarding Penalty runs, in clauses 23.3 (Leg byes not to be

MATCH PLAYING CONDITIONS

awarded), 34.4 (Runs scored from ball lawfully struck more than once) and 28.3 (Protective helmets belonging to the fielding side), will apply.

41.17.3 When 5 Penalty runs are awarded to the batting side under any of clauses 24.4 (Player returning without permission), 28.2 (Fielding the ball), 28.3 (Protective helmets belonging to the fielding side) or under 41.3, 41.4, 41.5, 41.9 or 41.12, then

- they shall be scored as Penalty extras and shall be in addition to any other penalties.
- they are awarded when the ball is dead and shall not be regarded as runs scored from either the immediately preceding delivery or the immediately following delivery, and shall be in addition to any runs from those deliveries.
- the batters shall not change ends solely by reason of the 5 run penalty.

41.17.4 When 5 Penalty runs are awarded to the fielding side, under clause 18.5.2 (Deliberate short runs), or under 41.10, 41.14, 41.15 or 41.16, they shall be added as Penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 Penalty runs shall be added to the score in its next innings.

42 PLAYERS' CONDUCT

42.1 Serious misconduct

42.1.1 The umpires shall act upon any serious misconduct. The relevant offences and the corresponding actions by the umpires are identified in clause 42.2.1. These offences correspond with Level 4 offences in the BCB Code of Conduct. Level 1 to Level 3 offences continue to be dealt with separately under the BCB Code of Conduct.

42.1.2 If either umpire considers that a player has committed one of these offences at any time during the match, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.

42.1.3 The umpire concerned shall report the matter to the other umpire and together they shall decide

MATCH PLAYING CONDITIONS

whether an offence has been committed. The umpires may also consult with the third umpire and the match referee, who may review any audio or video replays to confirm whether an offence has been committed. If so, the umpires shall then apply the related sanctions.

42.1.4 If the offence is committed by a batter, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this clause, the batters at the wicket may not deputise for their captain.

42.2 Level 4 offences and action by umpires

42.2.1 Any of the following actions by a player shall constitute a Level 4 offence:

- threatening to assault an umpire
- making inappropriate and deliberate physical contact with an umpire
- physically assaulting a player or any other person
- committing any other act of violence.

42.2.2 If such an offence is committed, 42.2.2.1 to 42.2.2.5 shall be implemented.

42.2.2.1 The umpire shall call Time.

42.2.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

42.2.2.3 The umpires shall instruct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:

42.2.2.3.1 If the offending player is a fielder, no substitute shall be allowed for him. He is to be recorded as Retired – out at the commencement of any subsequent innings in which his team is the batting side.

42.2.2.3.2 If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.

MATCH PLAYING CONDITIONS

42.2.2.3.3 If the offending player is a batter he is to be recorded as Retired – out in the current innings, unless he has been dismissed under any of clauses 32 to 39, and at the commencement of any subsequent innings in which his team is the batting side. If no further batter is available to bat, the innings is completed.

42.2.2.4 As soon as practicable, the umpire shall:

- award 5 Penalty runs to the opposing team
- signal the Level 4 penalty to the scorers
- call Play.

42.2.2.5 The umpires shall then report the matter to the BCB Match Referee under the BCB Code of Conduct.

42.3 Captain refusing to remove a player from the field

42.3.1 If a captain refuses to carry out an instruction under 42.2.2.3, the umpires shall invoke clause 16.3 (Umpires awarding a match).

42.3.2 If both captains refuse to carry out instructions under 42.2.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded as in clause 12.9 and there shall be no result under clause 16.

42.4 Additional points relating to Level 4 offences

42.4.1 If a player, while acting as wicket-keeper, commits a Level 4 offence, clause 24.1.2 shall not apply, meaning that only a nominated player may keep wicket, even if another fielder becomes injured or ill and is replaced by a substitute.

42.4.2 A nominated player who has a substitute will also suffer the penalty for any Level 4 offence committed by the substitute. However, only the substitute will be reported under clause 42.2.2.5.



MATCH PLAYING CONDITIONS

Appendices to BPL 10th Edition 2024 Match Playing Conditions

- A. Definitions
- B. Equipment
 - 1. The bat
 - 2. The wickets
 - 3. Wicket-keeping gloves
- C. The venue
 - 1. The pitch and the creases
 - 2. Advertising on grounds, perimeter boards and sight-screens
 - 3. Markings on outfield
- D. Decision Review System (DRS) and Third Umpire Protocol
- E. Calculations
- F. The Super Over
- G. Application of the Reserve Day
- H. Use of Electronic Communications Equipment

Appendix A

Definitions

1 The match

- 1.1 The game is used in these Playing Conditions as a general term meaning the Game of Cricket.
- 1.2 A match is a single Twenty20 match between two teams, played under these Playing Conditions.
- 1.3 A Super Over is a procedure that may be adopted for determining the result of a tied match, as set out in Appendix F.
- 1.4 The toss is the toss for choice of innings.
- 1.5 Before the toss is at any time before the toss on the day of the match.
- 1.6 Before the match is at any time before the toss, not restricted to the day of the match.
- 1.7 During the match is at any time after the toss until the conclusion of the match, whether play is in progress or not.
- 1.8 Playing time is any time between the call of Play and the call of Time. See clauses 12.1 (Call of Play) and 12.2 (Call of Time).
- 1.9 Conduct of the match includes any action relevant to the match at any time.
- 1.10 Ground Authority is the entity responsible for the selection and preparation of the pitch and other functions relating to the hosting and management of the match, including any agents acting on their behalf (including but not limited to the curator or other ground staff).
- 1.11 The Spirit of Cricket refers to the values of respect and fair play that underpin the game of cricket, as set out in the Preamble to these Playing Conditions.
- 1.12 The BCB Code of Conduct is the BCB Code of Conduct for Players and Player Support Personnel, as amended from time to time.

2 Implements and equipment

- 2.1 Implements used in the match are the bat, the ball, the stumps and bails.
- 2.2 External protective equipment is any visible item of apparel worn for protection against external blows.

MATCH PLAYING CONDITIONS

For a Batter, items permitted are a protective helmet, external leg guards (batting pads), batting gloves and, if visible, forearm guards.

For a fielder, only a protective helmet is permitted, except in the case of a wicket-keeper, for whom wicket-keeping pads and gloves are also permitted.

2.3 A protective helmet is headwear made of hard material and designed to protect the head or the face or both, which shall (in line with the Clothing and Equipment Regulations) be certified to BS7928:2013. For the purposes of interpreting these Playing Conditions, such a description will include faceguards.

2.4 Equipment – a Batter's equipment is his bat as defined above, together with any external protective equipment he is wearing.

A fielder's equipment is any external protective equipment that he is wearing.

2.5 The bat – the following are to be considered as part of the bat:

- the whole of the bat itself.
- the whole of a glove (or gloves) worn on the hand (or hands) holding the bat.
- the hand (or hands) holding the bat, if the Batter is not wearing a glove on that hand or on those hands.

2.6 Held in Batter's hand. Contact between a Batter's hand, or glove worn on his/her hand, and any part of the bat shall constitute the bat being held in that hand.

3 The playing area

3.1 The field of play is the area contained within the boundary.

3.2 The square is a specially prepared area of the field of play within which the match pitch is situated.

3.3 The outfield is that part of the field of play between the square and the boundary.

4 Positioning

4.1 Behind the popping crease at one end of the pitch is that area of the field of play, including any other marking, objects and persons therein, that is on that side of the popping crease that does not include the creases at the opposite end of the pitch. Behind, in relation to any other marking, object or person, follows the same principle. See

MATCH PLAYING CONDITIONS

the diagram in paragraph 13.

- 4.2 In front of the popping crease at one end of the pitch is that area of the field of play, including any other marking, objects and persons therein, that is on that side of the popping crease that includes the creases at the opposite end of the pitch. In front of, in relation to any other marking, object or person, follows the same principle. See the diagram in paragraph 13.
- 4.3 The striker's end is the place where the striker stands to receive a delivery from the bowler only insofar as it identifies, independently of where the striker may subsequently move, one end of the pitch.
- 4.4 The bowler's end is the end from which the bowler delivers the ball. It is the other end of the pitch from the striker's end and identifies that end of the pitch that is not the striker's end as described in paragraph 4.3.
- 4.5 The wicket-keeper's end is the same as the striker's end as described in paragraph 4.3.
- 4.6 In front of the line of the striker's wicket is in the area of the field of play in front of the imaginary line joining the fronts of the stumps at the striker's end; this line to be considered extended in both directions to the boundary. See paragraph 4.2.
- 4.7 Behind the wicket is in the area of the field of play behind the imaginary line joining the backs of the stumps at the appropriate end; this line to be considered extended in both directions to the boundary. See paragraph 4.1.
- 4.8 Behind the wicket-keeper is behind the wicket at the striker's end, as defined above, but in line with both sets of stumps and further from the stumps than the wicket-keeper.
- 4.9 Off side/on (leg) side – see diagram in paragraph 13
- 4.10 Inside edge is the edge on the same side as the nearer wicket.

5 Umpires and decision-making

- 5.1 Umpire – where the description the umpire is used on its own, it always means 'the bowler's end umpire' though this full description is sometimes used for emphasis or clarity. Similarly the umpires always means both umpires and the third umpire. An umpire and umpires are generalised terms. Otherwise, a fuller description indicates which one of the umpires is specifically intended. Each umpire will be bowler's end umpire and striker's end umpire in alternate overs.

MATCH PLAYING CONDITIONS

- 5.2 Bowler's end umpire is the umpire who is standing at the bowler's end (see paragraph 4.4) for the current delivery.
- 5.3 Striker's end umpire is the umpire who is standing at the striker's end (see paragraph 4.3), to one side of the pitch or the other, depending on his/her choice, for the current delivery.
- 5.4 On-field umpires shall mean, collectively, the bowler's end umpire and the striker's end umpire.
- 5.5 Third umpire is the umpire who may use television evidence and other available technology in order review a decision of the on-field umpires, by way of an Umpire Review under the protocol set out in Appendix D.
- 5.6 Umpires together agree applies to decisions which the umpires are to make jointly, independently of the players.
- 5.7 Umpire Review is the process set out in Appendix D by which an on-field umpire has the discretion to refer a decision to the third umpire or, under certain circumstances, to consult with the third umpire before making a decision.
- 5.8 Soft Signal is the visual communication by the bowler's end umpire to the third umpire (accompanied by additional information via two-way radio where necessary) of his/her initial on-field decision prior to initiating an Umpire Review.
- 5.9 A Fair Catch is a catch that has been taken cleanly by the fielder in accordance with clause 33.
- 5.10 A Bump Ball is where the ball has made contact with the ground shortly after making contact with the striker's bat.

6 Batters

- 6.1 Batting side is the side currently batting, whether or not play is in progress.
- 6.2 Member of the batting side is one of the players nominated by the captain of the batting side, or any authorised replacement for such nominated player.
- 6.3 A Batter's ground – at each end of the pitch, the whole area of the field of play behind the popping crease is the ground at that end for a Batter.
- 6.4 Original end is the end where a Batter was when the ball came into play for that delivery.
- 6.5 Wicket he has left is the wicket at the end where a Batter was at the start of the run in progress.
- 6.6 Guard position is the position and posture adopted by the striker to receive a ball delivered by the bowler
- 6.7 For the purposes of these Playing Conditions, waist height

MATCH PLAYING CONDITIONS

is defined as the point at which the top of the Batter's trousers would conventionally be when he is standing upright at the popping crease.

7 Fielder

- 7.1 Fielding side is the side currently fielding, whether or not play is in progress.
- 7.2 Member of the fielding side is one of the players nominated by the captain of the fielding side, or any authorised replacement or substitute for such nominated player.
- 7.3 Fielder is one of the 11 or fewer players who together represent the fielding side on the field of play. This definition includes not only both the bowler and the wicket-keeper but also nominated players who are legitimately on the field of play, together with players legitimately acting as substitutes for absent nominated players. It excludes any nominated player who is absent from the field of play, or who has been absent from the field of play and who has not yet obtained the umpire's permission to return.

A player going briefly outside the boundary in the course of discharging his/her duties as a fielder is not absent from the field of play nor, for the purposes of clause 24.2. (Fielder absent or leaving the field of play), is he to be regarded as having left the field of play.

8 Substitutes and Concussion Replacements

- 8.1 A Substitute is a player who takes the place of a fielder on the field of play, but does not replace the player for whom he substitutes on that side's list of nominated players. A substitute's activities are limited to fielding.
- 8.2 A Concussion Replacement is a player who takes the place of a player who has been replaced in accordance with the process set out in clause 1.2.7, and who for the remainder of the match replaces that player on that side's list of nominated players, being able to take a full part in the match (subject to such restrictions as may be imposed by the BCB Match Referee in accordance with clause 1.2.7.4
- 8.3 A Concussion Replacement Request is the notification made to the BCB Match Referee in accordance with the process set out in clause 1.2.7.3
- 8.4 The Team Medical Representative is the individual designated as having responsibility for the assessment of any head or neck injury sustained by a player as set out in clause 1.2.7.2

9 Bowlers

- 9.1 Over the wicket / round the wicket – If, as the bowler runs up between the wicket and the return crease, the wicket is on the same side as his bowling arm, he is bowling over the wicket. If the return crease is on the same side as his bowling arm, he is bowling round the wicket.
- 9.2 Delivery swing is the motion of the bowler's arm during which he normally releases the ball for a delivery.
- 9.3 Delivery stride is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride. The stride after the delivery stride is completed when the next foot lands, i.e. when the back foot of the delivery stride lands again.
- 9.4 The Illegal Bowling Regulations are the BCB's regulations governing Illegal Bowling Actions.
- 9.5 An Illegal Bowling Action is a bowling action where a bowler's Elbow Extension exceeds 15 degrees, measured from the point at which the bowling arm reaches the horizontal until the point at which the ball is released (any Elbow Hyperextension shall be discounted for the purposes of determining an Illegal Bowling Action).
- 9.6 Elbow Extension means the motion that occurs when a bowler's arm moves from a flexed (bent) position at the elbow, to a more extended (straight) position (full Elbow Extension occurs when the arm is straight).
- 9.7 Elbow Hyperextension is the motion that occurs when a bowler's elbow extends beyond the straight position.
- 9.8 The BCB Bowling Action Report Form is the form provided for the Illegal Bowling Regulations, by which an umpire and/or the BCB Match Referee may submit a report relating to a suspected Illegal Bowling Action.

10 The ball

- 10.1 The ball is struck/strikes the ball unless specifically defined otherwise, mean 'the ball is struck by the bat'/'strikes the ball with the bat'.
- 10.2 Rebounds directly/strikes directly and similar phrases mean 'without contact with any fielder' but do not exclude contact with the ground.
- 10.3 Full-pitch describes a ball delivered by the bowler that reaches or passes the striker without having touched the ground. Sometimes described as non-pitching.

11 Runs

- 11.1 A run to be disallowed is one that in these Playing Conditions should not have been taken. It is not only to be cancelled but the Batters are to be returned to their original ends.
- 11.2 A run not to be scored is one that is not illegal, but is not recognised as a properly executed run. It is not a run that has been made, so the question of cancellation does not arise. The loss of the run so attempted is not a disallowance and the Batters will not be returned to their original ends on that account.

12 The person

- 12.1 Person; A player's person is his/her physical person (flesh and blood) together with any clothing or legitimate external protective equipment that he is wearing except, in the case of a Batter, his/her bat.

A hand, whether gloved or not, that is not holding the bat is part of the Batter's person.

No item of clothing or equipment is part of the player's person unless it is attached to him.

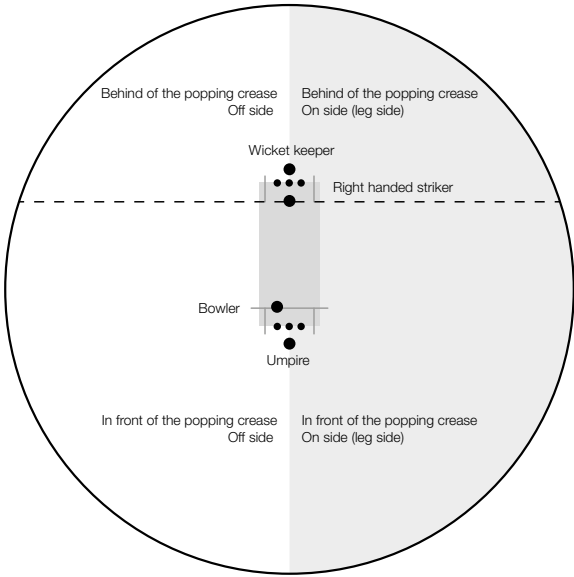
For a Batter, a glove being held but not worn is part of his/her person.

For a fielder, an item of clothing or equipment he is holding in his/her hand or hands is not part of his person.

- 12.2 Clothing – anything that a player is wearing, including such items as spectacles or jewellery, that is not classed as external protective equipment is classed as clothing, even though he may be wearing some items of apparel, which are not visible, for protection. A bat being carried by a Batter does not come within this definition of clothing.
- 12.3 Hand for Batter or wicket-keeper shall include both the hand itself and the whole of a glove worn on the hand.

13 Off side / on side; in front of / behind the popping crease.

MATCH PLAYING CONDITIONS



Appendix B

Equipment

1 The Bat

1.1 General guidance

1.1.1 Measurements - All provisions in paragraphs 1.2 to 1.6 below are subject to the measurements and restrictions stated in the Playing Conditions and this Appendix.

1.1.2 Adhesives – Throughout, adhesives are permitted only where essential and only in minimal quantity.

1.2 Specifications for the Handle

1.2.1 One end of the handle is inserted into a recess in the blade as a means of joining the handle and the blade.

This lower portion is used purely for joining the blade and the handle together. It is not part of the blade but, solely in interpreting paragraphs 1.3 and 1.4 below, references to the blade shall be considered to extend also to this lower portion of the handle where relevant.

1.2.2 The handle may be glued where necessary and bound with twine along the upper portion.

Providing clause 5.4.3 is not contravened, the upper portion may be covered with materials solely to provide a surface suitable for gripping. Such covering is an addition and is not part of the bat, except in relation to clause 5.6. The bottom of this grip should not extend below the point defined in paragraph 1.2.4 below.

Twine binding and the covering grip may extend beyond the junction of the upper and lower portions of the handle, to cover part of the shoulders of the bat as defined in paragraph 1.3.1.

No material may be placed on or inserted into the lower portion of the handle other than as permitted above together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.

1.2.3 Materials in handle – As a proportion of the total volume of the handle, materials other than cane, wood or twine are restricted to one-tenth. Such

MATCH PLAYING CONDITIONS

materials must not project more than 3.25 in/8.26 cm into the lower portion of the handle

- 1.2.4 Binding and covering of handle – The permitted continuation beyond the junction of the upper and lower portions of the handle is restricted to a maximum, measured along the length of the handle, of
 - 2.5 in/6.35 cm in for the twine binding
 - 2.75 in/6.99 cm for the covering grip.

1.3 Specifications for the Blade

- 1.3.1 The blade has a face, a back, a toe, sides and shoulders
 - 1.3.1.1 The face of the blade is its main striking surface and shall be flat or have a slight convex curve resulting from traditional pressing techniques. The back is the opposite surface.
 - 1.3.1.2 The shoulders, sides and toe are the remaining surfaces, separating the face and the back.
 - 1.3.1.3 The shoulders, one on each side of the handle, are along that portion of the blade between the first entry point of the handle and the point at which the blade first reaches its full width.
 - 1.3.1.4 The toe is the surface opposite to the shoulders taken as a pair.
 - 1.3.1.5 The sides, one each side of the blade, are along the rest of the blade, between the toe and the shoulders.
- 1.3.2 No material may be placed on or inserted into the blade other than as permitted in paragraph 1.2.4, paragraph 1.3.3, and clause 5.4 together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.
- 1.3.3 Covering the blade. Bats shall have no covering on the blade except as permitted in clause 5.4.

Any materials referred to above, in clause 5.4 and paragraph 1.4 below, are to be considered as part of the bat, which must still pass through the gauge as defined in paragraph 1.6.

1.4 Protection and repair



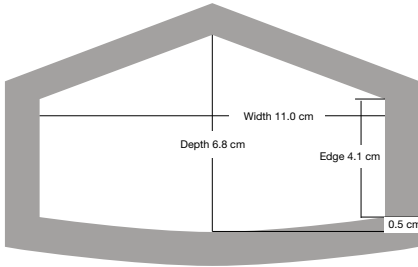
MATCH PLAYING CONDITIONS

- 1.4.1 The surface of the blade may be treated with non-solid materials to improve resistance to moisture penetration and/or mask natural blemishes in the appearance of the wood. Save for the purpose of giving a homogeneous appearance by masking natural blemishes, such treatment shall not materially alter the colour of the blade.
- 1.4.2 Materials can be used for protection and repair as stated in clause 5.4 and are additional to the blade. Note however clause 5.6.
- Any such material shall not extend over any part of the back of the blade except in the case of clause 5.4.1 and then only when it is applied as a continuous wrapping covering the damaged area.
- The repair material shall not extend along the length of the blade more than 0.79 in/2.0 cm in each direction beyond the limits of the damaged area. Where used as a continuous binding, any overlapping shall not breach the maximum of 0.04 in/0.1 cm in total thickness.
- The use of non-solid material which when dry forms a hard layer more than 0.004 in/0.01 cm in thickness is not permitted.
- 1.4.3 Permitted coverings, repair material and toe guards, not exceeding their specified thicknesses, may be additional to the dimensions above, but the bat must still pass through the gauge as described in paragraph 1.6.
- 1.5 Commercial identifications
- Such identifications shall comply with the restrictions set out in the Clothing and Equipment Regulations in relation to the size and position of marks and logos.

