



2ND AFTAB QARSHI VETERANS T-20 CRICKET LEAGUE 2014

Held Under the Auspices of PVCA



Playing Conditions

Laws of Cricket (2000 Code 5th Edition-2013); ICC Standard playing Conditions; PCB & PVCA playing Conditions apply subject to the amendments as stated below shall apply. The following playing conditions are applicable to 2nd Aftab Qarshi Veterans T/20 League 2014:-

1.Law 1 The Players

- 1.1 Law 1.1 –Number of Players
Law 1.1 shall be replaced by the following:
All matches will be played on 12 A side basis but only 11 players will field, one of whom shall be the captain.
- 1.2 Law 1.2 –Nomination of Players
Law 1.2 shall be replaced by the following:
 - 1.2.1 Each captain shall nominate 12 players of and a 13th player who has participate as a substitute fielder in writing to the Match Referee/Umpires before the toss. No player including 13th may be changed after the nomination without the consent of the opposing captain. No Player may be changed after the call of play.
 - 1.2.2 Only the registered members of the squad shall be entitled to act as substitute fielders during the match.
 - 1.2.3 A player may play for only one team in the tournament. The term "playing" constitutes the player both being physically present, and also nominated in the 13 member squad on the day of the match.
- 1.3 Eligibility
 - 1.3.1. Players who are 40 years or above on the day of the match are eligible to participate in the tournament. The age of players will be certified through Computerized NIC.
 - 1.3.2. It is the responsibility of team captain to ensure that their players are genuine veterans.

1.3.3. All players (retired from International and First Class Cricket) are eligible to play as long as they are at least 40 years of age on the day of the first match, and have played their last representative/first class/international match at least 1 year prior to their 1st match of this tournament.

1.3.4. As a result of Clause 1.3.2 of the eligibility clause a protest in respect of infringement of above rules will be entertained within 30 minutes after the completion of the match. The captain of the protesting team will have to deposit Rs. 2500 for each player protested against. It is refundable if the protest is upheld.

1.4 Qualification of Players

1.4.1 The tournament is open to all players of Pakistani nationality. Teams may choose any number of players. Each team is allowed to play a maximum of 2 guest players of extra Lahore domicile to play in a particular match.

1.4.2 If the name of a player has been given by more than one teams, The organizing committee shall ascertain from the player as to whom he wants to play for in the tournament and accordingly allow him to play for that team.

1.4.3 Teams will be allowed to replace any number of players through the course of the tournament if that the replacement player has not been nominated in the nominated 13 (while being physically present in the ground) by any other team.

2. Fielder Leaving the Field, Batsman Retiring, Batsman Commencing Innings

Law 2 shall apply subject to the following:

2.1 Law 2.5 –Fielder absent or leaving the field

Law 2.5 shall be replaced by the following:

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. (See Law 2.6 as modified). The umpire shall give such consent as soon as practicable. If the player is absent from the field for longer than 8 minutes and a member of the squad, except 13 nominated players, acts as his substitute:

2.1.1 The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.

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

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

In the event to a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress. Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for the other exceptional circumstances, a player is on the field but still has some un-expired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time.

Note: When both the umpires are not satisfied about giving a substitute to any player, the Fielding Captain can request the opposing Captain to allow a substitute respectively. The opposing captain can allow or dismiss the request but it is expected that all Captains show a high level of sports man spirit during the game.

3.Law3 – The Umpires

3.1 Law 3.1 – Appointment and attendance

Law 3.1 shall be applied subject to the following:

3.1.1. The Organizing committee will appoint the umpires and they will not be changed.

4.Law4 – The Scorers

4.1 Law 4.1 – Appointment of Scorer

Law 4.1 shall be replaced by the following:

The Organizing committee will appoint the Scorer.

5.Law The Ball

Law 5 shall be applied subject to the following:

The tournament will be played with White Balls provided to the umpires by the Organizing committee. No team is allowed to use their own ball in the tournament.

6.Law9 – The Bowling, Popping and Return Creases

Additional Crease Markings

The following shall apply in addition to Law 9:

As a guide line to the umpires for the calling of wide on the off side the Crease markings, an additional crease marking i.e 17 inches from the return crease.

7.Length of Innings

Law 12 shall apply subject to the following

7.1 Law 12.1 – Number of innings

Law 12.1 shall be replaced by the following:

- 7.1.1. All matches will consist of one innings per side, each Innings being limited to a maximum of 20 overs. All matches shall be of T-20 scheduled duration.
- 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 schedule 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.
- 7.1.3. If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The minimum time for the interval will be 15 minutes.
- 7.1.4. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- 7.1.5. 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 earlier.
- 7.1.6. An innings of each team shall be of one hour and thirty minutes; 5 minutes time break after 10 overs, separated by a 20 minute interval.

