



14th National Seniors Cup 2011-12 **PVCA**

Playing Conditions

Laws of Cricket (2000 Code 4th Edition-2010) subject to the amendments as stated below shall apply.

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 will field, one of whom shall be 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 in writing to the Match Referee/ Umpires before the toss. No player 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 12 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. He will thus produce the original Computerized National Identity Card in respect of each player, to the Organizing Committee / Match officials before the toss of every match. If a player has lost his original CNIC card, the management committee / Match officials may allow him to participate on the production of original International Passport or original PVCA Identity Card subject to Clause 1.3.4.

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.

Note: This Condition does not apply to players who have played for last two National Seniors Tournaments

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 one hour after the completion of the match. The captain of the protesting team will have to deposit Rs 2000 for each player protested against. It is refundable if the protest is upheld.



1.4 **Qualification of Players**

No team will be permitted to include foreign or barred players. Guest players however will be allowed for newly formed or under-strength teams from the less developed Districts. Such teams will be allowed a maximum of four guest players in the playing side. If player's name has been given by more than one team, the organizing Committee will ascertain from the player as to whom he wants to play for in the tournament and accordingly allow him to play for that team. A player can only play from one team during the tournament. The name of teams that will be allowed to field guest players will be notified to the Organizing Committee before the start of the tournament.

2. Substitutes and Runners, Batsman or Fielder Leaving the Field, Batsman Retiring, Batsman Commencing Innings

Law 2 shall apply subject to the following:

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

Law 2.5 shall be replaced by the following:

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. (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 12 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 of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress. Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time.

Note: When both the umpires are not satisfied about giving a substitute or a runner to any player, the injured batsman or fielder can request the opposing Captain to allow him a runner or a substitute respectively. The opposing



captain can allow or dismiss the request but it is expected that all Captains show a high level of sportsman spirit during the game.

3. Law 3 - 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. Law 4 - The Scorers

4.1 Law 4.1 - Appointment of Scorer
Law 4.1 shall be replaced by the following:

4.1.1 The Organizing committee will appoint the Scorer.

5. Law 5 – The Ball

Law 5 shall be applied subject to the following:

Match Ball

The tournament will be played with the Balls approved by the Zonal Organizing Committees in the league matches and the Tournament Organizing Committee in the main round matches and the finals

6. Law 9 - The Bowling, Popping and Return Creases

Additional Crease Markings

The following shall apply in addition to Law 9:

As a guideline to the umpires for the calling of wide on the offside the crease markings, an additional crease marking i.e 17 inches from the return crease.

7. Length of Innings

7.1 Law 12 shall apply subject to the following

- a) All group league matches will be limited to 25 overs per innings in the South Zone and 30 Overs per innings in the North Zone or unless a side is dismissed, whichever is earlier. No bowler may bowl more than 5 overs in a 25 Overs match, 6 Overs in a 30 Overs match.
- b) In abnormal circumstances the objective should always be to rearrange the number of overs so that both the teams have the opportunity of batting for a minimum of 10 Overs in a 25 Overs match, 12 Overs in a 30 Overs match. The calculation for the number overs to be bowled shall be based on average of 13.33 Overs per hour inclusive of one water break.
- c) Interval on all days except Friday will be 30 minutes.
- d) 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.
- e) 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 be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 20 minutes. The team batting second shall



receive its full quota of overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

- f) Where the innings of the side batting first is delayed or interrupted, the length of interval will be reduced as follows. Total playing time lost less any extra time provided, then the interval will be reduced to 20 minutes and the minimum interval will be 20 minutes in all cases.

7.2 **Law 12.4 – Toss**

Law 12.4 shall be replaced by the following:

- a) If the Captain is not available at the time of toss a deputy must be responsible for the nomination of the players and for the toss. The deputy must be one of the playing members.
- b) The toss will be held in the field of play 15 minutes before the schedule or rescheduled time of play and both the Captains will handover the players list duly signed by them before the toss.

Note*: If a team fails to turn up in the ground at the time of toss, the other team 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 first shall apply.

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:

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

Match Timings will be as per following:

- a) The match timings for league matches will be 1330 to 1730 hours in south zone and 1100 to 1600 hours in the north zone on all days except Friday. On Friday the timing will be from 1100 to 1630 hours with a 30 minutes break for juma prayers.
- b) The timings for the semi finals and finals will be 1100 to 1600 hours in both the zones.
- c) If a team fails to turn up in the ground within 30 minutes beyond the scheduled time, the other team will deem to have won the toss.
- d) Each team shall bat for its allotted number of overs unless all are out earlier. A team shall not be permitted to declare its innings closed.

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.
- 11.2 Law 21.2 - A win - one innings match
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 10 overs in a 25 overs match, 12 overs in a 30 overs match unless the side batting second scores enough runs to win in less than the above mentioned stipulated minimum i.e. 10 & 12 overs.
 - b) All matches in which one or both teams have not had an opportunity of batting for a minimum of 10 overs in a 25 overs match and 12 overs in a 30 overs match shall be declared **“No Match”** and each team will get one point.
 - c) 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 result shall be decided as follows:- (See Appendix 3 also)
 - i) The runs scored by the team batting second shall be compared with the runs scored by the team batting first in the same number of overs as are bowled to the side batting second counted back from the end of the innings of the side which batted first or the total number of overs bowled to the team batting second multiplied by the average runs per over scored by the team batting first whichever is higher.
 - ii) If due to suspension of play the overs in the innings of the team batting second has to be revised, its target score shall be one more run than the runs scored by the team batting first in the same number of overs from the end of the innings of the side batting first or one more run than the total of the number of overs available to the team batting second multiplied by the average runs per over scored by the team batting first whichever is higher.