MATCH PLAYING CONDITIONS

1.6 Bat Gauge

All bats must meet the specifications defined in clause 5.7. They must also, with or without protective coverings permitted in clause 5.4, be able to pass through a bat gauge, the dimensions and shape of which are shown in the following diagram:

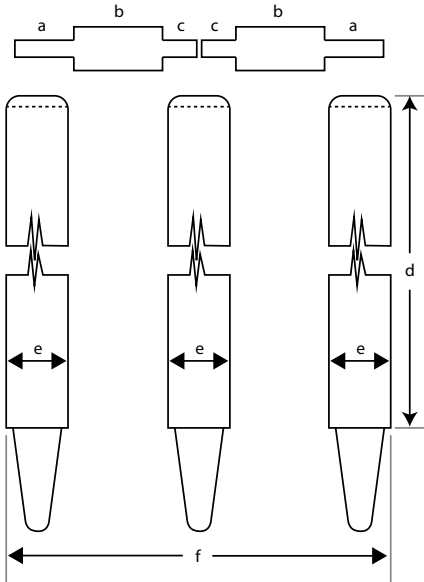


Dimensions of aperture

Total depth:	2.68 in/68 cm
Width:	4.33 in/11.0 cm
Edge:	1.61 in/4.1 cm
Curve:	0.20 in/0.5 cm

Note: The curve of the lower edge of the aperture is an arc of a circle of radius 12.0 in/30.5 cm, whose centre is on the vertical centre line of the aperture.

2 The wickets



MATCH PLAYING CONDITIONS

2.1 Bails

Overall 4.31 in / 10.95 cm

a = 1.38 in / 3.50 cm

b = 2.13 in / 5.40 cm

c = 0.81 in / 2.06 cm

2.2 Stumps

Height (d) = 28 in / 71.1 cm

Diameter (e) - maximum = 1.5 in / 3.81 cm; minimum = 1.38 in / 3.50 cm

2.3 Overall

Width (f) of wicket 9 in / 22.86 cm

3 Wicket-keeping gloves

3.1 The images below illustrate the requirements of clause 27.2 in relation to:

- no webbing between the fingers;
- a single piece of non-stretch material between finger and thumb as a means of support; and
- when a hand wearing the glove has the thumb fully extended, the top edge being taut and not protruding beyond the straight line joining the top of the index finger to the top of the thumb.



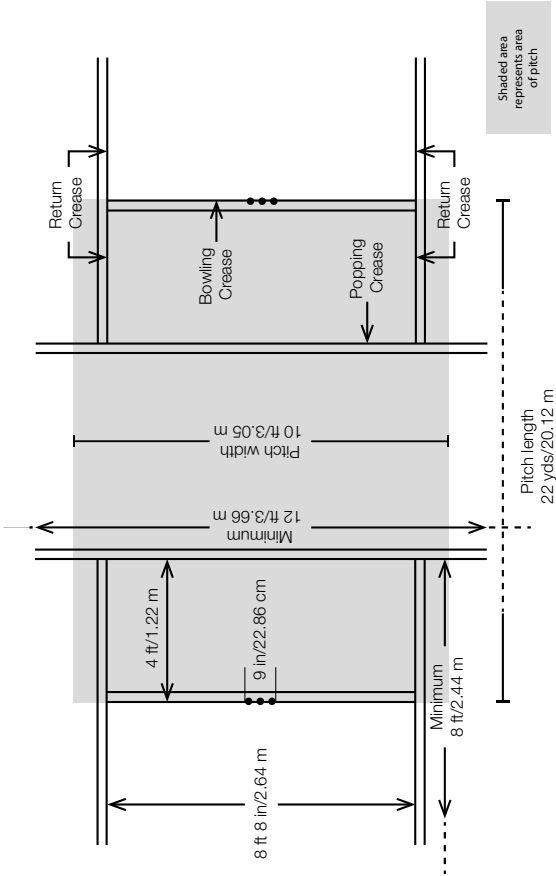
3.2 Note also the requirement for wicket-keeping gloves to comply with the Clothing and Equipment Regulations in relation to the size and position of marks and logos.

MATCH PLAYING CONDITIONS

Appendix C

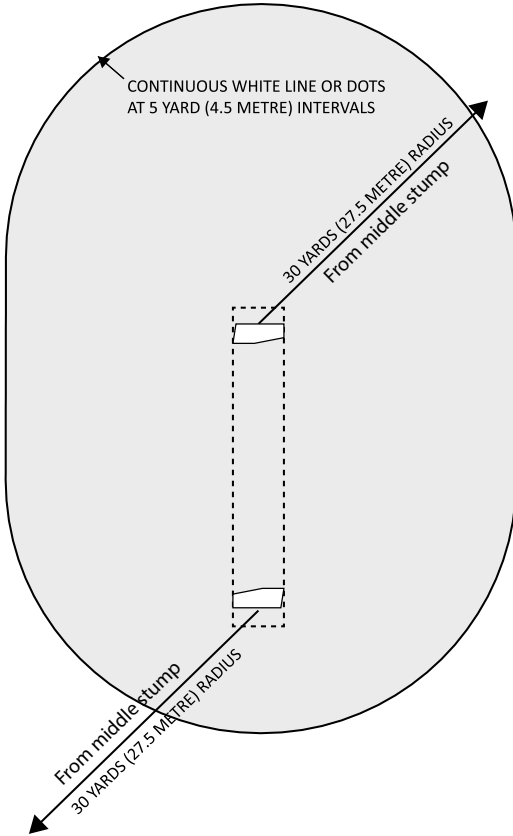
The venue

1 The pitch and the creases



MATCH PLAYING CONDITIONS

2 Restriction on the placement of fielders



3 Advertising on grounds, perimeter boards and sight-screens

3.1 Advertising on grounds

3.1.1 The logos on outfield are to be positioned as follows:

- (a) Behind the stumps – a minimum of 25.15 yards (23 meters) from the stumps.
- (b) Midwicket/cover area – no advertising to be positioned within 30 yards (27.50 meters) of the centre of the pitch being used for the match.

3.1.2 Note: Advertising closer to the stumps as set out above which is required to meet 3D requirements for broadcasters may be permitted, subject to prior BCB approval having

MATCH PLAYING CONDITIONS

been obtained.

3.2 Perimeter boards

3.2.1 Advertising on perimeter boards placed in front of the sight-screens is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball.

3.2.2 Advertising on perimeter boards behind the stumps at both ends shall not contain moving, flashing or flickering images and operators should ensure that the images are only changed or moved at a time that will not be distracting to the players or the umpires.

3.2.3 The brightness of any electronic images shall be set at a level so that it is not a distraction to the players or umpires.

3.3 Sight-screens

3.3.1 Sight-screens shall be provided at both ends of all grounds.

3.3.2 Advertising shall be permitted on the sight-screen behind the striker, providing it is removed for the subsequent over from that end.

3.3.3 Such advertising shall not contain flashing or flickering images and particular care should be taken by the operators that the advertising is not changed at a time which is distracting to the umpire.

4 Markings on outfield

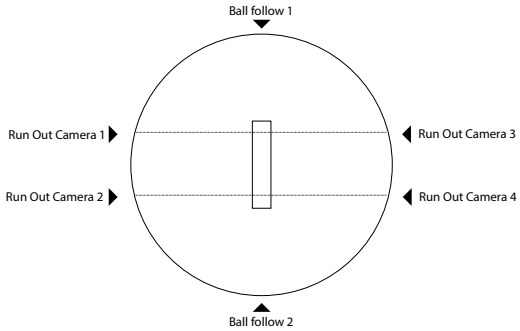
With the permission of the Ground Authority, a bowler may use paint to make a small marking on the outfield for the purposes of identifying their run-up. Paint used for this purpose shall be any colour other than white.

Appendix D

Decision Review System (DRS) and Third Umpire Protocol

1 General

- 1.1 Minimum requirements for use of DRS and appointment of third umpire
 - 1.1.1 The camera specification set out below shall be mandatory as a minimum requirement.



- 1.1.2 Where the camera specification set out above is provided, a third umpire shall be appointed to the match.
- 1.1.3 The table below summaries the minimum requirements for TV replays to be used, and the regulations around the appointment of the third umpire:

	Third Umpire	DRS
Minimum Requirement	Cameras Specification detailed in paragraph 1.1.1	Cameras -Specification detailed in paragraph 1.1.2. Technology - Approved ball-tracking technology. - Approved sound-based edge detection technology.



MATCH PLAYING CONDITIONS

Third Umpire Jurisdiction	Umpire Reviews only	Umpire Reviews and Player Reviews
Replays that can be used	The third umpire shall only have access to replays of any camera images. Other technology which may be in use by the broadcaster for broadcast purposes (for example, ball-tracking technology, sound-based edge detection technology, and heat-based edge detection technology) shall not be used during Umpire Reviews.	Any replay, stump microphone audio or technology detailed in paragraph 3.8.1 below

- 1.1.4 The BCB shall ensure that a separate room is provided for the third umpire and that he/she has access to the television equipment and technology so as to be in the best position to facilitate the referral and/or consultation processes referred to Umpire Review.

2 Umpire Review

In the circumstances detailed in paragraphs 2.1, 2.2, 2.3 and 2.4 below, the on-field umpire shall have the discretion to refer the decision to the third umpire or, in the case of paragraphs 2.2, and 2.4, to consult with the third umpire before making the decision. In line with clause 21.5, the third umpire shall already have reviewed television replays of the bowler's feet landing and, where satisfied that not all the requirements have been met, shall immediately have advised the bowler's end umpire (who shall in turn have immediately called and signalled No ball). Accordingly, paragraphs 2 (Umpire Review) and 3 (Player Review) of this Appendix D shall operate on the basis that this element of the referral and/or consultation process has already been undertaken.

Save for requesting the umpire to review his/her decision under paragraph 3 (Player Review) below, players may not appeal to the on-field umpires to use the Umpire Review. Breach of this provision may constitute dissent and the player may be subject to disciplinary action under the BCB Code of Conduct for Players and Player Support Personnel.



MATCH PLAYING CONDITIONS

2.1 Run Out, Stumped, Bowled and Hit Wicket Decisions

2.1.1 The relevant on-field umpire shall be entitled to refer an appeal for run-out, stumped, bowled or hit wicket to the third umpire.

2.1.2 An on-field umpire wishing to refer a decision to the third umpire shall signal to the third umpire by making the shape of a TV screen with his/her hands.

2.1.3 In the case of a referral of a bowled, hit wicket or stumped decision, the third umpire shall first check the fairness of the delivery (any mode of No ball on request except for (i) in respect of the feet, which shall already have been checked in accordance with clause 21.5; and (ii) the bowler using an Illegal Bowling Action, subject to the proviso that the third umpire may review whether the bowler has used a prohibited Specific Variation under Article 6.2 of the Illegal Bowling Regulations). If the delivery was not a fair delivery the third umpire shall indicate that the batter is Not out and advise the on-field umpire to signal No ball. See also paragraph 2.6 below.

2.1.4 Additionally, if on review of a run out, bowled or hit wicket, the third umpire finds the batter is Out by another mode of dismissal (excluding LBW), or Not out by any mode of dismissal (excluding LBW), he/she shall notify the on-field umpire so that the correct decision is made.

2.1.5 If the third umpire decides that the batter is Out, a red light shall be displayed; if the third umpire decides that the batter is Not out, a green light shall be displayed. Should the third umpire be temporarily unable to respond, a white light (where available) shall remain illuminated throughout the period of interruption to signify to the on-field umpires that Umpire Reviews are temporarily unavailable, in which case the decision shall be taken by the on-field umpire. As an alternative to the red/green light system, the replay screen (where available) may be used for the purpose of conveying the third umpire's decision, in line with the BCB Big Screen Policy.

2.2 Caught Decisions, Obstructing the Field

2.2.1 Where the bowler's end umpire is unable to decide upon a Fair Catch or a Bump Ball, or if, on appeal from the fielding side, the batter obstructed the field, he/she shall first consult with the striker's

MATCH PLAYING CONDITIONS

end umpire.

2.2.1 Should both on-field umpires require assistance from the third umpire to make a decision, the bowler's end umpire shall consult by two-way radio with the third umpire followed by making the shape of a TV screen with his/her hands.

2.2.2 The third umpire shall determine whether the batter has been caught, whether the delivery was a Bump Ball, or if the batter obstructed the field. However, in reviewing the television replay(s), the third umpire shall first check the fairness of the delivery for all decisions involving a catch (any mode of No ball, on request, except for (i) in respect of the feet, which shall already have been checked in accordance with clause 21.5; and (ii) the bowler using an Illegal Bowling Action, subject to the proviso that the third umpire may review whether the bowler has used a prohibited Specific Variation under Article 6.2 of the Illegal Bowling Regulations) and whether the batter has hit the ball. If the delivery was not a fair delivery he/she shall advise the bowler's end umpire to signal No ball. See also paragraph 2.6 below. Additionally, if it is clear to the third umpire that the batter is Out by another mode of dismissal (excluding LBW), or Not out by any mode of dismissal (excluding LBW), he/she shall notify the bowler's end umpire of his/her decision, which will then be displayed on the big screen.

2.2.3 The third umpire shall communicate his/her decision as set out in paragraph 2.1.5.

2.3 Boundary Decisions

2.3.1 The bowler's end umpire shall be entitled to refer to the third umpire for a decision on:

2.3.1.1 whether a four or six has been scored;

2.3.1.2 whether a fielder had any part of his/her person in contact with the ball when he/she touched the boundary; or

2.3.1.3 whether the fielder had any part of his/her person in contact with the ball when he/she had any part of his/her person grounded beyond the boundary.

2.3.1.4 the number of runs scored when a boundary results from an overthrow or the wilful act of a fielder (see clause 19.8)

2.3.2 A decision shall be made immediately and cannot

MATCH PLAYING CONDITIONS

be changed thereafter.

2.3.3 If the television evidence is inconclusive as to whether or not a boundary has been scored, the default presumption shall be in favour of no boundary being awarded.

2.3.4 Where the bowler's end umpire wishes to use the assistance of the third umpire in this circumstance, he/she shall communicate with the third umpire by use of a two-way radio and the third umpire shall convey his/her decision to the bowler's end umpire by the same method.

2.3.5 The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows a boundary line infringement or incident that appears not to have been acted upon by the on-field umpires.

2.4 Batters Running to the Same End

2.4.1 Where both batters have run to the same end and the on-field umpires are uncertain over which batter made his/her ground first, the on-field umpires may consult with the third umpire.

2.4.2 The procedure set out in paragraph 2.3.4 shall apply.

2.5 Short run

2.5.1 The third umpire shall automatically review any call of Short run by an on-field umpire under clauses 18.3 and 18.4, communicating with the relevant on-field umpire by two-way radio and conveying his/her decision by the same method.

2.6 No Balls

2.6.1 If the bowler's end umpire is uncertain as to the fairness of the delivery following a dismissal (other than in respect of the feet, which shall have already been checked by the third umpire), either affecting the validity of the dismissal or which batter is dismissed, other than in respect of clause 21.5 (Fair delivery – the feet) for which the third umpire will already have checked, he/she shall be entitled to request the batter to delay leaving the field and to check the fairness of the delivery with the third umpire. Communication with the third umpire shall be by two-way radio.

2.6.2 The third umpire shall check any mode of No ball on request (other than in respect of the feet, which shall have already been checked) not already

MATCH PLAYING CONDITIONS

checked except for the bowler using an Illegal Bowling Action (subject to the proviso that the third umpire may review whether the bowler has used a prohibited Specific Variation under Article 6.2 of the Illegal Bowling Regulations).

- 2.6.3 If the delivery was not a fair delivery, the bowler's end umpire shall indicate that the batter is Not out and signal No ball (except in the case of a dismissal for obstructing the field, which may still be effected despite a No ball being called, in which case the bowler's end umpire shall indicate that the relevant batter is Out and additionally call a No ball).
- 2.6.4 If a No ball under clause 21.5, after being reviewed by the third umpire, is only called by the bowler's end umpire after the ball is dead, the batting side shall benefit from the reversal of the dismissal and the one run for the No ball but shall not benefit from any runs that may subsequently have accrued from the delivery had the on-field umpire originally called a No ball prior to the ball becoming dead. Where the batters crossed while the ball was in the air before being caught, the batters shall return to their original ends as if the striker had been dismissed, but no runs shall be credited to the striker even if one (or more) runs were completed prior to the catch being taken.

2.7 Cameras On or Over the Field of Play

- 2.7.1 The on-field umpires shall be entitled to refer to the third umpire for a decision as to whether the ball has at any time during the normal course of play come into contact with any part of the camera, its apparatus or its cables above the playing area, as contemplated in clause 20.1.3.
- 2.7.2 Where an on-field umpire wishes to use the assistance of the third umpire in this circumstance, he/she shall communicate with the third umpire by use of a two-way radio and the third umpire shall convey his/her decision to the bowler's end umpire by the same method.
- 2.7.3 A decision shall be made immediately and cannot be changed thereafter. If the television evidence is inconclusive as to whether or not the ball has come into contact with any part of the camera, its apparatus or its cables above the playing area, the default presumption shall be in favour of no contact having been made.

- 2.7.4 The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows the ball to have been in contact with any part of the camera or its cables above the playing area as envisaged under this paragraph.

3 Player Review

The following paragraphs shall operate in addition to and in conjunction with paragraph 2 (Umpire Review).

- 3.1 Circumstances in which a Player Review may be requested
- 3.1.1 A player may request a review of any decision taken by the on-field umpires concerning whether or not a batter is dismissed, with the exception of 'Timed Out' (Player Review).
 - 3.1.2 No other decisions made by the umpires are eligible for a Player Review.
 - 3.1.3 Only the batter involved in a dismissal may request a Player Review of an Out decision and only the captain (or acting captain) of the fielding team may request a Player Review of a Not out decision.
 - 3.1.4 A decision concerning whether or not a batter is dismissed that could have been the subject of a Umpire Review under paragraph 2 is eligible for a Player Review as soon as it is clear that the on-field umpire has chosen not to initiate the Umpire Review.
- 3.2 The manner of requesting the Player Review
- 3.2.1 The request shall be made by the player making a 'T' sign with both forearms at head height.
 - 3.2.2 The total time elapsed between the ball becoming dead and the review request being made shall be no more than 15 seconds. The bowler's end umpire shall provide the relevant player with a prompt after 10 seconds if the request has not been made at that time and the player shall request the review immediately thereafter. If the on-field umpires believe that a request has not been made within the 15 second time limit, they shall decline the request for a Player Review.
 - 3.2.3 The captain may consult with the bowler and other fielders, and the two batters may consult with each other prior to deciding whether to request a Player Review. Either the captain or the two batters may, in respect of a decision relating to an appeal for LBW, question the bowler's end umpire

MATCH PLAYING CONDITIONS

as to whether his/her decision has been made on the basis that the striker made no genuine attempt to play the ball with the bat. Under no other circumstances is any player permitted to query an umpire about any aspect of a decision before deciding on whether or not to request a Player Review. If the on-field umpires believe that the captain or either batter has received direct or indirect input emanating other than from the players on the field, then they may at their discretion decline the request for a Player Review. In particular, signals from the dressing room must not be given.

- 3.2.4 No replays, either at normal speed or slow motion, shall be shown on a big screen to spectators until the 15 second time limit allowed for requesting a Player Review has elapsed.
 - 3.2.5 Where either on-field umpire initiates an Umpire Review, this does not preclude a player seeking a Player Review of a separate incident from the same delivery. The request for a Player Review may be made after the Umpire Review, provided the request is still within the 15 second time limit described in paragraph 3.2.2 above. (See paragraphs 3.9.2 and 3.9.3 below for the process for addressing both an Umpire and Player Review).
 - 3.2.6 A request for a Player Review cannot be withdrawn once it has been made.
- 3.3 The process of consultation
- 3.3.1 On receipt of an eligible and timely request for a Player Review, the relevant on-field umpire shall make the sign of a shape of a TV screen with his/her hands in the normal way.
 - 3.3.2 The relevant on-field umpire shall initiate communication with the third umpire by confirming;
 - 3.3.2.1 That a Player Review has been requested,
 - 3.3.2.2 The mode of dismissal for which the relevant on-field umpire adjudicated the appeal,
 - 3.3.2.3 The decision that has been made (Out or Not out), and;
 - 3.3.2.4 For LBW appeals, where relevant, if the bowler's end umpire believed that the striker made no genuine attempt

MATCH PLAYING CONDITIONS

to play the ball with the bat (the default presumption of the third umpire in the absence of any information on this point from the bowler's end umpire shall be that a genuine attempt to play the ball with the bat was made).

- 3.3.3 A two-way consultation process shall begin to investigate whether there is anything that the third umpire can see or hear which would indicate that the on-field umpire should change his/her original decision.
- 3.3.4 The third umpire shall not withhold any factual information which may help in the decision making process. In particular, in reviewing a dismissal, if the third umpire believes that the batter may instead be Out by any other mode of dismissal, he/she shall advise the on-field umpire accordingly. The process of consultation described in this paragraph in respect of such other mode of dismissal shall then be conducted as if the batter has been given Not out.
- 3.3.5 The third umpire shall initially check all modes of No ball except for the bowler using an Illegal Bowling Action (subject to the proviso that the third umpire may review whether the bowler has used a prohibited Specific Variation under Article 6.2 of the Illegal Bowling Regulations), where appropriate advising the on-field umpire accordingly.
- 3.3.6 If despite the available technology, the third umpire is unable to decide with a high degree of confidence whether the original on-field decision should be changed, then he/she shall report that the replays are 'inconclusive', and that the on-field decision shall stand. The third umpire shall not give answers conveying likelihoods or probabilities.
- 3.3.7 In circumstances where the television technology (all or parts thereof) is not available to the third umpire or fails for whatever reason, the third umpire shall advise the on-field umpire of this fact but still provide any relevant factual information that may be ascertained from the available television replays and other technology.
- 3.3.8 The on-field umpire shall then make his/her decision based on the information provided by the third umpire, any other factual information offered by the third umpire and his/her recollection and

MATCH PLAYING CONDITIONS

opinion of the original incident.

- 3.3.9 The on-field umpire shall reverse his/her decision if the nature of the supplementary information received from the third umpire leads him/her to conclude that his/her original decision was incorrect.

3.4 Review of LBW Decisions

- 3.4.1 In assessing whether a batter is Out LBW in accordance with clause 36, the third umpire shall first judge whether the delivery is fair (as set out in clause 36.1.1), and second, whether or not the ball has touched the bat before being intercepted by any part of the striker's person (as set out in clause 36.1.3).