7.2. Delayed or Interrupted Matches

- a. Delay or Interruption to the Innings of the Team Batting First
 - (i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 13.33 overs per hour in the total remaining time available for play.
 - (ii) The revision of the number of overs should ensure that Whenever possible that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the later 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 the innings not being completed earlier.

- (iii) Should calculations regarding the numbers of overs result in a fraction of an over, the fraction shall be ignored.
- b. Delay or Interruption to the innings of the Team batting Second
 - (i) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 13.33 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.
 - (ii) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation; relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
 - (iii) To constitute a match, a minimum of 5 overs have been bowled to the team batting second subject to the innings not being completed earlier.
 - (iv) The team batting second shall not bat for a greater number of overs than the first team unless the later completed its innings in less than its allocated overs.
 - (v) 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.
- c. Interrupted or Prematurely Terminated Matches -
Calculation of the Target Score Interrupted Matches -
Calculation of the Target Score:-
 1. A result can be achieved only if both teams have batted for At least 5 overs unless the side batting second scores enough runs to win in less than the above mentioned stipulated minimum 5 overs.
 2. All matches in which one or both teams have not had an opportunity of batting for a minimum of 5 overs in a match shall be declared "No Result" and each team will get one point.
 3. If due to suspension of play the team batting second has not had the opportunity to complete the agreed number of overs and has neither been all out nor has passed the opponents score the results shall be decided as per Appendix attached.

- 7.3. Number of Overs per Bowler
- No bowler shall bowl more than 4 Overs in an innings.
 - In a delayed or interrupted match where the overs are Reduced for both teams or for the team bowling second no bowler will bowl more than one fifth of the total overs allowed.
 - Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 7.4 Law 12.4 – Toss Law 12.4 shall be replaced by the following:
The captains shall toss for the choice of innings, on the field of play and in the presence of the Match Referee/Umpires, who shall supervise the toss. The toss shall take place 15 minutes before the scheduled or any re-scheduled time for the match to start. Note, however, the provisions of Law

Note*: *If a team fails to turn up in the ground at the time of toss (at least 10 minutes before the start of scheduled / re-scheduled time), the other team (having 11 players present in the ground) will deem to have won the toss.*

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

8.Law 13- The Follow-on

Law 13 shall not apply

9.Law 14-Declaration and Forfeiture

Law 14 shall not apply.

10.Law 16-Start of Play: Cessation of play

Law 16 shall be replaced with the following:

110.1 Law 16.1-Start and Cessation Times

Match Timings

1st Innings Start 09:30 to 11:00 (90 Minutes)

Innings break 11:00 to 11:20 (20 Minutes)

2nd Innings start 11:20 to 12:50 (90 Minutes)

Timings of second time matches will be as per following:

1st Innings start 13:15 to 14:45 (90 Minutes)

Innings break 14:45 to 15:05 (20 Minutes)

2nd Innings start 15:05 to 16:35 (90 Minutes)

Friday Match Timings

1st Innings Start 09:00 to 10:30 (90 Minutes)

Innings break 10:30 to 10:50 (20 Minutes)

2nd Innings start 10:50 to 12:20 (90 Minutes)

Timings of second time matches will be as per following:

1st Innings start 14:00 to 15:30 (90 Minutes)

Innings break 15:30 to 15:50 (20 Minutes)

2nd Innings start 15:50 to 17:20 (90 Minutes)

11. Law 21- The Result

Law 21 shall apply subject to the following:

11.1 Law 21.1-A win-two innings match Law 21.1 shall not apply.

Law 21.2-A win-one innings match

11.2 Law 21.2 shall apply in addition to the following:

a. A result can be achieved only if both teams have batted for at least 5 Overs unless, the side batting second scores enough runs to win in less than the above mentioned stipulated minimum overs.

b. All matches in which one or both teams have no Opportunity of batting for a minimum of 5 overs shall be declared "no result" and each team will get one point.

c. In the event of a no result because of weather conditions in the Finals, the match will be replayed as soon as possible.

11.3 Law 21.5 (a)-A Tie

The following shall apply in addition to Law 21.5(a):

In the event of a tied match the teams shall compete in a Super Over as detailed below to determine which team is the winner.