- 3.4.2 If the batter is still eligible to be Out, the ball-tracking technology shall then present three pieces of information to the third umpire relating to the path of the ball:

3.4.2.1 The point of pitching (where applicable)
(PITCHING)

3.4.2.2 The position of the ball at the point of first interception (IMPACT)

3.4.2.3 Whether the ball would have hit the wicket
(WICKET)

- 3.4.3 This Decision Review System (DRS) and Third Umpire Protocol includes a category of Umpire's Call, which shall be the conclusion reported where the technology indicates a marginal decision in respect of either the point of first interception or whether the ball would have hit the stumps.

3.4.4 PITCHING

3.4.4.1 The interpretation of "pitches in line between wicket and wicket" in clause 36.1.2 shall refer to the position of the centre of the ball at the point of pitching, in relation to the Pitching Zone.

3.4.4.2 The Pitching Zone is defined as a two dimensional area on the pitch between both sets of stumps with its boundaries consisting of the base of both sets of stumps and a line between the outside of the outer stumps at each end.

3.4.4.3 Where applicable, the ball-tracking technology shall report that the ball pitched in one of the following three

MATCH PLAYING CONDITIONS

areas in relation to the Pitching Zone:

In Line	The centre of the ball was inside the Pitching Zone
Outside Off	The centre of the ball was outside, and to the off side of, the Pitching Zone
Outside Leg	The centre of the ball was outside, and to the leg side of, the Pitching Zone

3.4.4.4 Subject to the satisfaction of the other elements of clause 36.1, the batter can be Out if the ball-tracking technology reports that the ball pitched Outside Off or In Line, but the batter shall be Not out if the ball pitched Outside Leg.

3.4.5 IMPACT

3.4.5.1 The interpretation of “the (first) point of impact, even if in above the level of the bails, is between wicket and wicket” in clause 36.1.4 shall refer to position of the ball at the point of first interception, in relation to the Impact Zone.

3.4.5.2 The Impact Zone is defined as a three dimensional space extending between both wickets to an indefinite height and with its boundaries consisting of a line between the outside of the outer stumps at each end.

3.4.5.3 The ball-tracking technology shall report that the point of first interception was in one of the following categories in relation to the Impact Zone:

In Line	The centre of the ball was inside the Impact Zone
Umpire's Call	Some part of the ball was inside the Impact Zone, but the centre of the ball was outside the Impact Zone, with the further sub-category of 'Umpire's Call (off side)' where the centre of the ball was to the off side of the Impact Zone and the bowler's end umpire communicates to the third umpire that no genuine attempt to play the ball was made by the batter.



MATCH PLAYING CONDITIONS

Outside	No part of the ball was inside the Impact Zone, with the further sub-categories of 'Outside (off)' and 'Outside (leg)' to indicate the location of the point of first interception in relation to the Impact Zone when the bowler's end umpire communicates to the third umpire that no genuine attempt to play the ball was made by the batter.
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- 3.4.5.4 Where a Not out decision is being reviewed, and it is judged that the batter has made a genuine attempt to play the ball, the ball-tracking technology must report that the point of first interception was In Line for the batter to be eligible to be given Out, otherwise the batter shall remain Not out.
- 3.4.5.5 Where a Not out decision is being reviewed, and it is judged that the batter has made no genuine attempt to play the ball, the ball-tracking technology must report that the point of impact was In Line, or Umpire's Call (off side), or Outside (off) for the batter to be eligible to be given Out, otherwise the batter shall remain Not out.
- 3.4.5.6 Where an Out decision is being reviewed, and it is judged that the batter has made a genuine attempt to play the ball, the ball-tracking technology must report that the point of first interception was Outside for the decision to be reversed to Not out, otherwise the batter shall remain eligible to be given Out.
- 3.4.5.7 Where an Out decision is being reviewed, and it is judged that the batter has made no genuine attempt to play the ball, the ball-tracking technology must report that the point of first interception was Outside (leg) for the decision to be reversed to Not out, otherwise the batter shall remain eligible to be given Out.

3.4.6 WICKET

- 3.4.6.1 The interpretation of whether "the ball would have hit the wicket" in clause

MATCH PLAYING CONDITIONS

36.1.5 shall refer to the position of the ball as it either hits or passes the wicket, in relation to the Wicket Zone.

3.4.6.2 The Wicket Zone is defined as a two dimensional area whose boundaries are the outside of the outer stumps, the base of the stumps and the top of the stumps.

3.4.6.3 The ball-tracking technology shall report whether the ball would have hit the wicket with reference to the following three categories:

Hitting	The ball was hitting the wicket, and the centre of the ball was inside the Wicket Zone
Umpire's Call	The ball was hitting the wicket, but the centre of the ball was not inside the Wicket Zone
Missing	The ball was missing the wicket

3.4.6.4 Where a Not out decision is being reviewed, the ball-tracking technology must report that the ball was Hitting for the batter to be eligible to be given Out, otherwise the batter shall remain Not out.

However, where the evidence shows that the ball was Hitting, the point of first interception was In Line, and the ball pitched In Line or Outside Off, but that:

- The point of first interception was 300cm or more from the stumps; or
- The point of first interception was more than 250cm but less than 300cm from the stumps and the distance between the point of pitching and the point of first interception was less than 40cm,

the on-field decision shall stand (that is, Not out).

3.4.6.5 Where an Out decision is being reviewed, the ball-tracking technology must report that the ball was Missing for the on-

MATCH PLAYING CONDITIONS

field decision to be reversed to Not out, otherwise the batter shall remain eligible to be given Out.

3.4.7 When the ball strikes the batter on the full, and the evidence provided by the ball-tracking technology indicates that the ball would have pitched before striking or passing the wicket, there will be no information available from that delivery that will allow the ball-tracking technology to accurately predict the height of the ball after pitching.

3.4.8 With regard to determining whether the ball would have hit the wicket under these circumstances, the ball-tracking technology shall project the line of the ball in accordance with clause 36.2.3 (it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not), and display the simulated path of the ball from directly above the wicket.

3.4.9 The third umpire shall advise the bowler's end umpire only on the point of first interception and whether the ball would have hit the stumps (in line with the process set out in paragraph 3.4 above), but shall make no comment on the predicted height of the ball after pitching, which shall remain a judgment of the bowler's end umpire.

3.5 The process for communicating the final decision

3.5.1 For Player Reviews concerning potential dismissals, the relevant on-field umpire shall indicate Out by raising his/her finger above his/her head in a normal yet prominent manner or indicate Not out by the call of 'not out' and by crossing his/her hands in a horizontal position side to side in front and above his/her waist three times. Where the decision is a reversal of the on-field umpire's previous decision, he/she shall make the 'revoke last signal' indication immediately prior to the above.

3.5.2 If the mode of dismissal is not obvious or not the same as that on which the original decision was based, then the umpire shall advise the scorers via the third umpire.

3.6 Number of Player Review requests permitted

3.6.1 In each innings, each team shall be allowed to make a maximum of two Player Review requests

MATCH PLAYING CONDITIONS

- that is categorised as 'Unsuccessful' (as set out in paragraph 3.6.3 below).
- 3.6.2 Where a request for a Player Review results in the original on-field decision being reversed, then the Player Review shall be categorised as 'Successful' and shall not count towards the innings limit.
- 3.6.3 Where a request for a Player Review results in the original on-field decision remaining unchanged (other than in the circumstances set out in paragraphs 3.6.4, 3.6.6 or 3.6.8), the Player Review shall be categorised as 'Unsuccessful'.
- 3.6.4 Where a request for a Player Review of an LBW decision results in the on-field decision remaining unchanged solely on the basis of an Umpire's Call, the Player Review shall be categorised as 'Unchanged – Umpire's Call'. A Player Review categorised as 'Unchanged – Umpire's Call' shall not count towards the innings limit set out in paragraph 3.6.1.
- 3.6.5 Where, following a request for a Player Review, the original on-field decision of Out is unchanged, but for a different mode of dismissal from the original on-field decision, then the Player Review shall still be categorised as 'Unsuccessful'.
- 3.6.6 Where, following a request for a Player Review, the original on-field decision of Not out is unchanged on account of the delivery being a No ball (for any reason), thereby not requiring any further evaluation, the Player Review shall not be counted as 'Unsuccessful' and accordingly shall not count towards the innings limit set out in paragraph 3.6.1.
- 3.6.7 Where a Player Review and an Umpire Review are requested from the same delivery and the decision of the third umpire from the Umpire Review renders the Player Review unnecessary (see paragraphs 3.9.2 and 3.9.3), the Player Review request shall be disregarded and accordingly shall not count towards the innings limit set out in paragraph 3.6.1.
- 3.6.8 A Player Review categorised as 'Unsuccessful' may be reinstated by the BCB Match Referee at his/her sole discretion (if appropriate after consultation with the BCB Technical Official and/or the television broadcast director) if the Player Review could not properly be concluded due to a failure of the technology. Any such decision shall

MATCH PLAYING CONDITIONS

be final and shall be taken as soon as possible, being communicated to both teams once all the relevant facts have been ascertained by the BCB Match Referee. A Player Review categorised as 'Unsuccessful' shall not be reinstated if, despite any technical failures, the correct decision could still have been made using the other available technology. Similarly, a Player Review categorised as 'Unsuccessful' shall not be reinstated where the technology worked as intended, but the evidence gleaned from its use was inconclusive.

3.6.9 The third umpire shall be responsible for counting the number Player Reviews categorised as 'Unsuccessful' and shall advise the on-field umpires once either team has exhausted their allowance for the innings.

3.6.10 The scoreboard shall display, for the innings in progress, the number of Player Reviews remaining available to each team.

Category of Player Review	Outcome of Player Review	Consequence of Player Review
Successful (paragraph 3.6.2)	On-field decision reversed	Does not count towards innings limit set out in paragraph 3.6.1
Unsuccessful (paragraphs 3.6.3 and 3.6.5)	On-field decision unchanged	Counts towards innings limit set out in paragraph 3.6.1
Unchanged – Umpire's Call (paragraph 3.6.4)	On-field decision unchanged	Does not count towards innings limit set out in paragraph 3.6.1
No ball – no evaluation required (paragraph 3.6.6)	On-field decision unchanged	Does not count towards innings limit set out in paragraph 3.6.1
Failure of technology (paragraph 3.6.8)	On-field decision unchanged	Does not count towards innings limit set out in paragraph 3.6.1

3.7 Dead ball

3.7.1 If following a Player Review request, an original decision of Out is changed to Not out, then the ball is still deemed to have become dead when the original decision was made (as per clause 20.1.1.3). The batting side, while benefiting from the reversal of the dismissal, shall not benefit from

MATCH PLAYING CONDITIONS

any runs that may subsequently have accrued from the delivery had the on-field umpire originally made a Not out decision, other than any No ball penalty that could arise under paragraph 3.3.5 above.

- 3.7.2 If an original decision of Not out is changed to Out, the ball shall retrospectively be deemed to have become dead from the moment of the dismissal event. All subsequent events, including any runs scored, shall be ignored.

3.8 Use of technology

- 3.8.1 The following technology may be used by the third umpire during a Player Review:

3.8.1.1 Replays, at any speed, from any available broadcast camera

3.8.1.2 Sound from the stump microphones with the replays at normal speed and slow motion

3.8.1.3 Approved ball-tracking technology:

- HawkEye (HawkEye Innovations), or;
- VirtualEye (ARL)

3.8.1.4 Approved sound-based edge detection technology:

- Real-Time Snickometer (BBG Sports), or;
- UltraEdge (HawkEye Innovations)

3.8.1.5 Approved heat-based edge detection technology:

- Hot Spot cameras (BBG Sports)

3.8.1.6 LED Wickets (using the lights to indicate if the wicket is broken, as set out in paragraph 4.2):

- Zing Bails and Stumps

- 3.8.2 In addition, other forms of technology may be used subject to the BCB being satisfied that the required standards of accuracy and time efficiency can be met.

- 3.8.3 Where practical usage or further testing indicates that any of the above forms of technology cannot reliably provide accurate and timely information, then it may be removed prior to or during a match. The final decision regarding the technology to be used in a given match shall be taken by the

MATCH PLAYING CONDITIONS

BCB Match Referee in consultation with the BCB Technical Official and BCB management.

3.9 Combining Umpire Review with Player Review

- 3.9.1 If an Umpire Review (under paragraph 2) and a request for a Player Review (under paragraph 3) are made following the same delivery but relating to separate modes of dismissal, the following process shall apply.
- 3.9.2 The Umpire Review shall be carried out prior to the Player Review if all of the following conditions apply:
 - 3.9.2.1 The Player Review has been requested by the fielding side
 - 3.9.2.2 The Umpire Review and the Player Review both relate to the dismissal of the same batter
 - 3.9.2.3 If the batter is out, the number of runs scored from the delivery would be the same for both modes of dismissal
 - 3.9.2.4 If the batter is out, the batter on strike for the next delivery would be the same for both modes of dismissal.
- 3.9.3 If the Umpire Review leads the third umpire to make a decision of Out, then this shall be displayed in the usual manner and the Player Review shall not be undertaken. If the Umpire Review results in a Not out decision, then the third umpire shall make no public decision but shall proceed to address the request for a Player Review.
- 3.9.4 For illustration, following an LBW appeal which is given Not out by the bowler's end umpire, the striker sets off for a run, is sent back and there is an appeal for his/her run out. The players request that the LBW decision is reviewed and the umpires request that the run out be reviewed. The four criteria above are satisfied, so the run out referral is determined first. Should the appeal for run out be Out, then there is no requirement for the LBW review to take place.
- 3.9.5 In all other circumstances, the incidents shall be addressed in chronological order. If the conclusion from the first incident is that a batter is dismissed, then the ball would be deemed to have become dead at that point, rendering investigation of the second incident unnecessary.

4 Interpretation of Playing Conditions

- 4.1 When using a replay to determine the moment at which the wicket has been put down (as per clause 29.1), the third umpire shall deem this to be the first frame in which one of the bails is shown (or can be deduced) to have lost all contact with the top of the stumps and subsequent frames show the bail permanently removed from the top of the stumps.
- 4.2 Where LED Wickets are used (as provided for in paragraph 3.8.1.6) the moment at which the wicket has been put down (as per clause 29.1) shall be deemed to be the first frame in which the LED lights are illuminated and subsequent frames show the bail permanently removed from the top of the stumps.



Appendix E

Calculations

Table 1: Calculation sheet for use when a delay or interruptions occur in the First Innings

Time

Net playing time available at start of the match	170 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 4.25 (to 2 decimal places)	_____ (H)
Max overs per team $[H/2]$ (round up fractions)	_____ (I)
Maximum overs per bowler $[I / 5]$	_____
Number of Powerplay overs	_____

Rescheduled Playing Hours

First session to commence or recommence	_____ (J)
Length of innings $[I \times 4.25]$ (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 13.7.2. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

MATCH PLAYING CONDITIONS

Table 2: 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 $[R / 4.25]$ (round up fractions)	_____ (S)
Number of complete overs faced to date in first innings	_____ (T)

If S is greater than T then revert to Table 1
If S is less than or equal to T then the first innings is terminated - go to Table 3

Table 3: Calculation sheet for the start of the Second Innings

Maximum overs to be bowled:

(If first innings was terminated, S from Table 2)	_____ (A)
Scheduled length of innings: $[A \times 4.25]$ (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
Number of Powerplay overs	_____ overs

Table 4: 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:	_____ (F)
(Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings)	
Total playing time lost $[E - F]$	_____ (G)

MATCH PLAYING CONDITIONS

Overs

Maximum overs at start of innings _____ (H)

Overs lost $[G / 4.25]$ (rounded down) _____ (I)

Adjusted maximum length of innings $[H - I]$ _____ (J)

Rescheduled length of innings $[J \times 4.25]$ 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

Number of Powerplay overs _____ overs



Appendix F

Procedure for the Super Over

The following procedure shall apply where the Playing Conditions provide for a Super Over to determine the winner of a tied match. Other than where expressly stated in this Appendix (or by necessary implication), all relevant Playing Conditions for the match shall apply to the Super Over.

1. A Super Over involves each team facing an over of six balls (unless ended earlier as provided for in paragraph 2), and the winner shall be the team scoring the greater number of runs, irrespective of the number of wickets lost.
2. The loss of two wickets shall end the batting team's one over innings.
3. If the Super Over is a tie,
 - 3.1 For League Matches:
the match shall be declared as a Tie.
 - 3.2 For Play-Offs Matches (Eliminator, Qualifier 1 or Qualifier 2) and the Final:
subsequent Super Overs shall be played until a winner is determined. Other than in exceptional circumstances (as set out in paragraph 25 below), an unlimited number of Super Overs may be played where necessary to determine a result.
4. Subject to weather conditions, the Super Over shall take place on the scheduled day of the match at a time to be determined by the BCB Match Referee. In normal circumstances it shall commence 5 minutes after the conclusion of the match.
5. The Super Over shall be played until completion, but if there are any delays or interruptions during the Super Over, extra time (taken from the start of the first Super Over) is allocated to complete the Super Over or any subsequent Super Overs. The amount of extra time allocated to the Super Over is the greater of;
 - a) the gap between the time at which the match ended and the time the original match would have been scheduled to finish had the entire extra time provision been utilised, or
 - b) 20 minutes.
6. Should play be delayed prior to or during the Super Over(s) once the playing time lost exceeds the extra time allocated, the Super Over(s) shall be abandoned (see paragraph 25 below).

MATCH PLAYING CONDITIONS

7. The Super Over shall take place on the pitch allocated for the match, unless otherwise determined by the umpires in consultation with the Ground Authority and the BCB Match Referee.
8. Only nominated players in the match (including Concussion Replacements) may participate in the Super Over.
9. Any penalty time being served and any warning(s) in the match shall be carried forward to the Super Over.
10. The umpires shall stand at the same end at which they finished the match.
11. The team batting second in the match shall bat first in the Super Over.
12. Each Team shall be allowed one unsuccessful player review per innings per Super Over. This entitlement shall apply irrespective of the number of unsuccessful Player Review requests made during the match itself.
13. The captain of the fielding team (or his/her nominee) shall select the ball with which the fielding team shall bowl its over in the Super Over from the box of spare balls provided by the umpires (which shall include the balls used in the match, but no new balls). The team fielding second may then choose to use the same ball as chosen by the team bowling first or choose another ball from the same box. If the ball needs to be changed, the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.
14. The fielding side shall choose the end from which it is to bowl its one over.
15. The Super Over shall be played with the same fielding restrictions as would be applicable for the last over in an uninterrupted match. The In-Match Over Rate Penalty will NOT be carried into the Super Over.
16. The interval between the two overs in the Super Over shall be 5 minutes.

TIED SUPER OVER – REPEATING THE SUPER OVER

17. If the Super Over is tied, then subsequent Super Overs shall be played until there is a winner (subject to paragraph 26).
18. In normal circumstances any subsequent Super Over shall start 5 minutes after the previous Super Over ends.
19. The team batting second in the previous Super Over shall bat first in the subsequent Super Over.

MATCH PLAYING CONDITIONS

20. The balls selected for use by each team in the previous Super Over shall be used again by the same team in any subsequent Super Over(s).
21. The fielding side shall bowl its over in a subsequent Super Over from the opposite end from which it bowled in the previous Super Over.
22. Any batter dismissed in any previous Super Over shall be ineligible to bat in any subsequent Super Over.
23. Any bowler who bowled in the previous Super Over shall be ineligible to bowl in the subsequent Super Over.
24. In all other ways the procedure for a subsequent Super Over shall be the same as for the initial Super Over.

SUPER OVER UNABLE TO BE COMPLETED

25. Where the Super Over or subsequent Super Overs are abandoned for any reason prior to completion then the match shall be declared a tie and points allocated as in clause 16.11.1.
26. In circumstances where there are unavoidable time constraints (for example, a requirement to switch off floodlights at a certain time) which do not allow the completion of multiple Super Overs, the BCB Match Referee may limit the number of possible Super Overs and shall advise both captains accordingly prior to the start of the first Super Over.

EXAMPLES – EXTRA TIME AVAILABLE FOR THE SUPER OVER

Example 1: The match is scheduled to finish at 10.20pm, with 60 minutes of extra time available to be used. The scheduled cut-off time if all the available extra time is used would be 11.20pm. The match runs over time and finishes in a tie at 10.35pm. The Super Over is scheduled to start 5 minutes later at 10.40pm. The extra time available to complete the Super Over would be 45 minutes (as per paragraph 5(a) above).

- The Super Over starts on time but is interrupted at 10.50pm for 10 minutes (leaving 35 minutes of extra time still available).
- Play resumes at 11.00pm with a tied Super Over occurring.

MATCH PLAYING CONDITIONS

- The second super over is being played but is interrupted at 11.15pm.
- Play does not resume within 35 minutes (being the amount of extra time still available), therefore the Super Over procedure is abandoned, and the match is a tie.

Example 2: The same match is scheduled to finish at 10.20pm, but with 30 minutes of extra time available to be used. The scheduled cut-off time if all the available extra time is used would be 10.50pm. The match runs over time and finishes in a tie at 10.35pm. The Super Over is scheduled to start 5 minutes later at 10.40pm. The extra time available to complete the Super Over would be 20 minutes (as per paragraph 5(b) above).

Appendix G

Application of the Reserve Day

If play is interrupted on the scheduled day, the umpires shall use the available extra time and, if necessary, reduce the number of overs to try to achieve a result on that day.

In making their decisions in relation to ground, weather and light, the umpires shall aim to maximise play on the scheduled day of the match in order to achieve a result on that day, as if there was no Reserve Day available.

Each team must have had the opportunity to bat for a minimum of five (5) overs for a result to be achieved. If play has not resumed by the cut-off time required to allow the minimum number of overs to be bowled to achieve a result on the scheduled day, play shall be abandoned for the day and the Reserve Day shall be used to complete the match on the scheduled day.

As the Reserve Day is used to continue an incomplete match, the Reserve Day shall be used as follows:

The hours of play on the Reserve Day shall be the same as on the scheduled day for the match (including the extra time provision).

On the Reserve Day, play shall recommence under the same assumption that the last ball was bowled on the scheduled day.

The match starts when the coin toss takes place and teams are exchanged. If the toss occurs on the scheduled day and there is no play thereafter, the result of the toss and the named teams shall be carried through to the Reserve Day.

The treatment of the pitch on the Reserve Day by the Ground Authority shall be as follows:

- Covering and removal of covers – as for the scheduled day of the match under clause 10 of the Playing Conditions; and
- Mowing and rolling – as for Day 2 of a Multi-Days Match, under clause 9 of the BCB Multi-Days Match Playing Conditions.

Example 1: Match starts at 20 overs per side and there is an interruption at 9 overs. Overs are reduced to 17 overs per side and play is about to resume. Before another ball is bowled it rains and play is abandoned for the day. As the match did not resume under the revised overs, the match should continue on the Reserve Day at the original 20 overs per side with the overs reduced if necessary during the Reserve Day.

Example 2: The same start as in example 1 i.e. match starts at 20 overs per side and there is an interruption

MATCH PLAYING CONDITIONS

at 9 overs. Overs are reduced to 17 overs per side and play is about to resume. This time, play starts and after an over has been bowled it rains and play is abandoned for the day. As the match has resumed, it is continued on the Reserve Day at 17 overs per side with the overs further reduced if necessary during the Reserve Day.



Appendix H

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, except that broadcaster to player communication shall, with the prior consent of the BCB, be allowed.



MATCH PLAYING CONDITIONS



BCB CODE OF CONDUCT

BCB CODE OF CONDUCT FOR PLAYERS AND PLAYER SUPPORT PERSONNEL

(For BPL 10th Edition)

- Article 1** Scope and Application
- Article 2** Code of Conduct Offences
- Article 3** Reporting an Alleged Offence under the Code of Conduct
- Article 4** Notification Procedure
- Article 5** The Disciplinary Procedure
- Article 6** Standard of Proof and Evidence
- Article 7** Sanctions on Players and Player Support Personnel
- Article 8** Appeals
- Article 9** Recognition of Decisions
- Article 10** Amendment and Interpretation of the Code of Conduct
- Appendix 1** Minimum Over Rate Requirements, Calculation
Reporting and Disciplinary Process and Sanctions

INTRODUCTION

The BCB Code of Conduct for Players and Player Support Personnel (the 'Code of Conduct') is adopted and implemented as part of the BCB'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 robust disciplinary procedure pursuant to which all matters of improper conduct can be dealt with fairly, with certainty and in an expeditious manner.

Unless otherwise indicated, references to Articles and Appendices are to articles and appendices of the Code of Conduct. Words in italicised text in the Code of Conduct are defined terms and their definitions are set out in Appendix 1.

ARTICLE 1 - SCOPE AND APPLICATION

- 1.1 All Players and Player Support Personnel are automatically bound by and required to comply with all of the provisions of the Code of Conduct. Accordingly, by their participation (in the case of a Player) or assistance in a Player's participation (in the case of a Player Support Personnel) in a Match, such Players or Player Support Personnel shall be deemed to have agreed:
 - 1.1.1 that 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;
 - 1.1.2 to submit to the exclusive jurisdiction of any Match Referee, The Technical Committee of Relevant Tournament/League, The Head of Relevant Tournament/League Committee, Appeal Panel or BCB 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; and
 - 1.1.3 not to bring any proceedings in any court or other forum that are inconsistent with the foregoing submission to the jurisdiction of the Match Referee, The Technical Committee of Relevant Tournament/League, The Head of Relevant Tournament/League Committee, Appeal Panel or the BCB Disciplinary Committee.
- 1.2 All Players and Player Support Personnel shall continue to be bound by and required to comply with the Code of Conduct until he/she has not participated (in the case of a Player), or assisted a Player's participation (in the case of a

Player Support Personnel) in a Match for a period of three (3) months and the BCB shall continue to have jurisdiction over him/her under the Code of Conduct thereafter in respect of matters taking place prior to that point.

- 1.3 Without prejudice to Articles 1.1 and 1.2, The BCB and the Teams shall be responsible for promoting Code of Conduct awareness and education amongst all Players and Player Support Personnel.
- 1.4 For the avoidance of any doubt:
 - 1.4.1 all Umpires and Match Referees officiating in any Matches are automatically bound by and required to comply with all of the provisions of the BCB Code of Conduct for Umpires and Referees; and
 - 1.4.2 all Players or Player Support Personnel representing any domestic team shall be bound by this BCB Code of Conduct.

ARTICLE 2 - CODE OF CONDUCT OFFENCES

The Preamble of the BCB Standard Multi-Match, One Day Match and T20 Match Playing Conditions, sets out the definition of the Spirit of Cricket, as follows:

Preamble – The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws (which are incorporated within these Playing Conditions), but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct, and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes, and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket."

BCB CODE OF CONDUCT

The conduct described in Articles 2.1 to 2.23 amounts to conduct which breaches the Spirit of Cricket and therefore, if committed by a Player or Player Support Personnel, shall amount to an offence by such Player or Player Support Personnel under the Code of Conduct.

COMMENT: Where considered helpful, guidance notes have been provided in text boxes beneath the description of a particular offence. Such notes are intended only to provide guidance as to the nature and examples of certain conduct that might be prohibited by a particular Article and should not be read as an exhaustive or limiting list of conduct that may be prohibited by such Article.

The Code of Conduct offences cover a variety of different behaviours and levels of seriousness. It is not intended to penalize trivial behavior. For the purpose of determining the appropriate sanction for an offence, levels of charging have been assigned for each offence, ranging from Level 1 for conduct of a minor nature, up to Level 4 for conduct of an extremely serious nature. Where an offence is alleged to have been committed, the individual reporting the alleged offence must determine which of the assigned levels of offence is appropriate for the conduct in question. Reports can only be laid at the levels identified in respect of each particular offence below.

For the purposes of the Code of Conduct, the phrase “during a Match” should be interpreted broadly to cover all conduct which takes place at the ground on the day of a Match, and not just conduct which takes place on the field of play. It will therefore include conduct which takes place off the field of play, for example in the changing rooms, or during any of the intervals in the match.

For the avoidance of doubt, the BCB’s jurisdiction to take action against a Player or Player Support Personnel under this Code of Conduct is limited to incidents which take place (i) during, or in relation to, a Match or (ii) during, or in relation to, an BCB Event. In circumstances where a Player or Player Support Personnel is involved in an off-field incident which may warrant action under this Code of Conduct and any code of conduct or disciplinary rules of the Player or Player Support Personnel’s Team/Club/ , the BCB will consult with the relevant Team/Club/ in order to determine what the most appropriate course of action against the Player or Player Support Personnel should be.

BCB CODE OF CONDUCT

2.1	Excessive appealing during a Match
Note:	For the purpose of Article 2.1, 'excessive' may include (a) repeated appealing of the same decision; (b) repeated appealing of different decisions when the bowler/fielder knows the batter is not out with the intention of placing the Umpire under pressure; (c) charging or advancing towards the Umpire in an aggressive manner when appealing; or (d) celebrating a dismissal without appealing to the Umpire when a decision is required. It is not intended to prevent loud or enthusiastic appealing.
Level 1	√
Level 2	Not applicable
Level 3	Not applicable
Level 4	Not applicable

2.2	Abuse of cricket equipment or clothing, ground equipment or fixtures and fittings during a Match.
Note:	Article 2.2 includes any action(s) outside the course of normal cricket actions, such as hitting or kicking the wickets and any action(s) which deliberately (i.e. intentionally), recklessly or negligently (in either case even if accidental) results in damage to the advertising boards, boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings. For example, this offence may be committed, without limitation, when a Player swings his/her bat vigorously in frustration and causes damage to an advertising board.
Level 1	√
Level 2	Not applicable
Level 3	Not applicable
Level 4	Not applicable

BCB CODE OF CONDUCT

2.3	Use of an audible obscenity during a Match.
Note:	Article 2.3 covers the use of words commonly known and understood to be offensive, obscene and/or profane (in any language) and which can be heard by the spectators and/or the viewing public whether by way of the stump-microphone or otherwise. This conduct may include, for example, swearing in frustration at one's own play or fortune.
Level 1	√
Level 2	Not applicable
Level 3	Not applicable
Level 4	Not applicable

2.4	Disobeying an Umpire's instruction during a Match
Note:	Article 2.4 includes any repeated failure to comply with the instruction or directive of an Umpire during a Match.
Level 1	√
Level 2	Not applicable
Level 3	Not applicable
Level 4	Not applicable

BCB CODE OF CONDUCT

2.5	Using language, actions or gestures which disparage or which could provoke an aggressive reaction from a batter upon his/her dismissal during a Match.
Note:	<p>Article 2.5 includes any language, action or gesture used by a Player and directed towards a batter upon his/her dismissal which has the potential to provoke an aggressive reaction from the dismissed batter, whether or not any reaction results, or which could be considered to disparage or demean the dismissed batter, regardless of whether the batter him/herself feels disparaged or demeaned (in other words, a 'send-off'). Without limitation, Article 2.5 includes: (a) excessive celebration directed at and in close proximity to the dismissed batter; (b) verbally abusing the dismissed batter; and (c) pointing or gesturing towards the pavilion.</p> <p>Nothing in this Article 2.5 is, however, intended to stop Players celebrating, in an appropriate fashion, the dismissal of the opposing team's batter.</p>
Level 1	√
Level 2	Not applicable
Level 3	Not applicable
Level 4	Not applicable

BCB CODE OF CONDUCT

2.6	Using a gesture that is obscene, offensive or insulting during a Match
Note:	<p>Article 2.6 includes, without limitation, obscene gestures which are not directed at another person.</p> <p>When assessing the seriousness of the breach, the following factors (without limitation) shall be taken into account: (i) the context of the particular situation; and (ii) whether the gesture is likely to: (a) be regarded as obscene; (b) give offence; or (c) insult another person.</p> <p>This offence is not intended to cover any use of gestures that are likely to offend another person on the basis of their race, religion, gender, colour, descent, national or ethnic origin.</p> <p>Such conduct is prohibited under the BCB's Anti-Racism Code and must be dealt with according to the procedures set out therein.</p>
Level 1	√
Level 2	Not applicable
Level 3	Not applicable
Level 4	Not applicable

BCB CODE OF CONDUCT

2.7	Public criticism of, or inappropriate comment in relation to an incident occurring in a Match or any Player, Player Support Personnel, Match Official or team participating in any Match, irrespective of when such criticism or inappropriate comment is made.
Note:	<p>Without limitation, Players and Player Support Personnel will breach Article 2.7 if they publicly criticise the Match Officials or denigrate a Player or team against which they have played in relation to incidents which occurred in a Match. When assessing the seriousness of the breach, without limitation, the context within which the comments have been made and the gravity of the offending comments must be taken into account.</p> <p>For the avoidance of doubt, any posting by a Player or Player Support Personnel of comments on a social media platform (including, without limitation, Facebook, Instagram, Twitter, YouTube and LinkedIn) shall be deemed to be 'public' for the purposes of this offence. Consequently a Player or Player Support Personnel may breach Article 2.7 where they criticise or make an inappropriate comment in relation to an incident occurring in an Match or any Player, Player Support Personnel, Match Official or team participating in any Match in any posting they make on a social media platform.</p>
Level 1	√
Level 2	√
Level 3	Not applicable
Level 4	Not applicable

BCB CODE OF CONDUCT

2.8	Showing dissent at an Umpire's decision during a Match
Note:	<p>Without limitation, Article 2.8 includes: (a) excessive, obvious disappointment with an Umpire's decision; (b) an obvious delay in resuming play or leaving the wicket; (c) shaking the head; (d) pointing or looking at the inside edge when given out lbw; (e) pointing to the pad or rubbing the shoulder when caught behind; (f) snatching the cap from the Umpire; (g) requesting a referral to the TV Umpire (other than in the context of a legitimate request for a referral as may be permitted in such Match); and (h) arguing or entering into a prolonged discussion with the Umpire about his/her decision.</p> <p>This offence is not intended to punish a batter showing his/her instinctive disappointment at his/her dismissal.</p> <p>When assessing the seriousness of the breach, the following factors (without limitation) should be considered: (i) whether the conduct contains an element of anger or abuse which is directed at the Umpire or the Umpire's decision; (ii) whether there is excessive delay in resuming play or leaving the wicket; or (iii) whether there is persistent re-reference to the incident over time.</p> <p>It shall not be a defence to any charge brought under this Article to show that the Umpire might have, or in fact did, get any decision wrong.</p>
Level 1	√
Level 2	√
Level 3	Not applicable
Level 4	Not applicable

BCB CODE OF CONDUCT

2.9	Throwing a ball (or any other item of cricket equipment such as a water bottle) at or near a Player, Player Support Personnel, Umpire, Match Referee or any other third person in an inappropriate and/or dangerous manner during a Match.
Note:	<p>This offence will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion, or from throwing the ball at the stumps or to a teammate when attempting a run out.</p> <p>When assessing the seriousness of the offence, the following factors (without limitation) shall be taken into account: (i) the context of the particular situation, including, without limitation, whether the action was deliberate, reckless, negligent, and/or avoidable; (ii) whether the ball/object struck the other person; (iii) the speed at which the ball/object was thrown; and (iv) the distance from which the ball/object was thrown.</p>
Level 1	√
Level 2	√
Level 3	Not applicable
Level 4	Not applicable

BCB CODE OF CONDUCT

2.10	<p>Any of the following conduct which constitutes 'unfair play' under clause 41 of the BCB Standard Multi-Days, One Day Match and T20I Playing Conditions:</p> <p>2.10.1 deliberate attempt to distract striker.</p> <p>2.10.2 deliberate distraction, deception or obstruction of batter</p> <p>2.10.3 bowling of dangerous and unfair short pitched deliveries.</p> <p>2.10.4 bowling of dangerous and unfair non-pitching deliveries.</p> <p>2.10.5 bowling of deliberate non-pitching deliveries.</p> <p>2.10.6 bowling of deliberate front foot no balls.</p> <p>2.10.7 time wasting by any Player or team.</p> <p>2.10.8 fielder causing deliberate or avoidable damage to the pitch.</p> <p>2.10.9 bowler running on protected area.</p> <p>2.10.10 batter causing deliberate or avoidable damage to the pitch.</p> <p>2.10.11 striker in the protected area.</p> <p>2.10.12 batter stealing a run.</p> <p>2.10.13 unfair actions not covered elsewhere in clause 41 of the BCB Standard Multi-Days Match, ONE DAY MATCH and T20 MATCH Playing Conditions.</p>
Note:	<p>The offence supplements and does not replace BCB Standard Multi-Days Match, ONE DAY MATCH and T20 MATCH Playing Conditions clauses 41.4 to 41.19.</p> <p>When assessing the seriousness of the offence, the following factors (without limitation) shall be taken into account: (i) the context of the particular situation, including, without limitation and where relevant, whether the action was deliberate, reckless, negligent, and/or avoidable; (ii) the potential of the action to injure an opponent; and (iii) the degree of advantage offered by the 'unfair play'.</p>
Level 1	√
Level 2	√
Level 3	Not applicable
Level 4	Not applicable

BCB CODE OF CONDUCT

2.11	Any attempt to manipulate a Match for inappropriate strategic or tactical reasons.
Note:	<p>Article 2.11 is intended to prevent the manipulation of Matches for inappropriate strategic or tactical reasons (such as when a team deliberately loses a pool Match in an BCB Event in order to affect the standings of other teams in that BCB Event). It might also apply to the inappropriate manipulation of a net run rate or accumulation of bonus points or otherwise.</p> <p>Article 2.11 is not intended to cover any corrupt or fraudulent acts (including any use of inside information and/or related betting activity). Such conduct is prohibited under the BCB's Anti-Corruption Code and must be dealt with according to the procedures set out therein.</p> <p>The Team Captain of any team guilty of such conduct shall be held responsible (and subject to sanction) for any offence found to have been committed under this Article.</p>
Level 1	Not applicable.
Level 2	√
Level 3	Not applicable
Level 4	Not applicable

BCB CODE OF CONDUCT

2.12	Inappropriate physical contact with a Player, Player Support Personnel, Umpire, Match Referee or any other person (including a spectator) during a Match.
Note:	<p>Any form of inappropriate physical contact is prohibited in cricket. Without limitation, Players will breach this regulation if they deliberately, recklessly and/or negligently walk or run into or shoulder another Player or Umpire.</p> <p>When assessing the seriousness of the breach, the following factors (without limitation) shall be re taken into account: (i) the context of the particular situation, including, without limitation, whether the contact was deliberate (i.e. intentional), reckless, negligent, and/or avoidable; (ii) the force of the contact; (iii) any resulting injury to the person with whom contact was made; and (iv) the person with whom contact was made.</p>
Level 1	√ (Level 1 is available only in the case of contact with Players, Player Support Personnel or any other person).
Level 2	√ (Level 2 is available only in the case of contact with Players, Player Support Personnel or any other person).
Level 3	√ (Level 3 is available only in the case of contact with Umpires and Match Referees.)
Level 4	√ (Level 4 is available only in the case of contact with Umpires and Match Referees.)

BCB CODE OF CONDUCT

2.13	Personal abuse of a Player, Player Support Personnel, Umpire or Match Referee during a Match.
Note:	<p>Article 2.13 is intended to cover a Player or Player Support Personnel directing language of a personal, insulting, obscene and/or offensive nature at any Player, Player Support Personnel, Umpire or Match Referee during a Match. It is also intended to cover language of a personal, insulting, obscene and/or offensive nature relating to a family member of the Player, Player Support Personnel, Umpire or Match Referee at whom it is directed.</p> <p>When considering the seriousness of the breach, the following factors (without limitation) shall be considered: (i) whether such language was excessive and/or orchestrated; and (ii) the person at whom the language was directed, i.e. whether they were a Player, Player Support Personnel, Umpire, Match Referee or other person.</p> <p>This offence is not intended to cover any use of language that is likely to offend another person on the basis of their race, religion, gender, colour, descent, national or ethnic origin.</p> <p>Such conduct is prohibited under the BCB's Anti-Racism Code and must be dealt with according to the procedures set out therein.</p>
Level 1	Not applicable
Level 2	√ (Level 2 is not available in the case of personal abuse of an Umpire or Match Referee).
Level 3	√ (Level 3 is available in all cases)
Level 4	Not applicable

BCB CODE OF CONDUCT

2.14	Changing the condition of the ball in breach of clause 41.3 of the BCB Standard Multi-Days Match, ONE DAY MATCH and T20 MATCH Playing Conditions.
Note:	<p>This offence supplements and does not replace BCB Standard Multi-Days Match, ONE DAY MATCH and T20 MATCH Playing Conditions clause 41.3.</p> <p>Any action(s) likely to alter the condition of the ball which are not specifically permitted under clause 41.3.2 may be regarded as 'unfair'. The following actions shall, therefore, not be permitted (this list of actions is not exhaustive but included for illustrative purposes): (a) deliberately throwing the ball into the ground for the purpose of roughening it up; (b) applying any artificial substance to the ball; and applying any non-artificial substance for any purpose other than to polish the ball; (c) lifting or otherwise interfering with any of the seams of the ball; and (d) scratching the surface of the ball with finger or thumb nails or any implement.</p> <p>The Umpires shall use their judgment to apply the principle that actions taken to maintain or enhance the condition of the ball, provided no artificial substances are used, shall be permitted. Any actions taken with the purpose of damaging the condition of the ball or accelerating the deterioration of the condition of the ball shall not be permitted.</p>
Level 1	Not applicable
Level 2	Not applicable
Level 3	√
Level 4	Not applicable

BCB CODE OF CONDUCT

2.15	Attempting to gain an unfair advantage during a Match
Note:	<p>Article 2.15 is intended to cover any attempts to cheat or gain an unfair advantage during a Match (other than conduct prohibited under Articles 2.11 or 2.14 of the Code of Conduct or the BCB's Anti-Corruption Code). It includes, without limitation: (a) deliberate attempts to deceive an Umpire (for example by claiming a catch when the Player concerned knew that he/she had not caught the ball cleanly); (b) any attempts by a Player on the field of play to seek assistance from any person off the field of play in order to decide whether to request a referral to the TV Umpire; or (c) taking a foreign object onto the field whose most likely reason for being there is to change the condition of the ball.</p> <p>When assessing the seriousness of the breach, consideration should be given to whether the conduct was deliberate, reckless and/or negligent on the part of the relevant Player or Player Support Personnel.</p>
Level 1	Not applicable
Level 2	Not applicable
Level 3	√
Level 4	Not applicable

BCB CODE OF CONDUCT

2.16	Intimidation of an Umpire or Match Referee whether by language or conduct (including gestures) during a Match.
Note:	Article 2.16 is intended to cover any form or intimidation of an Umpire or Match Referee. It includes, without limitation: (a) any form of continual verbal or physical harassment; (b) any form of intentional behavior that would cause the person at whom it is directed to fear injury or harm; and (c) attempts to impede or block movement.
Level 1	Not applicable
Level 2	Not applicable
Level 3	√
Level 4	Not applicable

2.17	Threat of assault on another Player, Player Support Personnel, Umpire or Match Referee or any other person (including a Spectator) during a Match.
Note:	Without limitation, Players or Player Support Personnel will breach this Article 2.17 if they do or say anything which would cause the Player, Player Support Personnel, Umpire, Match Referee or other person to whom such action was directed to fear harmful or offensive contact, for example and without limitation, threatening to hit the relevant individual while at the same time raising a fist, or threatening to physically harm another Player's family.
Level 1	Not applicable
Level 2	Not applicable
Level 3	√ (Level 3 is available in the case of threat of assault on anyone other than an Umpire or Match Referee)
Level 4	√ (Level 4 is available in the case of threat of assault on Umpires and Match Referees only. Not available in the case of threat of assault on any Player, Player Support Personnel or other person)

BCB CODE OF CONDUCT

2.18	Physical assault of another Player, Player Support Personnel, Umpire, Match Referee or any other person (including a spectator) during a Match
Note:	Without limitation, Players or Player Support Personnel will breach this Article 2.18 if they intentionally or recklessly cause the Player, Player Support Personnel, Umpire, Match Referee or the other person bodily harm or injury.
Level 1	Not applicable
Level 2	Not applicable
Level 3	Not applicable
Level 4	√

2.19	Any act of violence on the field of play during a Match
Note:	Without limitation, Players or Player Support Personnel will breach this Article 2.19 if they kick or punch or fight another Player, Player Support Personnel, Umpire, Match Referee or any other person (including a spectator).
Level 1	Not applicable
Level 2	Not applicable
Level 3	Not applicable
Level 4	√

BCB CODE OF CONDUCT

2.20	Conduct that is contrary to the spirit of the game
Note:	<p>Article 2.20 is intended to cover all types of conduct that is contrary to the spirit of the game and which is not specifically and adequately covered by the specific offences set out elsewhere in this Code of Conduct.</p> <p>By way of example, Article 2.20 may (depending upon the seriousness and context of the breach) prohibit, without limitation, the following: (a) the use of an illegal bat or illegal wicket-keeping gloves; and (b) failure to comply with the provisions of clause 6.3 of the BCB Standard Multi-Days Match, ONE DAY MATCH and T20 MATCH Playing Conditions.</p> <p>When assessing the seriousness of the offence, the context of the particular situation, and whether it was deliberate, reckless, negligent, avoidable and/or accidental, shall be considered. Further, the person lodging the Report shall determine where on the range of severity the conduct lays (with the range of severity starting at conduct of a minor nature (and hence a Level 1 offence) up to conduct of an extremely serious nature (and hence a Level 4 offence)).</p>
Level 1	√
Level 2	√
Level 3	√
Level 4	√

BCB CODE OF CONDUCT

2.21	Conduct that brings the game into disrepute
Note:	<p>Article 2.21 is intended to cover all types of conduct that bring the game into disrepute and which is not specifically and adequately covered by the specific offences set out elsewhere in this Code of Conduct, including Article 2.20.</p> <p>By way of example, Article 2.21 may (depending upon the seriousness and context of the breach) prohibit, without limitation, the following: (a) public acts of misconduct; (b) unruly public behaviour; and (c) inappropriate comments which are detrimental to the interests of the game.</p> <p>When assessing the seriousness of the offence, the context of the particular situation, and whether it was deliberate, reckless, negligent, avoidable and/or accidental, shall be considered. Further, the person lodging the Report shall determine where on the range of severity the conduct lays (with the range of severity starting at conduct of a minor nature (and hence a Level 1 offence) up to conduct of an extremely serious nature (and hence a Level 4 offence).</p>
Level 1	√
Level 2	√
Level 3	√
Level 4	√

BCB CODE OF CONDUCT

2.22	Breach of the BCB's Clothing and Equipment Regulations during a Match, save for breaches relating to a 'Commercial Logo' or a 'Player's Bat Logo' as those terms are defined therein
Note:	<p>For the avoidance of any doubt, there shall be no requirement that the Umpire must first provide a warning to the offending person to remove or cover up a prohibited logo before a breach of this Article can be established.</p> <p>It shall be a defence to a charge brought under this Article to show that a Player or Player Support Personnel was required by his/her /Team.</p>
Level 1	√
Level 2	Not applicable
Level 3	Not applicable
Level 4	Not applicable

2.23 Minimum Over Rate Offences:

Failure by a fielding team participating in a Match to meet the Minimum Over Rate requirements contained in Appendix 1 constitutes a "Minimum Over Rate Offence" under this Code of Conduct by each of the Players in that fielding team.