Procedure for the Super Over

The following procedure will apply should the provision for a Super Over be adopted in any match:

- 1 Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the Match Referee / Umpire. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- 2 The amount of extra time allocated to the Super Over is the greater of (a) the extra time allocated to the original match less the amount of extra time actually utilised and (b) the gap between the actual end of the match and the time the original match would have been scheduled to finish had the whole of the extra time provision been utilised. Should play be delayed prior to or during the Super Over once the playing time lost exceeds the extra time allocated, the Super Over shall be abandoned. See clause 15.
- 3 The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the Match Referee.
- 4 The umpires shall stand at the same end as that in which they finished the match.
- 5 In both innings of the Super Over, the fielding side shall choose from which end to bowl.
- 6 Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.

- 7 Any penance time being served in the main match shall be carried forward to the Super Over.
- 8 Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 match.
- 9 The team batting second in the match will bat first in the Super Over.
- 10 The fielding captain or his nominee shall select the ball with which he wishes to bowl his over in the Super Over from the box of spare balls provided by the umpires. Such box to include the balls used in the main match, but no new balls. The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.
- 11 The loss of two wickets in the over ends the team's one over innings.
- 12 In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under the National Veteran method, clause 14 immediately applies. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
- 13 If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- 14 If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.

Example:

RUNS	RUNS SCORED FROM:	TEAM 1	TEAM 2
Ball 6	1		1
Ball 5	4		4
Ball 4	2		1
Ball 3	6		2
Ball 2	0		1
Ball 1	2		6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

15 Clause 2:

As per scheduling match timing 15 extra minutes is available. If the said time will not be available (for any reason) the match will “Abandoned”.

- 11.4 Law 21.5 (b)-A Draw
Law 21.5(b) shall not apply.

12.Law 24- No Ball

Law 24 shall apply subject to the following:

12.1 Law 24.1 (b) Mode of delivery

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

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

12.2 Free Hit after a foot-fault no ball

In addition to the above, the delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for which ever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for which ever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

(wickets break by the bowlers)

12.3 BOWLER BREAKING WICKET IN DELIVERING BOWL

A No Ball called under this clause bowler breaking the wicket in delivering the ball does not incur a free hit delivery next ball, however, if a bowler also infringed with a foot fault “No Ball” in the same delivery than a free hit would be awarded and signaled.

13.Law 25-Wide Ball

13.1 Law 25.1 –Judging a Wide

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

Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any off side or leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls.

14.Law 31- Timed Out

Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls.

15. Field Restrictions

- a) Fielding restrictions shall apply to the first six overs (in Un-interrupted match) of each innings. During the fielding restriction overs only two fielders shall be permitted to be outside the thirty yard rising at the instant of delivery.
- b) At the instant of delivery, there may not be more than five fields men on the leg side.
- c) For the remaining overs only five fields men are permitted to be outside the field restriction marking at the instant of delivery.
- d) In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction 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	No.of overs for which fielding restriction will apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5
20	6

16. Point System

- a. The winning team will get 2 points and the losing team will get no points.
- b. All matches in which one or both teams have not had an opportunity of batting for a minimum of 5 overs shall be declared "no result" and each team will get one point.

17. League Position

- a. If the team batting first is out in less than the stipulated overs then the run rate will be calculated by dividing the runs scored by the total stipulated overs.
- b. Also if the team batting second is out in less than the Stipulated overs and loses the match then the run rate will be calculated by dividing the runs scored by the total stipulated overs.
- c. In the event of two teams having the same number of points the right to play in the Finals will be determined as follows:.
 - (i) The team with most number of wins.
 - (ii) The team which has lesser number of defeats.
 - (iii) The team with the highest net run rate. In a match Declared as no result, run rate is not applicable.

Net Run Rate

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

18. No Ball /Wide Ball /High Full Pitch Balls

- a. If in the opinion of umpires any short pitch ball which is above The shoulder height of the batsman standing up right will be called as no ball.

- b. If there is a second instance of the bowler being short pitch delivery in an innings, the umpire shall signal no ball and when the ball is dead direct the captain to take the bowler off forth with, and the bowler will not be allowed to bowl in the match.
- c. Any off-side or leg-side delivery which in the opinion of the umpires does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide if the ball pitches out side the leg stump and is moving further away shall be called wide.
- d. No bowler is allowed to bowl under arm.
- e. If the Umpire considers that a high full pitch delivery which is Deemed dangerous and unfair as defined law42.6(b) is deliberately bowled, then the umpire at the bowler end shall call and signal no ball and when the ball is dead, direct the captain to take the bowler off forthwith.