NOTE: Subjective intent on behalf of the fielding team, or any member thereof, to waste time is not required. It is sufficient to establish that the Minimum Over Rate was not met. To avoid liability under this offence the fielding team would need to establish, on the balance of probabilities, that the shortfall was due to factors beyond their control and that the time allowances permitted by the Match Officials in calculating the required over rate were not sufficient. The presence or absence of subjective intent and the extent of the shortfall shall be relevant in relation to the issue of penalty.



ARTICLE 3 - REPORTING AN ALLEGED OFFENCE UNDER THE CODE OF CONDUCT

Where a Minimum Over Rate Offence may have occurred, see Appendix 1 for the reporting process, disciplinary process and sanctions that are to be applied.

- 3.1 Any one of the following individuals can report an alleged offence under the Code of Conduct (other than Minimum Over Rate Offences - as to which see Appendix 1) by lodging a report in the manner described in Article 3.2, below (a "Report"):
 - 3.1.1 an Umpire that officiated in the Match during which the alleged offence was committed;
 - 3.1.2 the CEO/Team Manager of either of the two Team whose representative teams participated in the Match during, or in relation to which, the alleged offence was committed, or his/her designee (provided that the identity of such designee is advised to the BCB by the Team/ Club/ in advance of, or at least at the same time as, the Report is lodged);
 - 3.1.3 the BCB's Chief Executive Officer; or his representative
 - 3.1.4 provided it is a Level 4 Offence that is alleged to have been committed (or a Level 1 Offence, Level 2 Offence or Level 3 Offence in relation to which the Match Referee was the victim of the alleged offence), the Match Referee that was appointed to officiate in the Match during which the alleged offence was committed. (For the avoidance of any doubt, the Match Referee is not entitled to lodge a Report in relation to an alleged Level 1 Offence, Level 2 Offence or Level 3 Offence unless he/she was the victim of the alleged offence).
- 3.2 All Reports must be completed on Form "Rep 1" (or such other form as may be made available for such purpose by the BCB from time to time). All Reports must be signed and dated by the person lodging the Report as follows:
 - 3.2.1 Where the Report is lodged by an Umpire (pursuant to Article 3.1.1):

BCB CODE OF CONDUCT

Level of Offence	On or Off-Field	Reporting Deadline	Report lodged with
Levels 1 & 2	On Field	Eighteen (18) hours from close of day's play in the relevant Match	Match Referee
	Off-Field	Eighteen (18) hours after: (a) the commission of the alleged offence; or (b) the alleged offence was brought to his/her attention, save that the Report cannot be lodged more than 7 days after the conclusion of the relevant Match.	
Level 3	On or Off Field	Eighteen (18) hours after: (a) the commission of the alleged offence; or (b) the alleged offence was brought to his/her attention, save that the Report cannot be lodged more than 7 days after the conclusion of the relevant Match.	
Level 4	On or Off Field	Thirty-six (36) hours after the conclusion of the relevant Match	BCB's Head of Technical Committee of Tournament/ League

BCB CODE OF CONDUCT

3.2.2 Where the Report is lodged by the CEO/Team Manager of either of the two Team (pursuant to Article 3.1.2);

Level of Offence	On or Off-Field	Reporting Deadline	Report lodged with
Levels 1 & 2	On Field	Eighteen (18) hours from close of day's play in the relevant Match	Match Referee
	Off-Field	Twenty-four (24) hours after: (a) the commission of the alleged offence; or (b) the alleged offence was brought to his/her attention, save that the Report cannot be lodged more than 7 days after the conclusion of the relevant Match.	
Level 3	On or Off-Field	Twenty-four (24) hours after: (a) the commission of the alleged offence; or (b) the alleged offence was brought to his/her attention, save that the Report cannot be lodged more than 7 days after the conclusion of the relevant Match.	
Level 4	On or Off-Field	Thirty-six (36) hours after conclusion of the relevant Match	

BCB CODE OF CONDUCT

3.2.3 Where the Report is lodged by the BCB's Chief Executive Officer or his representative (pursuant to Article 3.1.3):

Level of Offence	On or Off-Field	Reporting Deadline	Report lodged with
Levels 1, 2 & 3	On or Off-Field	Thirty-six (36) hours after the alleged offence is brought to his/her attention.	Match Referee
Level 4	On or Off Field	Thirty-six (36) hours after the alleged offence is brought to his/her attention.	BCB's Head of Technical Committee of Tournament/ League

3.2.4 Where the Report is lodged by the Match Referee (pursuant to Article 3.1.4):

Level of Offence	On or Off-Field	Reporting Deadline	Report lodged with
Levels 1, 2 & 3	On or Off-Field	Eighteen (18) hours after: (a) the commission of the alleged offence; or (b) the alleged offence was brought to his/her attention, save that the Report cannot be lodged more than 7 days after the conclusion of the relevant Match.	BCB's Head of Technical Committee of Tournament/ League
Level 4	On or Off Field	Thirty-six (36) hours after conclusion of the relevant Match	

NOTE: For the purposes of Articles 3.2.1 to 3.2.4 above, Reports should be lodged as soon as reasonably practicable.

The time limits set out in the above tables constitute the latest time by which a Report can be lodged.

In all circumstances where a Report is to be lodged with the Match Referee if, for logistical reasons, it is impractical to lodge the Report with the Match Referee, it shall be lodged with the BCB's Head of Technical Committee of Tournament/League within the same deadline.

- 3.3 Where it is alleged that a Player or Player Support Personnel has committed more than one offence under the Code of Conduct during, or in relation to a Match or during, or in relation to an BCB Event (whether on the field of play or otherwise), whether arising out of the same set of facts or otherwise, then a separate Report should be filed in accordance with this Article 3 for each of the offences that are alleged to have been committed.

NOTE: For the avoidance of doubt, only one Report should be laid per offence. As such, where the incident in question could fall within more than one offence under Article 2, for example Article 2.7 (public criticism or inappropriate comment) and Article 2.21 (conduct that brings the game into disrepute) a Report should be laid only in respect of the offence which most specifically covers the relevant conduct (in the example above, Article 2.7) and not both offences.

ARTICLE 4 - NOTIFICATION PROCEDURE

Level 1 Offences, Level 2 Offences, Level 3 Offences and Minimum Over Rate Offences:

- 4.1 Where a Match Referee receives a Report lodged under Articles 3.2.1., 3.2.2, 3.2.3, 3.2.4 or Article 3.2 of Appendix 1 (in the case of Minimum Over Rate Offences), he/she must review the Report and determine whether the Player or Player Support Personnel named in the Report has a case to answer in relation to the offence identified in the Report. Where the Match Referee determines that there is a case to answer, he/she must promptly provide a copy of the Report, together with a completed Form "Not 1", (such documents comprising the 'Notice of Charge'), to the following individuals:
- 4.1.1 the Player or Player Support Personnel named in the Report, or, where appropriate in the case of an offence under either Article 2.11 (manipulating a Match), 2.14 (changing the condition of the ball), or 2.23 (failure to meet the Minimum Over Rate), the relevant Team Captain; and
- 4.1.2 the Team Manager of the relevant Player or Player Support Personnel named in the Report.
- 4.2 Where the BCB's Head of Technical Committee of Tournament/League receives a Report lodged under Article 3.2.4, he/she must review the Report and determine whether the Player or Player Support Personnel named in the Report has a case to answer in relation to the offence identified in the Report. Where the BCB's Head of Technical Committee of Tournament/League determines that there is

a case to answer, he/she must promptly provide a copy of the Report, together with a completed Form "Not 1" (such documents comprising the 'Notice of Charge'), to the following individuals:

- 4.2.1 the Player or Player Support Personnel named in the Report, or, where appropriate in the case of an offence under either Article 2.11 (manipulating a Match), 2.14 (changing the condition of the ball), or 2.22 (failure to meet the Minimum Over Rate), the relevant Team Captain; and
 - 4.2.2 the Team Manager of the relevant Player or Player Support Personnel named in the Report.
- 4.3 The Notice of Charge shall specify that the Player or Player Support Personnel shall have the following three options:
- 4.3.1 he/she may admit the offence charged and accede to the proposed sanction specified in the Notice of Charge (which sanction shall be strictly at the Match Referee's discretion, but at all times within the appropriate range for the level of offence). In such circumstances, and provided that such admission has been received by the Match Referee prior to the commencement of the hearing at the time/place specified in the Notice of Charge, the hearing before the Match Referee shall not be required and no further action shall be taken; or
 - 4.3.2 he/she may admit the offence charged but dispute the proposed sanction specified in the Notice of Charge, in which case the matter shall proceed to a hearing in accordance with Article 5.1.1; or
 - 4.3.3 he/she may deny the offence charged, in which case the matter shall proceed to a hearing in accordance with Article 5.1.1.

Level 4 Offences:

- 4.4 Where the BCB's Head of Technical Committee of Tournament/League receives a Report lodged under Articles 3.2.1, 3.2.2, 3.2.3. or 3.2.4 he/she must promptly conduct a review to determine whether the Player or Player Support Personnel named in the Report has a case to answer in relation to the specific type and/or level of offence identified in the Report (i.e. to determine, in the BCB's opinion, whether the specific type and level of offence noted in the Report is properly identified when reviewed against the conduct complained of).
- 4.5 If the initial review of the Report reveals that there is no case to answer in relation to the specific type and/or

level of offence, then the Technical Committee shall notify the person who filed the Report of that fact, advising them of the reasons that such a determination has been made and, where applicable, providing guidance on which specific type and level of offence the Technical Committee considers to be appropriate. Upon receipt of such a decision, the person who filed the Report shall, notwithstanding the provisions of Article 3.2 and having considered the Technical Committee's guidance in good faith, within a period of twenty-four (24) hours from the time of notification by the Technical Committee, notify the Technical Committee whether he/she wishes to: (a) revise the specific type and/or level of the offence charged, in which case a revised Report must be lodged with the Technical Committee within such twenty-four (24) period; (b) proceed on the basis of the original Report lodged; or (c) withdraw the Report.

- 4.6 If the initial review of the Report reveals that there is a case to answer, or a revised Report is lodged with the Technical Committee pursuant to Article 4.5, then the Technical Committee shall promptly provide a copy of the Report, together with a completed Form "Not 1" (such documents comprising the 'Notice of Charge') to the following individuals:
 - 4.6.1 the Player or Player Support Personnel named in the Report; and
 - 4.6.2 the Team Manager of the relevant Player or Player Support Personnel named in the Report; and
 - 4.6.3 the Owner/CEO of the Team/Club/ to which the relevant Player or Player Support Personnel is affiliated.
- 4.7 The Notice of Charge shall specify that the Player or Player Support Personnel shall have the following options:
 - 4.7.1 he/she may admit the offence charged and accede to the proposed sanction specified in the Notice of Charge (which sanction shall be strictly at the Technical Committee's discretion, but at all times within the appropriate range for the level of offence). In such circumstances, and provided that such admission has been received by the BCB's Head of Technical Committee of Tournament/League prior to the commencement of the hearing at the time/place specified in the Notice of Charge, the hearing before the Technical Committee shall not be required and no further action shall be taken, or

- 4.7.2 he/she may admit the offence charged but dispute the proposed sanction specified in the Notice of Charge, in which case the matter shall proceed to a hearing in accordance with Article 5.1.2; or
- 4.7.3 he/she may deny the offence charged, in which case the matter shall proceed to a hearing in accordance with Article 5.1.2.

ARTICLE 5 - THE DISCIPLINARY PROCEDURE

NOTE: Where a Match Referee appointed to adjudicate any matter brought under this Code of Conduct is not physically present at the relevant Match (and therefore required to perform his/her duties remotely) or his/her appointment to that League/Tournament of Matches has ended and thus he/she is no longer in the same location at the teams, then all hearings arising under Article 5.1 will be held by telephone conference or video conference (if available) and the provisions of Article 5.1 are to be interpreted accordingly.

- 5.1 Where a matter proceeds to a hearing:
 - 5.1.1 under Article 4.3.2 or 4.3.3, then, subject to Article 5.7, the case shall be referred to the Match Referee for adjudication in accordance with the procedure described in Article 5.2.
 - 5.1.2 under Article 4.7.2 or 4.7.3, then subject to Article 5.8, the case shall be referred to Technical Committee for adjudication in accordance with the procedure described in Article 5.2.
- 5.2 Disciplinary Procedure
 - 5.2.1 Subject to the discretion of the Match Referee or Technical Committee to order otherwise for good cause shown by the Player or Player Support Personnel, the hearing will take place at the time specified in the Notice of Charge (which should, in the absence of exceptional circumstances, be no more than twenty-four (24) hours after the receipt by the Player or Player Support Personnel of the Notice of Charge) and in the country in which the alleged offence was committed. For the avoidance of doubt, nothing in this Article 5.2.1 prevents a hearing from being convened at a time during which the Match in relation to which the alleged offence took place, remains in progress.
 - 5.2.2 Committee, provided that the hearing is conducted in a manner which offers the Player or Player Support Personnel with a fair and reasonable opportunity to present evidence (including the right

- to call and to question witnesses by telephone or video-conference where necessary), address the Match Referee or Technical Committee and present his/her case.
- 5.2.3 Where video evidence of the alleged offence is available at the hearing before the Match Referee or Technical Committee, then it may be relied upon by any party, provided that all other parties shall have the right to make such representations in relation to it that they may see fit.
- 5.2.4 Unless exceptional circumstances apply, each of the following individuals must attend any hearing before the Match Referee or Technical Committee: (a) the Player or Player Support Personnel who has been charged with the alleged offence; and (b) the person who lodged the Report (or, in the case of the BCB's Chief Executive Officer, his/her representative/nominee). Where any such individual has a compelling justification for his/her non-attendance, then they shall be given the opportunity to participate in the hearing before the Match Referee or Technical Committee by telephone or video conference (if available). Without prejudice to the Player or Player Support Personnel's ability to call and to question such witnesses as may be necessary and/or to be represented by such other person of his/her own choosing pursuant to Article 5.2.5, one of the Team Captain, Team Vice-Captain or Team Manager of the team that the Player or Player Support Personnel represents may also attend such hearing before the Match Referee or Technical Committee to provide additional support and assistance to the Player or Player Support Personnel.
- 5.2.5 Each of the individuals described in Article 5.2.5(a) and (b) shall have the right (at his/her or its own expense) to be represented at the hearing before the Match Referee or Technical Committee by such representative (including legal counsel) of his/her or its own choosing. Where the person lodging the Report is an Umpire or Match Referee that officiated in the Match in question or the BCB's Chief Executive Officer, then such person shall be entitled to be represented prior to, and during, the hearing (if he/she considers necessary) by a representative of the BCB's Legal Department. In the case of a Level 4 Offence only,

where the person lodging the Report is the CEO of one of the Team involved in the relevant Match (or his/her designee), such individual (or his/her representative) shall have the right to make oral submissions in support of the charge at the hearing.

5.2.6 The non-attendance of any Player or Player Support Personnel or his/her representative at the hearing, shall not prevent the Match Referee or Technical Committee from proceeding with the hearing in his/her absence and issuing a ruling in relation to the offence charged.

5.2.7 At the end of a hearing, where the Match Referee or Technical Committee considers that further evidence is necessary or further time is required to consider the evidence that has been presented, he/she shall adjourn the hearing for an appropriate period of time and make such directions as may be necessary.

5.2.8 Alternatively, at the end of a hearing:

5.2.8.1 brought under Article 4.3.2:

(a) as soon as possible after the conclusion of the hearing (and, in any event, no later than twenty-four (24) hours thereafter), the Match Referee or Technical Committee will confirm the Player or Player Support Personnel's admission that he/she had committed a Code of Conduct offence and announce his/her decision in writing, with reasons, setting out:

(a) what sanctions, if any, are to be imposed (including any fine and/or period of suspension); (b) the date that any period of suspension shall come into force and effect; and (c) any rights of appeal that may exist pursuant to Article 8.

5.2.8.2 brought under Article 4.3.3 (or where the Player or Player Support Personnel has failed to respond in a timely fashion to the Notice of Charge):

(a) the Match Referee or Technical Committee shall adjourn the hearing (for a period of no less than ten (10) minutes and no more than two (2) hours), following which he/she will reconvene the hearing and verbally announce his/her finding as

- to whether a Code of Conduct offence has been committed;
- (b) where the Match Referee or Technical Committee determines that a Code of Conduct offence has been committed, the Player or Player Support Personnel may request a short adjournment (of no more than thirty (30) minutes) to prepare any submissions that he/she might wish to make in relation to the appropriate sanction that ought to be applied; and
 - (c) as soon as possible after the conclusion of the hearing (and, in any event, no later than twenty-four (24) hours thereafter), the Match Referee or Technical Committee will announce his/her decision in writing, with reasons, setting out: (a) the finding as to whether a Code of Conduct offence had been committed; (b) what sanctions, if any, are to be imposed (including any fine and/or period of suspension); (c) the date that any period of suspension shall come into force and effect; and (d) any rights of appeal that may exist pursuant to Article 8.
- 5.2.9 The Match Referee shall have the discretion to announce the substance of his/her decision prior to the issue of the written reasoned decision referred to in Article 5.2.9.
- 5.2.10 A copy of the written reasoned decision will be provided to the Player or Player Support Personnel, the Owner/CEO/Team Manager of the Player or Player Support Personnel's Team/Club/ , and the Head of the relevant Tournament/League Committee.
- 5.2.11 Subject only to the rights of appeal under Article 8, the Match Referee's or Technical Committee's decision shall be the full, final and complete disposition of the matter and will be binding on all parties.

General Principles of Procedure

- 5.3 Where a Report is filed by more than one of the individuals described in Article 3.1 in relation to the same alleged offence under the Code of Conduct, then the Player or Player Support Personnel alleged to have committed the offence will only be served with one Notice of Charge in accordance with the procedures set out in Article 4.

BCB CODE OF CONDUCT

However, all persons who filed a Report (or, in the case of the BCB's Chief Executive Officer, his/her representative/nominee) in relation to the alleged offence are required to attend the hearing before the Match Referee or Technical Committee unless there is a compelling justification for his/her non-attendance, in which case they shall be given the opportunity to participate in the hearing by telephone or video conference (if available).

- 5.4 Where two or more Players or Player Support Personnel are alleged to have committed offences under the Code of Conduct, they may both be dealt with at the same hearing where the proceedings arise out of the same incident or set of facts, or where there is a clear link between separate incidents, as follows:
 - 5.4.1 any number of Level 1 Offences and/or Level 2 Offences and/or Level 3 Offences can all be determined by a Match Referee at the same hearing; and
 - 5.4.2 any number of Level 4 Offences can all be determined by a Technical Committee at the same hearing; and
 - 5.4.3 a Level 1 Offence and/or Level 2 Offence and/or Level 3 Offence can be determined by a Technical Committee at the same hearing as a Level 4 Offence; but
 - 5.4.3 a Level 4 Offence cannot be determined by a Match Referee at the same hearing as a Level 1 Offence or a Level 2 Offence or a Level 3 Offence, and separate proceedings should therefore be issued in relation to each alleged offence.
- 5.5 Where a Player or Player Support Personnel is alleged to have committed more than one breach of the Code of Conduct during, or in relation to the same Match, then all of the alleged offences may be dealt with at the same hearing, as follows:
 - 5.5.1 any number of Level 1 Offences and/or Level 2 Offences and/or Level 3 Offences can all be determined by a Match Referee at the same hearing; and
 - 5.5.2 any number of Level 4 Offences can all be determined by a Technical Committee at the same hearing; and
 - 5.5.3 a Level 1 Offence and/or Level 2 Offence and/or Level 3 Offence can be determined by a Technical Committee at the same hearing as a Level 4 Offence; but

- 5.5.4 a Level 4 Offence cannot be determined by a Match Referee at the same hearing as a Level 1 Offence or a Level 2 Offence or a Level 3 Offence, and separate proceedings should therefore be issued in relation to each alleged offence.
- 5.6 Any failure or refusal by any Player or Player Support Personnel to provide assistance to a Match Referee or the Technical Committee in connection with any charge made pursuant to this Code of Conduct may constitute a separate offence (depending upon the seriousness and context of such failure or refusal) under Articles 2.1.8, 2.2.11, 2.3.3 or 2.4.4 of the Code of Conduct.
- 5.7 Where a Match Referee is, or becomes unwilling or unable to hear a case (for example, where he finds himself in a position of conflict), then the Head of the relevant Tournament/League Technical Committee have the discretion to appoint a member from the Technical Committee (who shall have had no prior involvement with the case) as a replacement to the Match Referee and all of the remaining procedure will apply accordingly.
- 5.8 Where the relevant Tournament/League Technical Committee is, or becomes unwilling or unable to hear or resolve a case (for example, where its find itself in a position of conflict), then the Head of the relevant Tournament/League Committee will hear the case and all of the remaining procedure will apply accordingly.
- 5.9 Where the Head of the relevant Tournament/League Committee is, or becomes unwilling or unable to hear or resolve a case (for example, where he finds himself in a position of conflict), then he will refer the case to the BCB's Disciplinary Committee to take necessary actions to resolve the case. The BCB's Disciplinary Committee will hear the case and all of the remaining procedure will apply accordingly.

ARTICLE 6 - STANDARD OF PROOF AND EVIDENCE

- 6.1 Unless otherwise described herein, the standard of proof in all cases brought under the Code of Conduct shall be whether the Match Referee or the Technical Committee is comfortably satisfied, bearing in mind the seriousness of the allegation that is made, that the alleged offence has been committed. This standard of proof in all cases shall be determined on a sliding scale from, at a minimum, a mere balance of probability (for the least serious offences) up to proof beyond a reasonable doubt (for the most serious offences).
- 6.2 The Match Referee or the Technical Committee shall not be bound by judicial rules governing the admissibility of

evidence. Instead, facts relating to an offence committed under the Code of Conduct may be established by any reliable means, including admissions.

- 6.3 The Match Referee or the Technical Committee may draw an inference adverse to the Player or Player Support Personnel who is asserted to have committed an offence under the Code of Conduct based on his/ her refusal, without compelling justification, after a request made in a reasonable time in advance of the hearing, to appear at the hearing (either in person or telephonically as directed by the Match Referee or the Technical Committee) and/or to answer any relevant questions.

ARTICLE 7 - SANCTIONS ON PLAYERS AND PLAYER SUPPORT PERSONNEL

COMMENT: The aim of the sanctioning regime under this Code of Conduct is to (a) sanction those Players and Player Support Personnel found to have committed an offence under the Code of Conduct, and (b) to act as a deterrent to other Players and Player Support Personnel to deter them from conducting themselves improperly on and off the "field of play". The BCB believes that the threat of a suspension is the strongest deterrent to bring about a change in behavior, hence the system of accumulated Demerit Points which is included in the Code of Conduct.

- 7.1 Where a Match Referee or Technical Committee determines that an offence under the Code of Conduct has been committed, he/she will be required to impose an appropriate sanction on the Player or Player Support Personnel.
- 7.2 In determining the appropriate sanction, the Match Referee or Technical Committee shall take into account any factors that he/she deems relevant and appropriate to the mitigation or aggravation of the nature of the Code of Conduct offence before determining, in accordance with the table set out in Article 7.3 below, what the appropriate sanction(s) should be.
- 7.3 In addition to sanctions imposed by a Match Referee or Technical Committee under Article 7.2 above, Demerit Points will be imposed upon a Player or Player Support Personnel found to have committed an offence under the Code of Conduct. The number of Demerit Points imposed will be calculated by reference to the sanction imposed for the particular offences, as set out in the following table.

BCB CODE OF CONDUCT

LEVEL OF OFFENCE	RANGE OF PERMISSIBLE SANCTIONS	CORRESPONDING DEMERIT POINTS	
LEVEL 1	Warning and/or the imposition of a fine of up to 50% of the applicable Match Fee.	Warning or 0-25% fine	1
		26-50% fine	2
LEVEL 2	The imposition of a fine of between 50-100% of the applicable Match Fee and/or up to 01 (one) Match Suspension	50-100 % fine	3
		1 Match Suspension	4
LEVEL 3	The imposition of between 02 (two) and 06 (six) Match Suspension	2-4 Match Suspension	5
		5-6 Match Suspension	6
LEVEL 4	The imposition of a fixed period of time ranging between, at a minimum one (1) year, up to a maximum of a lifetime's suspension from any BCB Competitions And a fine of minimum Taka 500 (Five hundred) Thousand.	Fixed period of suspension one (1) year	7
		Fixed period of suspension more than one (1) year	8
Minimum Over Rate Offence	See specific sanctions described in the table of Appendix 1.	N/A	

NOTE: For the purposes of this Sanction table, Match Fee means the /TournamentLeague Fee (in relation to players and as defined in the Player Contract) or salary/other remuneration (in relation to Support Staff) payable to him/her in respect of the relevant edition/year (as appropriate) divided by 15.

Demerit Points will remain on a Player or Player Support Personnel's disciplinary record for rest of the tournament from their imposition following which they shall be immediately expunged.

7.4 Each time a Player or Player Support Personnel is found to have committed an offence under the Code of Conduct and a sanction is imposed by a Match Referee or Technical Committee, corresponding Demerit Points as per the table in Article 7.3 above shall be added to the Player or Player Support Personnel's record and accumulated with any

existing Demerit Points imposed on the Player or Player Support Personnel.

- 7.5 Where a Player or Player Support Personnel accumulates a total of four or more Demerit Points as set out in the table below, these Demerit Points shall be converted into Match Suspension as follows:

Accumulated Demerit Points	Corresponding Match Suspension
4-7	1
8-11	2
12 -15	3
16 and above	4

- 7.6 Notice of the amount of Demerit Points imposed and the accumulated total, together with any resulting Match Suspension, will be communicated by the Technical Committee, as soon as is reasonably practicable, to the Player or Player Support Personnel at the same time as notice is provided to the Owner/Chairman/CEO of the Player or Player Support Personnel's Club/Team/ of the commission of the offence and resulting sanction. Any resulting Match Suspension imposed on the basis of accumulated Demerit Points shall be applied in accordance with the principles set down in Article 7.8 below and shall take effect immediately upon notice of the same to the Player or Player Support Personnel.
- 7.7 Any Match Suspension imposed on a Player or Player Support Personnel through the accumulation of Demerit Points will be applicable in addition to, and, for the avoidance of doubt, not in place of, any Match Suspension imposed by the Match Referee or Technical Committee pursuant to Article 7.2 above. However, any such period of suspension shall run concurrently (not cumulatively) with any period of suspension imposed by the Match Referee or Technical Committee.
- 7.8 Where Match Suspension are imposed against a Player or Player Support Personnel (whether by a Match Referee or Technical Committee, or through the accumulation of Demerit Points in accordance with Article 7.5 above), then such Match Suspension will be applied in accordance with the following principle:
- 7.8.1 where a Player or Player Support Personnel has his/her Match Suspension applied to a Match that is subsequently cancelled, postponed or

otherwise abandoned prior to the actual day on which it is scheduled to take place, then such Match Suspension must be reallocated to the next subsequent Matches in which the Player is most likely to participate in or the Player Support Personnel is most likely to assist the participation of a Player in. Where a Match is cancelled, postponed or otherwise abandoned at any time on the actual day on which it is scheduled to take place, then the Match Suspension will remain allocated to that Match, irrespective of such cancellation, postponement or abandonment.

- 7.9 For the avoidance of any doubt:
- 7.9.1 the Match Referee or Technical Committee will have no jurisdiction to adjust, reverse or amend the results of any Match;
 - 7.9.2 where a Player or Player Support Personnel is found guilty of committing two separate Code of Conduct offences that do not relate to the same incident or set of circumstances arising during a Match and sanctioned separately for each offence, then any sanctions should run cumulatively (and not concurrently);
 - 7.9.3 where a Player or Player Support Personnel is found guilty of committing two Code of Conduct offences in relation to the same incident or set of circumstances arising during a Match and sanctioned separately, then any sanctions imposed should run concurrently (and not cumulatively);
 - 7.9.4 Nothing in this Code of Conduct shall permit Plea Bargaining in relation to any alleged offence committed under this Code of Conduct;
 - 7.9.5 where the Match Referee or Technical Committee finds a Player or Player Support Personnel not guilty of the offence allegedly committed under the Code of Conduct, then it remains open to him/her, at his/her discretion, to find the Player or Player Support Personnel guilty of an offence of a lower level than that with which he/she has been charged. For example, where a Player or Player Support Personnel has been charged with (but been found not guilty of) 'showing dissent at an Umpire's decision' (Article 2.8) at Level 2, the Match Referee may, instead, find the Player or Player Support Personnel guilty of the same offence at Level 1 and impose an appropriate sanction; and

- 7.9.6 where a fine is imposed against a Player or Player Support Personnel, then such fine must be paid: (a) by the Player or Player Support Personnel (and not any other third party; (b) to the Player or Player Support Personnel's Team (for onward transmission to the BCB) by a maximum of three days of receipt of the decision imposing the fine. Should any fine not be paid to BCB within such deadline, the Player or Player Support Personnel may not play, coach or otherwise participate or be involved in any capacity in any Match until such payment has been satisfied in full.
- 7.10 Where a Player or Player Support Personnel has been suspended for a fixed period of time, he/she may not play, coach or otherwise participate or be involved in any capacity in the Match(es) take place during the fixed period of his/her suspension.

NOTE: For the avoidance of any doubt, a Player or (where relevant) Player Support Personnel who has been suspended for a fixed period of time shall not, during the Matches which are covered by the period of his/her suspension:

- 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, for the avoidance of doubt, the field of play and the area between the boundary and perimeter boards) at any time, including during any scheduled or unscheduled breaks in play.

In addition, Player Support Personnel so sanctioned shall not be permitted to enter the players' dressing room (including the viewing areas) during any Match covered by the period of his/her suspension. Players so sanctioned will, however, be permitted to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the relevant Match is not within the player area described in (b) above (for example, no such Player shall be permitted access to an on-field 'dug-out').

Finally, any Player or Player Support Personnel so sanctioned shall not be prevented from attending any post-match ceremonies or presentations taking place anywhere on the field of play or otherwise following the conclusion of a Match

covered by the period of his/her suspension unless the suspension have been imposed in respect of a Level 3 or Level 4 Offence under this Code of Conduct. In such circumstances, the Player or Player Support Personnel shall not be permitted to attend such ceremonies or presentations.

- 7.11 Once any fixed period of suspension has expired, the Player or Player Support Personnel will automatically become re-eligible to participate (in the case of a Player) or assist the participation (in the case of a Player Support Personnel) in Matches provided that he/she has paid, in full, all amounts forfeited under the Code of Conduct, including any fines that may have been imposed against him/her.

ARTICLE 8 - APPEALS

NOTE: For the avoidance of doubt, the right of appeal will be determined by reference to the level of offence which the decision of the Match Referee or Technical Committee (as applicable) relates to, and not necessarily the Level of offence originally reported.

By way of example, the Head of Technical Committee may have been asked to determine a Level 4 Offence, but in coming to his/her decision, he/she has exercised the right afforded to him/her in Article 7.9.5 and found the Player or Player Support Personnel concerned not guilty of the Level 4 Offence, but guilty of a Level 3 Offence. In such circumstances, the right of appeal shall be determined on the basis of the Level 3 Offence and thus in accordance with Article 8.2.

In circumstances where the application of this note would lead to the same level of adjudicator hearing the appeal as heard the first instance case, then the relevant adjudicatory body shall be the higher body. By way of example, in the example listed above, an Appeal Panel would have the jurisdiction to hear the appeal against the Level 3 Offence even though technically under the Code of Conduct a Technical Committee would hear the appeal, as the first instance hearing was held before a Technical Committee. The terms of this Article 8 should therefore be construed accordingly

8.1 Appeals from decisions in relation to a Level 1 Offence

- 8.1.1 Decisions made under the Code of Conduct by a Match Referee in relation to a Level 1 Offence shall be non-appealable and shall remain the full and final decision in relation to the matter.

8.2 Appeals from decisions in relation to: (a) a Level 2 or Level 3 Offence; or (b) a Minimum Over Rate Offence

- 8.2.1 Decisions made under the Code of Conduct by a

Match Referee in relation to: (a) a Level 2 or Level 3 Offence; or (b) a Minimum Over Rate Offence, may be challenged solely by appeal as set out in this Article 8.2. Such decision shall remain in effect while under appeal unless any Technical Committee properly convened to hear the appeal orders otherwise.

8.2.2 The only parties who may appeal a decision of this nature shall be: (a) the Player or Player Support Personnel found guilty of the offence or, where appropriate in the case of an offence under either Article 2.11 (manipulation of a Match), 2.14 (changing the condition of the ball), or 2.23 (failure to meet the Minimum Over Rate), the relevant Team Captain; (b) the person who lodged the Report pursuant to Article 3,1; and (c) the BCB's Chief Executive Officer (or his/her designee).

8.2.3 Any notice to appeal under this Article must be lodged with the BCB's Head of Technical Committee of Tournament/League within 24 hours of receipt of the written decision of the Match Referee. In all cases, a copy of such notice will also be provided to the Owner/Chairman/CEO of the Team/Club/ to which the Player or Player Support Personnel is affiliated and the person who lodged the Report pursuant to Article 3.1. Thereafter, the following will apply:

8.2.3.1 Upon filing a Notice of Appeal pursuant to this Article 8.2, the party appealing the decision shall pay to the BCB an appeal fee of BDT1,50,000 (the "Appeal Fee"). In circumstances where the appeal is successful (i.e. where either the sanction originally imposed is reduced, and/ or the decision on guilt is overturned), the Appeal Fee shall be refunded to the appealing party.

8.2.3.2 Within 24 hours of receipt of a notice to appeal: (a) the BCB's Technical Committee of Tournament/League will hear the appeal sitting alone; and

(b) the Match Referee will provide a written statement to the BCB's Technical Committee of Tournament/League setting out any relevant facts (to be copied to the Player or Player Support Personnel).

- 8.2.3.3 The provisions of Articles 5.1 and 5.2 applicable to proceedings before the Match Referee, shall apply *mutatis mutandis* (ie with changes deemed to have been made as required to reflect the different context) to appeal hearings before the Technical Committee.
- 8.2.3.4 The Technical Committee shall hear and determine all issues arising from any matter which is appealed pursuant to this Article on a *de novo* basis, ie he/she shall hear the matter over again, from the beginning, without being bound in any way by the decision being appealed. For the avoidance of doubt, the Technical Committee shall have the power to increase or decrease, amend or otherwise substitute a new decision on the appropriateness (or otherwise) of the sanction imposed at first instance, provided that any new sanction must be within the permitted range of sanctions set out in the table in Article 7.3 (or, where applicable, Article 4 of Appendix 1).
- 8.2.3.5 Appeal hearings pursuant to this Article 8.2 should be completed expeditiously. Save where all parties agree or fairness requires otherwise, the appeal hearing shall be commenced no later than 48 hours after the appointment of the Technical Committee. It shall be open to the Technical Committee, in their discretion, to determine that the matter (or any part thereof) be dealt with by way of written submissions only.
- 8.2.3.6 Any decision made by the Technical Committee under this Article 8.2, shall be the full, final and complete disposition of the matter and will be binding on all parties.
- 8.3 Appeals from decisions in relation to a Level 4 Offence
- 8.3.1 Decisions made under the Code of Conduct by a Technical Committee in relation to a Level 4 Offence may be challenged solely by appeal as set out in this Article 8.3. Such decision shall remain in effect while under appeal unless any properly convened Appeal Panel orders otherwise.

- 8.3.2 The only parties who may appeal a decision made in relation to a Level 4 Offence shall be:
- (a) the Player or Player Support Personnel found guilty of the offence; (b) the person who lodged the Report pursuant to Article 3.1; and (b) the BCB's Chief Executive Officer.
- 8.3.3 Any notice to appeal under this Article must be lodged with the Head of relevant Tournament/League within 48 hours of receipt of the written decision of the Technical Committee. In all cases, a copy of such notice will also be provided to the Owner/CEO/Team Manager of the Team/Club/ to which the Player or Player Support Personnel is affiliated. Thereafter, the following will apply:
- 8.3.3.1 Upon filing a Notice of Appeal pursuant to this Article 8.3, the party appealing the decision shall pay to the BCB an Appeal Fee (BDT1,50,000). In circumstances where the appeal is successful, the Appeal Fee shall be refunded to the appealing party.
- 8.3.3.2 Within seventy-two (72) hours of receipt of a notice to appeal: (a) the Head of relevant Tournament/League appoint a 3 (three)-Member Appeal Panel headed by him to hear the appeal; and will provide a written statement to the BCB's Disciplinary Committee setting out any relevant facts (to be copied to the Player or Player Support Personnel).
- 8.3.3.3 The provisions of Articles 5.1 and 5.2, applicable to proceedings before the Head of Apple Panel, shall apply mutatis mutandis (ie with changes deemed to have been made as required to reflect the different context) to appeal hearings before the Appeal Panel.
- 8.3.3.4 Where required in order to do justice (for example to cure procedural errors at the first instance hearing), the appeal shall take the form of a re-hearing de novo of the issues raised by the case. In all other cases, the appeal shall not take the form of a de novo hearing but instead shall be limited to a consideration of whether the decision being appealed was erroneous.

8.3.3.5 Appeal hearings pursuant to this Article 8.3 should be completed expeditiously. Save where all parties agree or fairness requires otherwise, the appeal hearing shall be commenced no later than 72 hours after the appointment of the Appeal Panel. It shall be open to the Appeal Panel, in its discretion, to determine that the matter (or any part thereof) be dealt with by way of written submissions only.

8.3.3.6 Any decision made by the Appeal Panel under this Article 8.3, shall be the full, final and complete disposition of the matter and will be binding on all parties.

8.4 No appeal in relation to an accepted sanction

8.4.1 For the avoidance of doubt, where a Player or Player Support Personnel admits the offence charged and accedes to the proposed sanction specified in the Notice of Charge in accordance with the procedure described in Articles 4.3.1 or 4.7.1, the Player or Player Support Personnel waives his/her right to any appeal against the imposition of such a sanction.

ARTICLE 9 - RECOGNITION OF DECISIONS

9.1 Any hearing results or other final adjudications under the Code of Conduct shall be recognised and respected by all relevant parties upon receipt of notice of the same, without the need for any further formality. BCB's relevant committees and all relevant Teams shall take necessary steps available to it to enforce and give effect to such decisions.

9.2 It shall be a condition of participation of BCB's any competition that all Participating Teams shall comply with the Code of Conduct.

ARTICLE 10 - AMENDMENT AND INTERPRETATION OF THE CODE OF CONDUCT

10.1 The Code of Conduct may be amended from time to time by the Executive Board of the BCB, with such amendments coming into effect on the date specified by the BCB.

10.2 The headings used for the various Articles of the Code of Conduct are for the purpose of guidance only and shall not be deemed to be part of the substance of the Code of Conduct or to inform or affect in any way the language of the provisions to which they refer.



BCB CODE OF CONDUCT

- 10.3 The Code of Conduct shall come into full force and effect from the 1st of September 2019 (the 'Effective Date'). It shall not apply retrospectively to matters pending before the Effective Date; provided, however, that any case pending prior to the Effective Date, or brought after the Effective Date but based on an offence that is alleged to have occurred before the Effective Date, shall be governed by the predecessor version of the Code of Conduct in force at the time of the alleged offence, subject to any application of the principle of *lex mitior* by the hearing panel determining the case.
- 10.4 If any Article or provision of this Code of Conduct is held invalid, unenforceable or illegal for any reason, the Code of Conduct shall remain otherwise in full force apart from such Article or provision which shall be deemed deleted insofar as it is invalid, unenforceable or illegal.



APPENDIX 1

MINIMUM OVER RATE REQUIREMENTS, CALCULATION, REPORTING AND DISCIPLINARY PROCESS AND SANCTIONS

1. MINIMUM OVER RATE

The minimum over rate to be achieved by the fielding team in all Matches shall be as set out in the playing conditions to the relevant Match (the 'Minimum Over Rate').

2. CALCULATING THE ACTUAL OVER RATE

- 2.1 The actual over rate will be calculated at the end of each Match by those Umpires appointed to officiate the match. In the case of multi-days Matches, the actual over rate will be the average rate which is achieved by the fielding team across both of the batting team's innings.
- 2.2 In calculating the actual over rate for a Match, allowances will be given for the actual time lost as a result of any of the following:
 - 2.2.1 Treatment given to a Player by authorised medical personnel on the field of play;
 - 2.2.2 a Player being required to leave the field as a result of a serious injury;
 - 2.2.3 all TV Umpires referral's and consultations;
 - 2.2.4 time wasting by the batting side (which may, in addition, constitute a separate offence pursuant to Article 2.20); and
 - 2.2.5 all other circumstance that are beyond the control of the fielding team.
- 2.3 In addition, the following time allowances will only be given in:
 - 2.3.1 multi-days Matches:
 - a) 2 minutes per wicket taken, provided that such wicket results in the subsequent batsmen immediately commencing his innings. For the avoidance of any doubt, no time allowance will be given for the final wicket of an innings or where a wicket falls immediately prior to any interval; and
 - b) 4 minutes per drinks break taken (one per session).
 - 2.3.2 Twenty20 Matches:
 - a) an additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings except where the wicket falls immediately prior to time-out. 2.4 Further, the following exclusions and exemptions will be applied:

2.4 Further, the following exclusions and exemptions will be applied:

2.4.1 in multi-days matches:

(a) if the fielding team bowls out the batting team in 60 overs or less in any particular innings and the Minimum Over Rate requirement for that innings has not been exceeded (taking into account all of the time allowances described in this Article 2), no account shall be taken of the actual over rate in that innings when calculating the actual over rate at the end of such match.