19. Awards

1. Point-wise Calculation of the Man of the Tournament, Best Batman, Best Bowler, Best fielder and Best Wicket Keeper will be made for the matches up to the Final.
2. The man of the match will be decided by both umpires for group matches. For the semifinals and finals, the decision shall be made by both umpires and match referee. The following players' awards will be distributed during the tournament:

Man of the Match(every match):	Rs.1000
Best Batsman of the Tournament:	Rs.5,000 and Momento.
Best Bowler of the Tournament:	Rs.5,000 and Momento.
Best Fielder of the Tournament:	Rs.5,000 and Momento.
Best W/K of the Tournament:	Rs.5,000 and Momento.
Best Player of the tournament:	Rs.5,000 and Momento.
Winning team of the tournament:	Rs.50,000 and Trophy.
Runner-up of the Tournament:	Rs.25,000 and Trophy.

20. Disciplinary Penalties

1. The Referee/Umpires may, in his absolute discretion impose any penalty by way of reprimand and/or suspension.
2. Maximum suspension for breaches of the code of conduct or other tournament regulations (upto Rs.3000/-). In the case of a breach of the code of conduct by a team official of club, Referee/umpires may impose a reprimand and/or fine and refer the matter to tournament organizing committee. Maximum suspension to be imposed for breaches of the code of conduct and other tournament regulations can be all remaining matches of the tournament. This ban may well carry over into another future season.

21. Disputes/Queries

In the even to any dispute or query relating to the organization and/or the playing conditions of the matches the decision of the tournament committee will be binding and final.

22.Rule for Walk Over

1. ***In this particular tournament, since all ground bookings have already been made in advance, if a team is unable to play the match on the fixed date for any reason other than Force Majeure, the team present in the ground will be provided a walk over.***
2. ***If any team have less than 7 player even after the 30 minutes of the schedule / reschedule time, the said team will bat less 2 overs than the other one.***
3. ***And any team have less than 7 players even after 45 minutes, walk over will be awarded in favour of the other team.*** If both teams fail to turn up to play the match, the match will not be replayed, and both teams will lose their chance to gain any point.

23.Tournament Organizing Committee

The Tournament organizing committee will consist of the following persons:

Members Organizing Committee

1. Mr. Ashiq Qureshi - Chairman
2. Mr. Mohsin Aftab - Chief Coordinator
3. Mr. Jawaid Ashraf - Coordinator (Technical /Official)
4. Mr. Muhammad Kaleem - Event Coordinator

24.Disciplinary Committee

1. Mr. Mohsin Aftab - Chairman
2. Mr. Zeeshan Hanif - Member
3. Mr. Sohail Idrees - Member
4. Umpire - Member

APPENDIX

First 5 overs		Last 5 Overs		Runs per OVER(Fraction rounded down)	TARGET
5		5 (16-20)			+1=
6		6 (15-20)			+1=
7		7 (14-20)			+1=
8		8 (13-20)			+1=
9		9 (12-20)			+1=
10		10 (11-20)			+1=
11		11 (10-20)			+1=
12		12 (09-20)			+1=
13		13 (08-20)			+1=
14		14 (07-20)			+1=
15		15 (06-20)			+1=
16		16 (05-20)			+1=
17		17 (04-20)			+1=
18		18 (03-20)			+1=
19		19 (02-20)			+1=

(See example attached)

EXAMPLE

Overs	Score	Aggregated Score
1	2	2
2	5	7
3	10	17
4	7	24
5	14	38
6	10	48
7	4	52
8	7	59
9	2	61
10	5	66
11	M	66
12	1	67
13	9	76
14	8	84
15	12	96
16	11	107
17	14	121
18	19	140
19	16	156
20	13	169

CALCULATION OF TARGET

Overs	First	Last	Average	Target
5	38	73	42	73(Max)+1= 74
6	48	85	50	85(Max)+1= 86
7	52	93	59	93(Max)+1= 94
8	59	102	67	102(Max)+1= 103
9	61	103	76	103(Max)+1= 104
10	66	103	84	103(Max)+1= 104
11	66	108	92	108(Max)+1= 109
12	67	110	101	110(Max)+1= 111
13	76	117	109	117(Max)+1= 118
14	84	121	118	121(Max)+1= 122
15	96	131	126	131(Max)+1= 132
16	107	145	135	145(Max)+1= 146
17	121	152	143	152(Max)+1= 153
18	140	162	152	162(Max)+1= 163
19	156	167	160	167(Max)+1= 168
20	169	169	169	169(Max)+1= 170