(b) if the fielding team bowls out the batting team twice but has not completed more than 120 overs in total across both of its completed fielding innings in doing so, no sanction will be imposed in respect of any breach of the Minimum Over Rate.

(c) if the fielding team has not completed more than 60 overs in total in the course of its two innings in a Match, no sanction will be imposed in respect of any breach of the Minimum Over Rate.

2.4.2 in One Day Matches or Twenty20 Matches:

(a) if the fielding team bowls out the batting team within the time determined for that innings pursuant to the BCB's Standard ODM or T20 Playing Conditions (as applicable), no sanction will be imposed in respect of any breach of the Minimum Over Rate.

3 PROCEDURE

3.1 Where the actual over rate is calculated by the Umpires as being equal to or in excess of the Minimum Over Rate, no further action shall be taken.

3.2 Where the actual over rate is calculated by the Umpires as being less than the Minimum Over Rate, the following shall apply:

3.2.1 only the Umpires that officiated the match during the alleged offence was committed can report such an offence to the Match Referee, and such Report, which must be completed on Form 'Rep 1' must be lodged with the Match Referee within 18 hours of the close of the day's play in the relevant Match or prior to the start of the following day's play, whichever is the sooner;

3.2.2 thereafter, the Match Referee shall promptly consult with the Umpires and shall be entitled, after such consultation, to make such amendments

to the actual over rate calculation as he deems appropriate in the circumstances to reflect those circumstances that are beyond the control of the fielding team (including, but not limited to those set out in Article 2 of this Appendix 1).

- 3.2.3 where the Match Referee confirms that the Minimum Over Rate has not been achieved by the fielding side in any Match, this shall constitute an offence under either Article 2.23 of the Code of Conduct and the Match Referee will promptly issue a Notice of Charge in accordance with Article 4.1 of the Code of Conduct (with the Team Captain being charged on behalf of all the Players in the fielding side as well as him/herself) and the matter will be thereafter be adjudicated by the Match Referee in accordance with the procedure set out in Article 5.

4 APPLICABLE SANCTIONS FOR A MINIMUM OVER RATE OFFENCE

- 4.1 For the purposes of Minimum Over Rate Offences only, the table at Article 7.3 of the Code of Conduct shall be replaced with the following:

BREACH	CHARGED	RANGE OF PERMISSIBLE SANCTIONS
Over Rate Offence (Article 2.23)	All 11 Players in the fielding team	20% of Match Fee per over short of Minimum Over Rate. (subject to a maximum cap of 100% of Match Fee)

NOTE: For the purposes of this Sanction table, Match Fee means the League Fee (in relation to players and as defined in the Player Contract) or salary/other remuneration (in relation to Support Staff) payable to him/her in respect of the relevant edition/year (as appropriate) divided by 15.

- 4.2 For the avoidance of doubt, Demerit Points shall not be applied in respect of any Minimum Over Rate Offence.

EXAMPLE OF THE APPLICATION OF DEMERIT POINTS:

1. A Player commits a Level 1 offence and receives a fine of 30% from the Match Referee.
2. That Player will correspondingly receive two (2) Demerit Points in respect of that offence on his/her disciplinary record.
3. The same Player then commits a Level 2 offence three (3) match after the Level 1 offence was committed and is sanctioned with 1 Match Suspension by the Match Referee.
4. The Level 2 offence will equate to three (3) Demerit Points.
5. The Demerit Points imposed in respect of the second offence are added to the Demerit Points imposed in respect of the first offence, meaning that the Player now has an accumulated total of five (5) Demerit Points.
6. Five (5) Demerit Points equate to a suspension equivalent to one (1) Match Suspension. Such suspension will be served by the Player concurrently with the suspension imposed in respect of the Level 2 offence.
7. After completing his/her suspension, the Demerit Points remain on the Player's disciplinary record for rest of the Tournament.
8. The Player commits another Level 2 offence and is sanctioned for that offence with a 100% fine.
9. A further three (3) Demerit Points will then be added to the Player's disciplinary record in respect of that offence, taking his/her accumulated total to eight (8) Demerit Points.
10. Eight (8) Demerit Points equate to a suspension equivalent to two (2) Match Suspension. Such suspension will be served by the Player immediately upon notice of the same in accordance with Article 7.6.
11. After completing his/her suspension, the Demerit Points remain on the Player's disciplinary record for rest of the Tournament.

CLOTHING & EQUIPMENT

BPL T20 CLOTHING AND EQUIPMENT RULES AND REGULATIONS – 2024

A) INTRODUCTION

The objectives which BCB seeks to achieve through these Clothing and Equipment Regulations (“Regulations”) are:

1. to ensure a consistent approach and to treat all team equally.
2. to ensure professional and appropriate standards of appearance of players and support staff.
3. to protect the sponsorship rights of the league central sponsors and of Teams (including from ambush marketing);
4. to allow an opportunity for players to obtain some revenue from controlled bat advertising; and to prohibit advertising connected with betting/online betting / betting surrogate and/or gaming.

All Teams, players and the respective manufacturers of Cricket Clothing and Cricket Equipment used in the League must adhere to these Regulations, which apply to all Matches (including all friendly matches played by the Team). Any clothing or equipment that does not comply with these Regulations is strictly prohibited. For the avoidance of doubt, a Team may breach these Regulations in circumstances where it issues equipment or clothing to a player or support staff which does not comply with the terms of these Regulations.

B) DEFINITIONS

- 1) BCB approved – in relation to any Logo, means approved by BCB in accordance with the procedure set out below, as qualifying as a Manufacturer’s Logo, a Commercial Logo, a Team Logo or a Player’s Bat Logo (as the case may be) and as not being a Betting Logo, and as being otherwise in accordance with these Regulations.
- 2) Betting Logo – a Logo which is either perceived, or likely to be perceived, by spectators and viewers, as being associated or connected in some way with betting, Online betting, betting surrogate brands, gaming or gambling of any kind.
- 3) Commercial Logo – any BCB approved Logo other than a Team Logo, Manufacturer’s Logo and the BPL Competition Logo.
- 4) Cricket Clothing – shirts, t-shirts, skins, trousers, sweaters, caps, hats, helmets, wristbands, headbands, sunglasses

CLOTHING & EQUIPMENT

or other headwear.

- 5) Cricket Equipment – bats, pads, boots, shoes, gloves (batting or wicket-keeping), thigh pads, arm guards and other visible protective equipment.
- 6) BCB – means the Bangladesh Cricket Board.
- 7) Logo – means any form of identification or branding including (without limitation) any corporate name, business name, internet domain name, title, flag, emblem, crest, mascot or trade mark (whether registered or not and including any symbol, device or colour(s) which functions or is intended to function as a trade mark).
- 8) Manufacturer – in relation to any item of cricket clothing or Cricket Equipment, shall mean any entity carrying on the business of both:
 - a) Manufacturing or procuring the manufacture of the Cricket Equipment or the Cricket Clothing of the type in question; and
 - b) Supplying it from readily available stock for sale throughout outlets of several kinds to members of the public in a country, with the aid of published price lists and catalogues, and with profit directly from the sale of such Cricket Clothing or Cricket Equipment as its main aim.

An entity not otherwise within this definition of Manufacturer shall not qualify as a Manufacturer by reason of its being associated in business with, or a company in the same group of companies as a manufacturer.

No entity shall qualify as a manufacturer of any item of Cricket Clothing or Cricket Equipment by virtue of its involvement in the manufacture of Cricket Clothing or Cricket Equipment of any other type. In particular (but without prejudice to the generality of the foregoing), no entity shall qualify as a Manufacturer of bats by reason of its manufacture of any other item of Cricket Equipment or Cricket Clothing.

An entity which as of October 2001 qualified as a “Manufacturer” under the BCB regulations at the time but which would not otherwise qualify as a Manufacturer hereunder shall be deemed to continue to qualify as a Manufacturer provided the Logo of any such entity shall not thereby qualify as a Manufacturer’s Logo if it is a Betting Logo.

- 9) Manufacturer’s Identification – a BCB approved identification of the Manufacturer of the item of Cricket

CLOTHING & EQUIPMENT

Equipment or Cricket Clothing in question excluding, however:

- a) any Logo which (notwithstanding some connection with a Manufacturer) is also (either at the time of its adoption or subsequently) a Logo of, confusingly similar to or which suggests a connection with any entity which is not a Manufacturer; and

- b) any Betting Logo.

provided, however, that BCB may (in its sole discretion) approve as a Manufacturer's Identification, a Logo of an entity which, although not already a Manufacturer, is nevertheless a manufacturer of sports clothing and/or sports equipment other than Cricket Clothing and Cricket Equipment.

For the purpose of these Regulations, all Manufacturers' Identification shall fall into one of the following four categories:

- i) Design Feature – means any design feature of a Manufacturer which is distinctive to that Manufacturer and is used for the purposes of brand identification and/or cosmetic appeal but which does not contain any Manufacturer's Logo. Please note that a Design Feature may not be displayed on Team Clothing.
 - ii) Manufacturer's Logo – means a BCB approved Logo of a Manufacturer but shall not include any Design Feature.
 - iii) Official Product – means the label which identifies an item as an official product of the manufacturer.
 - iv) Quality Feature – means the label of the manufacturer which promotes a quality feature used by the manufacturer.
- 10) Match – any match in the BBPL and any friendly match featuring a BBPL team.
 - 11) BPL Competition Logo – the league logo which incorporates the league marks and the name and/or logo of the title sponsor.
 - 12) Playing Clothing – means the clothing provided by the Team and worn by players during BBPL Matches – being Playing Shirt, Playing Sweater, Playing Trousers and

CLOTHING & EQUIPMENT

Playing Headwear.

- 13) Player's Bat Logo – means a BCB approved Logo of a sponsor of a player to be carried on the player's bat; provided that such logo shall not be either:
 - a) of, or confusingly similar to, or likely to be perceived as suggesting a connection with:
 - I) an entity which operates in a product category of any one of the league central sponsors or any of the player's Team Principal sponsors, or
 - II) a Manufacturer, other than the Manufacturer of the bat that it is to be carried on;
 - b) a Betting Logo, or
 - c) otherwise, inappropriate as determined by BCB in its sole discretion. BCB shall have the final say in determining whether any such conflict or circumstances exist and no player may pursue any action against BCB or against his Team should he be precluded from displaying a Player's Bat Logo by reason of the same.
- 14) Practice Clothing – means clothing worn by the players for practice sessions (e.g. tracksuits, sweatshirts, t-shirts, etc.).
- 15) Replica Clothing – means a copy of the Playing Clothing worn by the players during Matches, which is produced for retail sale or other commercial or promotional purposes.
- 16) Team Clothing – means the Playing Clothing (Playing Shirt, Playing Sweater, Playing Headwear and Playing Trousers) along with Practice Clothing and bibs.
- 17) Team Logo – a BCB approved Logo of a Team.

C) GENERAL

- 1) Each Team is entitled to determine the design for its Team Clothing, subject to compliance with these Regulations and approval by BCB. Team should minimize the use of the colours white or cream in its Playing Clothing and Equipment – so as to provide a contrast to the colour of the cricket ball.
- 2) The colours, logos and design of the Playing Shirts, Playing Sweaters, Playing Headwear and Playing Trousers shall be uniform to all members of the team. An exception to this is that Playing Shirt sleeves may be cut to any length, as long as both sleeves are evenly trimmed and the edges are sewn and hemmed. Team are permitted to place a strip

CLOTHING & EQUIPMENT

featuring the colours of the Bangladeshi Flag along the back of the Playing Shirt collar.

- 3) Each Team will be permitted to use a maximum of three different designs of Playing Clothing during each edition. Each design needs to be approved by the BCB. The logos on each such design must be identical (design, position, and size). The only variation is applicable in the case of the Commercial Logos, the details of which are mentioned in section D.4 of this document.
- 4) During each Match, all players of each team must wear Playing Clothing whilst on the field of play. All members of the playing squad and support staff should wear Playing Clothing or Practice Clothing within the stadiums on match days.
- 5) Players and support staff attending post-match presentation ceremonies, press conferences and television interviews conducted before, during or after the Match are expected to be in Playing Clothing or Practice Clothing (excluding vests and shorts). Players attending the toss are expected to be in Playing Clothing.
- 6) Any commercial logo related to the production of Tobacco, Alcohol (Surrogated & Non – surrogated) and any form of betting including online shall not be permitted.
- 7) Player Identification and Logos must be sewn on, fixed by heat transfer or sublimated onto Cricket Clothing and Cricket Equipment as appropriate. They may not be affixed by velcro or other temporary methods. In cases where it is not possible to exactly reproduce the Logos to a uniform size (e.g. sublimation), the manufacturer must take account of the level of variance so that all Logos come within the maximum size restrictions set out in these Regulations.
- 8) It shall be prohibited under these Regulations for any individual to wear any clothing or use any equipment that has been changed, altered or transformed (whether to comply with these Regulations or otherwise) in any way that, in the opinion of any Match Official, undermines the professional standards that are required of all elite players. For example, and without limitation, it shall be prohibited to cover up or alter the appearance of clothing and equipment with sticking plaster or marker pens and/or to wear batting pads painted with a coloured paint that has faded or is flaking off.
- 9) Champions Emblem The champions emblem may only be worn by previous champions. The number of champions emblem displayed, shall signify the number of times the

CLOTHING & EQUIPMENT

team has won the BBPL. (e.g. if team has won the BBPL twice, it shall display the champions emblem twice). The emblem is to be placed in position N (above position C), as indicated in diagram C

Please note that the Teams are permitted to showcase the champions emblem in any one of their team colours as defined in their respective brand guidelines.

The champions emblem file will be provided to the Team by BCB in .EPS format. Please make reference to the BPL Brand Guidelines for further details regarding usage of the champions emblem on the Playing Clothing.

- 10) Replica Clothing must not display any Logos that differ to those on the Playing Clothing. It can display either all or some of the Logos as they are, in terms of design, size and location, on the Playing Clothing.
- 11) Clothing and Equipment Approval

The designs of each item of Team Clothing must be sent to BCB for approval no later than 16th January 2024. The designs can be digital or printed and must show exact dimensions of each Logo on the clothing.

In the event commercial arrangements are still being finalized and as a result all the Commercial Logos are not known, the respective positions should be marked with the maximum logo size for applicable open position.

Once approved, no item of Team Clothing may be changed in any respect, save for the addition of any Commercial Logos which were open at the time of the approval (as long as these Logos are subsequently approved by BCB and fit within the maximum prescribed areas).

Each Team must supply any item of any specific player's Team Clothing (whether the player is in the playing XI or not), if so requested by the BCB sponsor servicing team before or after any Match – so that the clothing may be checked for

full compliance with these Regulations. BCB has the right to insist that any areas which do not comply with these Regulations be covered during Matches until the irregularities are resolved.

Notwithstanding any approval granted by BCB in respect of any Team Clothing, no liability shall accrue to the BCB towards any infringement claims or ownership disputes concerning the use of Logos by any Team and it is the obligation and responsibility of each Team to ensure that the use of any Logo in any Team Clothing is in compliance with law.

If they are in any doubt whether other items of clothing or equipment comply with these Regulations, Teams, players and Manufacturers may submit such other items for BCB approval in advance of using such items in Matches. BCB reserves the right to check any such items before, during or after Matches.

D) LOGOS

1) BPL Competition Logo

Each Team must display the BBPL Competition Logo on the leading arm of its Playing Shirts and Playing Sweaters.

2) Team Logo

Each Team must display its Team Logo on the upper left front of the Playing Shirt and the Playing Sweaters and on the front of the Playing Headwear.

The Team Logo and/or the name of the team may also be incorporated in the design of the Playing Shirts and Playing Sweaters.

The Team Logo or name of the team should not contain any advertising and must not interfere with any elements of the player identification on the Playing Clothing.

3) Manufacturer's Identification

A Manufacturer's Logo may be placed in one of the approved positions on the Playing Shirt and Playing Sweater (positions A, B, D, E, F and H), Playing Trousers (positions L and M) and the Playing Headwear (positions I and J). Manufacturer's Identification may also be placed on Cricket Equipment and other items of Cricket Clothing.

In addition, one Official Product and one Quality Feature may be placed on each of the Playing Shirt, Playing Sweater and Playing Trousers – in each case on the outer seams of the clothing.

The Official Product and the Quality Feature cannot exceed 3.22cm² (0.5 square inches) in size. These labels should not be construed as an additional branding opportunity. Please refer to Diagram C (positions J and K) and Diagram D (position N and O) in these Regulations for where the Official Product and the Quality Feature may be displayed on the Playing Shirt and Playing Trouser respectively.

Only one Manufacturer may be identified on each article of Cricket Clothing.

4) Commercial Logos

Commercial Logos may be placed in any of the approved positions on the Playing Shirt, Playing Sweater, Playing

Trousers and the Playing Headwear.

Apart from the exception set out in the following paragraph, the position, brand and visual identity of each Commercial Logo on the Playing Clothing must remain the same throughout the edition, unless approved in advance by the BCB, at its sole discretion.

Team's Principal Sponsors, whose Logo is displayed on positions A and/or H and/or I of the Playing Shirt, may display the Logos of two different brands on the Playing Shirt – one brand on the Playing Shirt that is worn by players for home matches, the second brand on the Playing Shirt that is worn by players for away matches. The two brands must be in the same business category and be part of the same group company. For any playoff matches in which the Team plays, the Team may display all the Logos as visible on the Playing Shirts worn by the players either for home or for away matches. There cannot be a mixture of Logos from both Playing Shirts. The choice must be communicated to the BCB by 16th January 2024.

A Team may display a Commercial Logo on its Playing Clothing which may conflict with any sponsor or supplier of the other team.

Team shall abide by any laws or local regulations which restricts the advertising of any product. No compensation shall be payable should a team or player be precluded from displaying any Commercial Logos on Cricket Clothing or Cricket Equipment or elsewhere and a visiting team shall not pursue any action against the BCB, host Team or state association.

The Team shall decide which Logos are placed on the Team Clothing and these Logos shall be common to and worn by each member of the concerned team. No individual Commercial Logos shall be worn by any player or support staff, save for the carrying of a Player's Bat Logo on bats, as provided herein.

5) Logo Spacing

There should be a minimum of 20mm of clear space between any two Logos or elements of player identification on any items of Cricket Clothing or Cricket Equipment.

6) Logo Size

A Logo's size shall be considered to be the area covered by one rectangle or two adjoining rectangles, where the axes of each rectangle are horizontal and vertical,

in each case the smallest area that contains all elements of the Logo. The two rectangles must be stacked in such a way that they are neither separated nor overlapping. BCB

has the final right of approval on any Logo sizing.

As a last resort immediately before or during a Match, if any Logo is found by BCB to exceed the maximum sizes set out in these Regulations, BCB reserves the right to have the offending logo area taped up, so that the Logo complies with the Regulations.

Diagram A below shows three examples of the measurement of a Logo.

6) Logo Size

A Logo's size shall be considered to be the area covered by one rectangle or two adjoining rectangles, where the axes of each rectangle are horizontal and vertical,

in each case the smallest area that contains all elements of the Logo. The two rectangles must be stacked in such a way that they are neither separated nor overlapping. BCB has the final right of approval on any Logo sizing.

As a last resort immediately before or during a Match, if any Logo is found by BCB to exceed the maximum sizes set out in these Regulations, BCB reserves the right to have the offending logo area taped up, so that the Logo complies with the Regulations.

Diagram A below shows three examples of the measurement of a Logo.



CLOTHING & EQUIPMENT

Two Rectangles

$$\text{Size} = (a \times b) + (c \times d)$$

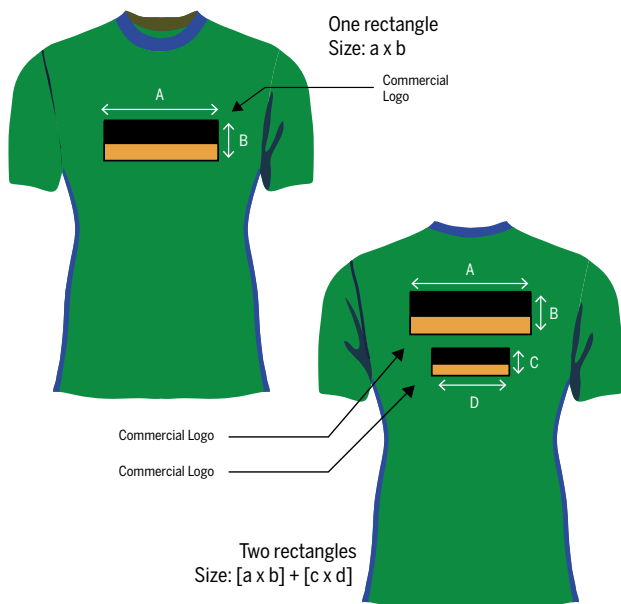


Diagram A

E PLAYER IDENTIFICATION

Player Identification is the player's name and number as displayed on his Cricket Clothing.

1 Playing Shirt and Sweaters

A player's name and number must correctly reflect the identity of the player and must be positioned on the Playing Shirts and Playing Sweaters as indicated in diagram B.

The player name and number must be entirely visible when the Playing Shirt is tucked into the Playing Trousers. There must be ample space between each letter and between the name and the number so that both name and number are clearly legible. The name must be positioned so as to not cross over any seams on the shirt.

CLOTHING & EQUIPMENT

Letters and numbers will be provided to Team by BCB as .EPS files in a variety of colours as shown in “letters and numbers” in Appendix I of these Regulations. Each number should be English and be between 23cm to 28cm in height. Each letter should be from the English alphabet and be at least 6cm in height. If the design of the Playing Shirt is such that the name or number needs to be resized in order to comply with these Regulations, the Team can seek BCB approval to reduce the size of either the letters or the number or both. These may only be resized in scale (i.e. produced in the sizes given but their proportions should not be altered).

The font “Sakkal Majalla” is used for the letters in a player’s name and the font “Microsoft YaHei” is used for the numbers. The “Bangabandhu ICON”, which is the part of the BBPL Competition Logo featuring a Bangabandhu’s Image, must be included in the bottom section of each of the numbers.

A player’s Playing Shirt number may be any number from “0” to “999”. Each player’s number shall be unique within the Team playing squad. Subject to approval of BCB, a Team may elect one player in its playing squad to have no number on his Playing Shirt.

Names must be positioned below the number on the back of the Playing Shirt.

The names and numbers must not contain any advertising elements or brand names. With BCB approval, nicknames may be used in place of family names.

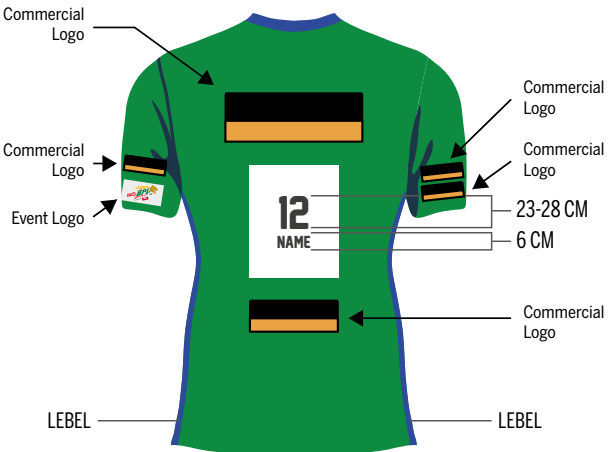


Diagram B

2) Playing Headwear

Teams are permitted to place a player's order of representation number on the non-leading side of the Playing Headwear. For example, the 25th player to represent a Team would be permitted to include the number "25" on his Playing Headwear. This number must be written in the "Sakkal Majalla" font and its height must not exceed 2cm.

3) Playing Trousers

Player numbers may not be displayed on the Playing Trousers

F PLAYING CLOTHING

The colours and design of all elements of Playing Clothing (as approved by the BCB) shall be uniform to all members of the same team.

1 Playing Shirt And Playing Sweaters

The approved positions for Logos on the Playing Clothing are as follows:

Position A: Main Logo on front of shirt (For Franchise)

Position B: Upper right Logo on front of shirt (For Franchise)

Position C: Team Logo on upper left front of shirt

Position D: Lower Logo on non-leading arm (For Franchise)

Position E: Upper Logo on non-leading arm (For Franchise)

Position F: Upper Logo on leading arm (For Franchise)

Position G: BPL Competition Logo (on white background) on lower leading arm

Position H: Upper Logo on back of shirt (For Franchise)

Position I: Lower Logo on back of shirt (For Franchise)

Position J: Official Product label

Position K: Quality Feature Label

For reference to the above position, please refer to Diagram C next page.

CLOTHING & EQUIPMENT

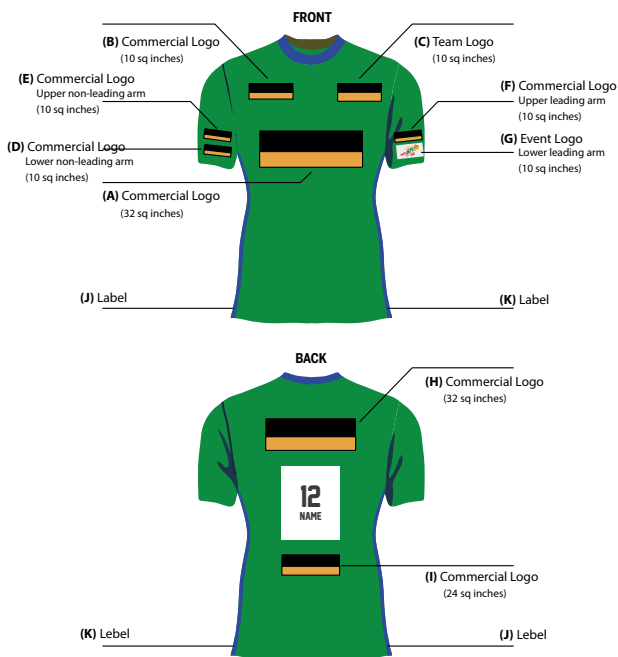


Diagram C

All Logos on the Playing Shirt must be replicated (the same design, size and position) on the Playing Sweater.

Team Logo

A Team must display its Team Logo once on its Playing Shirts and Playing Sweaters in position C. The area of the Logo must not exceed 64.5sqm (10 square inches)

Commercial Logos

A Team may display up to six Commercial Logos on its Playing Shirts and Playing Sweaters in the following positions:

- Position A. The area of the Logo must not exceed 206.45 sqcm (32 square inches)
- Position B. The area of the Logo must not exceed 64.5 sqcm (10 square inches)
- Position D. The area of the Logo must not exceed 64.5 sqcm (10 square inches)
- Position E. The area of the Logo must not exceed 64.5 sqcm (10 square inches)

CLOTHING & EQUIPMENT

- Position F. The area of the Logo must not exceed 64.5sqcm (10 square inches)
- Position H. The area of the Logo must not exceed 206.45 sqcm (32 square inches)
- Position I. The area of the Logo must not exceed 154.838 sqcm (24 square inches)

In place of two separate Logos in positions D and E, team may display one Logo covering both positions. The area of this Logo must not exceed 129sqcm (20 square inches)

Manufacturer's Identification

A team may display a Manufacturer's Logo on the Playing Shirt in any of the positions A, B, D, E, F or H and I provided this position has not been used for a Commercial Logo. One Official Product and one Quality Feature may be displayed in positions J and K. For the avoidance of doubt, no Design Feature may be displayed on the Playing Shirt.

2) Playing Trousers

The approved positions for Logos on the Playing Trousers are:

Position L: On the front of the trousers on the right leg, halfway between waist and knee. (For Franchise)

Position M: On the front of the trousers on the left leg, halfway between waist and knee. (For Franchise)

Position N: Official Product label

Position O: Quality Feature label

For reference to the above position, please refer to Diagram D below.

CLOTHING & EQUIPMENT

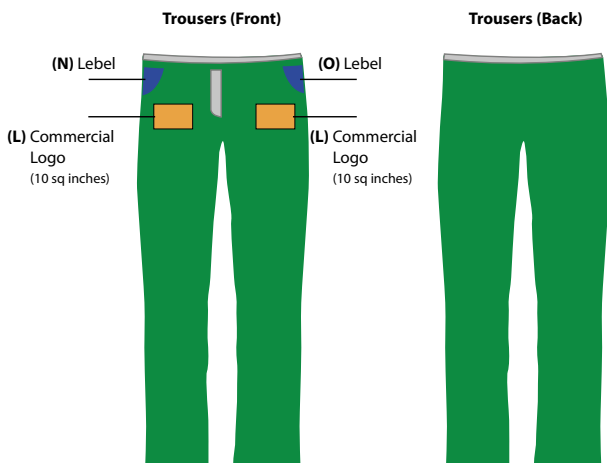


Diagram D

Commercial Logo

A Team may display Commercial Logos in Positions L and M. The area of each Logo must not exceed 64.5sqcm (10 square inches). There must be no Commercial Logo on the waistband of the trousers.

Manufacturer's Identification

A Team may display a Manufacturer's Logo in either of Positions L or M, provided this position has not been used for a Commercial Logo. One Official Product and one Quality Feature may be displayed in positions N and O. No Design Feature may be displayed on the Playing Trousers.

3 Playing Headwear

The approved positions for Logos on the Playing Headwear are:

- Position P on the back of the headwear.(For Franchise)
- Position Q on the leading side of the headwear – the left side for a right handed batsman and the left side for a right handed batsman. (For Franchise)
- Position R on the leading side of the headwear – the right side for a left handed batsman and the left side for a right handed batsman. (For Franchise)
- Position S Team Logo on the front of the headwear.

For reference to the above position, please refer to Diagram E next page.

HEAD GEAR

Head Gear (Front)

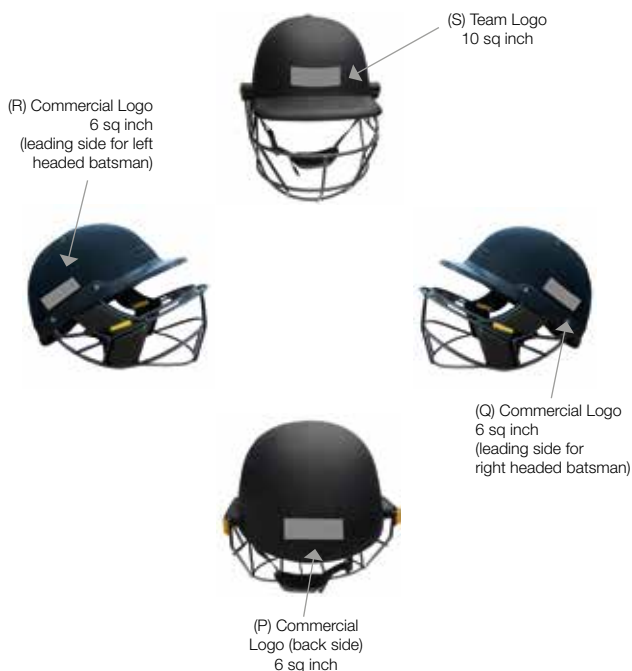


Diagram E

Playing Headwear includes helmets, caps and sunhats worn by the players during a Match.

The Logos on each type of headwear must be consistent to all types.

The holder of the orange or purple cap must wear the cap whilst fielding.

Team Logo

A Team must display its Team Logo in Position S. The area of the Logo must not exceed 64.5sqcm (10 square inches).

Commercial Logos

A Team may display Commercial Logos in Positions P, Q and R. The area of each Logo must not exceed 38.71sqcm (6 square

inches) with all sides of the Logo being at least 3.81cm (1.5 inches)

Manufacturer's Identification

A Team may display one Manufacturer's Logo in Position P if this position has not been used for a Commercial Logo. The area of the Logo must not exceed 38.71sqcm (6 square inches) with all sides of the Logo being at least 3.81cm (1.5 inches). No Manufacturer's Logo may be displayed in any other position on the Playing Headwear (including on the helmet grill). No Design Feature may be displayed on the Playing Headwear.

4 Practice Clothing

Only Practice Clothing issued by the team may be worn by the players and support staff at official team practice sessions and, along with Playing Clothing, within the stadium on match days.

Members of the playing XI and the substitute fielders may not wear Practice Clothing on the field of play during either innings of a Match.

The Logos on the Practice Clothing should be the same in terms of design, size and location as on the Playing Shirt.

Team Logo

A Team must display its Team Logo once in the equivalent of Position C on each shirt, t-shirt, tracksuit top, sweatshirt which forms part of Practice Clothing.

Commercial and Manufacturer's Identification

Only the Commercial Logos and Manufacturer's Identification displayed on the Playing Clothing may be displayed on a team's Practice Clothing. It is however not mandatory that all such Commercial Logos or Manufacturer's Identification be displayed on the Practice Clothing. No Design Feature may be displayed on the Practice Clothing.

5 Bibs

Members of the playing squad who are not part of the playing XI and who are not on the field as a substitute fielder shall be required to wear a team bib at all times whilst on the field of play, in the dugout and in the area between the boundary and the perimeter boards.

The bibs must be sleeveless and of a different colour to that of the Playing Shirts. Please note that they should not be white or cream colour.

Team Logo

A Team must display its Team Logo on each of its bibs in the equivalent of Position C. The area of the Logo must not exceed 64.5sqcm (10 square inches).

Commercial and Manufacturer's Identification

Only the Commercial Logos and Manufacturer's Identification displayed on the Playing Clothing may be displayed on bibs. It is however not mandatory that all such Commercial Logos and Manufacturer's Identification be displayed on the bib. The Logos on the bibs should be the same in terms of design, size and location as on the Playing Shirt. No Design Feature may be displayed on the bibs.

G OTHER CLOTHING

1 Undergarments (Worn Under Playing Shirt)

Colour

To the extent that they are visible, undergarments shall be of the same colour as either the predominant colour of the Playing Shirt or the colour of the sleeve of the Playing Shirt.

Plain white undergarments may be worn provided they are not visible. Skin coloured bandages worn to protect the elbows are permitted.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

No Manufacturer's Identification may be displayed. Any such visible identification must be covered by adhesive tape, a patch or any other material – in each case of the same colour as the undergarment – so that both the Logo and the patch itself are not visible.

2 Drying Towels

Drying towels are those carried by players on the field of play for the purpose of drying the ball.

Colour

The drying towels should be one plain colour – not white or any light colour which is likely to make the sighting of the white ball difficult.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

No Manufacturer's Identification is permitted.

3 Turbans And Bandanas

A bandana may only be worn as a cover to a turban or under a helmet.

Colour

CLOTHING & EQUIPMENT

Turbans and bandanas should be one plain colour – not white or any light colour which is likely to make the sighting of the white ball difficult.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

No Manufacturer's Identification is permitted.

4 Headbands And Wristbands

Colour

Headbands and wristbands should be one plain colour – not white or any light colour which is likely to make the sighting of the white ball difficult.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

No Manufacturer's Identification is permitted.

5 Socks (Player Right)

Colour

Socks shall be white, cream, light grey or the same colour as the predominant colour of the Playing Trousers.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

One Manufacturer's Logo may be displayed on each sock. The area of the Logo must not exceed 12.9sqcm (2 square inches).

H CRICKET EQUIPMENT

1 Shoes And Boots (Player Right)

Colour

There are no colour restrictions.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

One Manufacturer's Logo may be displayed on the sole. There is no restriction on this Logo's size.

And either:

(a) Two further Manufacturer's Logos may be displayed elsewhere on the shoes/boots – one of which shall be on the tongue. The area of each of these further Logos must not exceed 12.9sqcm (2 square inches). Additionally, stripes and Design Features are permitted provided that they shall be in a maximum of two colours.

or

(b) any number and size of Manufacturer's Logos or Design Feature are permitted anywhere on the upper of the shoe/boot provided that they do not exceed 30% of the total surface area. Any written name, initials or word used as a Manufacturer's Logo shall not exceed 12.9sqcm (2 square inches).

2 Sunglasses (Player Right)

Colour

There are no restrictions on colour save that sunglasses strap / band must be of a single colour.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

Two Manufacturers Logo may be displayed on either side of the frame. The area of the Logo must not exceed 3.22sqcm (0.5 square inch).

3 Bats (Player Right)

Commercial Logo

One Player's Bat Logo may be carried on the back of the bat. The area of the Logo must not exceed 64.5sqcm (10 square inches) with all sides of the Logo being at least 2.54cm (1 inch) long.

Unless a player has an arrangement for a Player's Bat Logo as part of an existing agreement as disclosed in his player contract with the team, the entity's brand on the bat cannot be a company which operates within a product category that conflicts with any one of the league central sponsors, or any one of the team's principal sponsors or is otherwise inappropriate as determined by BCB at its sole discretion.

Manufacturer's Identification

The Manufacturer's Identification can be displayed on the bat in the following positions:

CLOTHING & EQUIPMENT

- Front of bat: any number and size of Manufacturer's Logos and/or Design Feature may be displayed but only within the top 22.86sqcm (9 inches) of the front of the bat, measured from the centre of the top of the face of the bat. No maximum size of the Logo(s) and/or Design Feature as long as they fit within this space.
- Back of bat: any number and size of Manufacturer's Logos and Design Feature may be displayed on the back of the bat provided that they do not exceed 50% of the total surface area of the back of the bat. When required to be carried by a Manufacturer, any statutory wording is to be placed on the back of the bat and to be of discreet design only (subject to relevant statutory provisions).
- Edges of Bat: either
 - (a) any number of Manufacturer's Logo and/or Design Feature may be displayed on either or both edges of the bat but only within the top 9 inches, or
 - (b) one Manufacturer's Logo and/or one Design Feature may be displayed on the two edges of the bat not exceeding 50% of the total area of the relevant edge.

4 Batting And Wicket-Keeping Pads (Player Right)

Colour

Pads shall be the same colour as one of the colours of the Playing clothing, but may not be white or any light colour which is likely to make the sighting of the white ball difficult. The straps of the pads may be in the house colours of the manufacturer.

The colour of the pads shall be uniform to all members of the same team. The colour of the pads must be properly maintained. Discoloured or faded pads will not be permitted. BCB reserves the final right of approval on colour and design.

Commercial Logos

No Commercial Logos are permitted on batting or wicket keeping pads.

Manufacturer's Identification on Batting Pads

Three Manufacturer's Logos may be displayed on each pad as follows:



- one on the front of the pad, either on the instep or on the outside of the knee roll or immediately above the outside of the knee roll. The area of the Logo must not to exceed 25.81sqcm (4 square inches).
- one on the inside top of the pad. No size restriction.
- one on one of the pad straps. The area of the Logo not to exceed 25.81sqcm (4 square inches)

A Design Feature of the same colour as that of the pad is permitted on the front of each pad. There is no restriction on the number, size or position of such Design Features.

Manufacturer's Identification on Wicket Keeping Pads

Three Manufacturer's Logos may be displayed on each pad as follows:

- one on the front of the pad, immediately above the centre of the knee roll. The area of the Logo not to exceed 25.81sqcm (4 square inches).
- one on the inside top of the pad. No size restriction.
- one on one of the pad straps. The area of the Logo not to exceed 25.81sqcm (4 square inches)

A Design Feature of the same colour as that of the pad is permitted on the front of each pad. There is no restriction on the number, size or position of such Design Features.

5 Batting Gloves (Player Right)

Colour

The protective areas of the glove shall be predominantly white or of the same colour as one of the colours of the Playing Shirt.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

Three Manufacturer's Logos may be displayed on each glove as follows:

CLOTHING & EQUIPMENT

- two on the back of the glove with the area of neither Logo exceeding 12.9sqcm (2 square inches)
- one on the inside of the wristband with the area not exceeding 12.9sqcm (2 square inches)

Design Features are permitted on the wristband and on the back of the glove. There is no restriction on the number, size or position of such Design Features.

6 Wicket-Keeping Gloves (Player Right)

Colour

There are no colour restrictions.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

Two Manufacturer's Logos may be displayed on the back of each glove. The area of one such Logo shall not exceed 38.71sqcm (6 square inches) and that of the other shall not exceed 12.9sqcm (2 square inches).

Any visible stitching, ventilation, stencil effect, or other design aspect of the glove which is in the shape or form of the Manufacturer's Logos shall be considered as one of the permitted Logos.

7 Armguards

Colour

Armguards shall be plain white or of the same colour as one of the colours of the Playing Shirt. The straps may be in the house colours of the manufacturer.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

No Manufacturer's Identification is permitted.

8 Face Protectors

Colour

Face protectors shall be of one plain colour.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

CLOTHING & EQUIPMENT

One Manufacturer's Logo may be displayed in any position not exceeding 12.9sqcm (2 square inches).

9 Thigh Pads, Shin Pads And Other Body Protective Equipment

Colour

No restriction on colours. These items must be worn under Playing Clothing and shall not be visible.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

No Manufacturer's Identification is permitted.

l) Personal Message

1. Players shall not be permitted to wear, display or otherwise convey messages through arm bands or other markings on the clothing or equipment, unless approved in advance by the player's team from the BCB .Approval shall not be granted for messages which relate to political, religious or racial activities or causes. BCB shall have the final say in determining whether any such message is approved.
2. Visible tattoos (permanent or temporary) which incorporate any Commercial Logo or Manufacturer's Identification shall not be permitted.

J Breach Of Regulations

Any player or team official in breach of these provisions shall be liable to a penalty as may be imposed under the BCB Code of Conduct for Players and Player Support Personnel.

In addition, in the event of a breach of these provisions relating to any equipment or clothing issued to the players and team officials by their team, and on receiving a report from the BCB Match Officials to this effect, the BCB Match Referee may subsequently impose an appropriate fine, not exceeding **BDT 5,00,000 (Taka Five Lac Only)**, on the Team of the offending players or team officials concerned.

APPENDIX 1

FONTS FOR PLAYER IDENTIFICATION

ABCDEFGHIJKLMNOP

QRSTUVWXYZcv.'-

1 2 3 4 5

6 7 8 9 0

ABCDEFGHIJKLMNOP

QRSTUVWXYZcv.'-

1 2 3 4 5

6 7 8 9 0



CLOTHING & EQUIPMENT



KEY CONTACTS

KEY CONTACTS OF BBPL T20 -2024

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BPL GOVERNING COUNCIL

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EVENT ACCOUNTS & AUDIT TEAM

Assistant Manager	M/s ACNABIN
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MASSEUR	Emon
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TEAM BOY	Mamun

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TEAM MANAGER

ASST. COACH

BOWLING COACH

PHYSIOTHERAPIST

TRAINER

FIELDING COACH

LOGISTIC MANAGER

MEDIA MANAGER

MASSEUR

TEAM BOY

TEAM BOY



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TEAM MANAGER	
ASST. COACH	
BOWLING COACH	
PHYSIOTHERAPIST	
TRAINER	
FIELDING COACH	
LOGISTIC MANAGER	
MEDIA MANAGER	
MASSEUR	
TEAM BOY	
TEAM BOY	
TEAM BOY	



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CHATTOGRAM CHALLENGERS

DHAKA	Crowne Plaza
CHATTOGRAM	Peninsula
SYLHET	Rose View

COMILLA VICTORIANS

DHAKA	Sheraton Dhaka
CHATTOGRAM	Radisson Blu Ctg
SYLHET	Grand Sylhet Hotel & Resort

DURDANTO DHAKA

DHAKA	Amari Dhaka
CHATTOGRAM	Radisson Blu
SYLHET	Hotel Crystal Rose

FORTUNE BARISHAL

DHAKA	Sheraton Dhaka
CHATTOGRAM	Radisson Blu
SYLHET	Grand Sylhet

KEY CONTACTS

TEAM'S ACCOMMODATION

KHULNA TIGERS

DHAKA	Renaissance Hotel
CHATTOGRAM	Rose View Hotel
SYLHET	Radisson Blu

RANGPUR RIDERS

DHAKA	Westin Dhaka
CHATTOGRAM	Grand Sylhet
SYLHET	Radisson Blu

SYLHET STRIKERS

DHAKA	Six Season
CHATTOGRAM	Hotel Agrabad
SYLHET	Grand Sylhet

KEY CONTACTS

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