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 underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.
- 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 whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.



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 offside or legside 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

15.1 Restrictions on the placement of fieldsmen

- 15.1.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- 15.1.2 In addition to the restriction contained in clause 15.1.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.
- 15.1.3 The following fielding restrictions shall apply:
- a) 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. The 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.
- During the first block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
- During the second and third Powerplay blocks only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.
- b) Stationery Fieldsmen restriction shall not apply in any Power Play Overs.
- 15.1.4 During the non Powerplay Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 15.1.3 a) above.
- 15.1.5 Subject to the provisions of 15.1.6 below, the Powerplay Overs shall be taken as follows:

- a) The first block of Powerplay Overs in North Zone matches (block of 6 overs for an uninterrupted match) and in South Zone matches (block of 5 overs for an uninterrupted match) shall be at the commencement of the innings.
- b) For the remaining second and third block of Powerplay Overs in North Zone matches (blocks of 3 overs for an uninterrupted match) and in South Zone matches fielding Powerplay (block of 3 overs) and batting Powerplay (block of 2 overs) for an uninterrupted match, one block shall be taken at the discretion of the fielding captain and the other at the discretion of either of the batsmen at the wicket.
- c) A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay any time prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side first made the request.
- d) Once a side has nominated a Powerplay, the decision can not be reversed.
- e) Should either team choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in North Zone in an uninterrupted innings, one unclaimed Powerplay will begin at the start of the 28th over) and (in South Zone in an uninterrupted innings, one unclaimed Powerplay will begin at the start of 23rd or 24th over).

15.1.6 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.

INNINGS DURATION	FIRST POWER PLAY	FIELDING POWER PLAY	BATTING POWER PLAY	POWER PLAY TOTAL
10 – 11	2	1	1	4
12 – 13	3	1	1	5
14 – 16	3	2	1	6
17 – 18	4	2	1	7
19 – 21	4	2	2	8
22 – 23	5	2	2	9
24 – 26	5	3	2	10
27 – 28	6	3	2	11
29 – 30	6	3	3	12

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 10 overs in a 25 overs match and 12 overs in a 30 overs match shall be declared "no match" and each team will get one point
- c) In case of a tie during the league matches each team will get 1 point.
- d) In case of a tie during the Semi Finals and Final the team which loses the lesser number of wickets will be declared as the winner. If the 2 teams lose equal number of wickets then the team with the higher run rate in the first 15 overs will be declared as the winner.



17. League Position

- a. If the team batting first is out in less than the stipulated overs then the net 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 league position will be determined by the following method.
 - i) If two teams in matches have equal points then the team winning in the group match will be declared the group winner.
 - ii) In the situation where three or more participating teams have equal points then the team with the most number of wins will be the winner.
 - iii) If still equal then the team which has lesser number of defeats will be the winner.
 - iv) If still equal then the team with the highest net run rate will be the winner.

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

- a. If in the opinion of umpires any short pitch ball which is above the shoulder height of the batsman standing upright will be called as no ball.
- b. If there is a second instance of the bowler being no balled in the innings for bowling a fast short pitched delivery in an over, the umpire shall signal no ball and when the ball is dead direct the captain to take the bowler off forthwith, 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 outside the leg stump and is moving further away shall be called wide.
- d. No bowler is allowed to bowl under arm.
- e. Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.

19. Awards

- a. Calculation of the Man of the Tournament, Best Batman, Best Bowler, Best Wicket Keeper will be made for the matches up to the Final.
- b. Man of the match will be declared for each match.

20. Disciplinary Penalties

The Referee / Umpires may, in his absolute discretion impose any penalty by way of reprimand and / or fine and or / suspension.



- a. Maximum fine to be imposed for breaches of the code of conduct and other tournament regulations (upto Rs. 5000/-). In the case of a breach of the code of conduct by a team official of a club, the Referee / Umpires may impose a reprimand and / or fine and refer the matter to the tournament organizing committee.
- b. Maximum suspension to be imposed for breaches of the code of conduct and other tournament regulation can be all remaining matches of the tournament. This ban may well carry over into another future season.

Payment of fines

The Referee / Umpires must formally, in writing notify the manager of the player(s) concerned and the Chairman of the tournament organizing committee of the fines imposed. The player(s) must pay fine within one calendar month to the tournament organizing committee

21. Disputes/Queries

In the event of 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

In the circumstances when the program of matches has been finalized and notified to both teams, a team is unable to play the match on the fixed date for certain unavoidable reasons, it must immediately inform the Tournament Committee. It will be left to the Tournament Committee to either award a walk over against the defaulting team or re-schedule the match after considering all the reasons and circumstances. In case the reasons are not found legitimate, the Tournament Committee will inform the team about the same and warn them to fulfill their commitment before a walk over is awarded.

23. 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 preliminary round matches, the average runs per over scored against that team throughout the preliminary round matches.

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

24. Umpires Report

- a. At the end of each match, the Umpires shall send their report to the tournament organizing committee.
- b. In case the Umpires have difference of opinion or dispute they may send their individual report separately.

25. Match Referee

The tournament organizing committee shall appoint a match Referee for the main round matches and finals to meet the umpires and captains prior to the commencement of the match to insure uniform interpretation of these playing conditions and to adjudicate, if necessary, should there be any dispute.



26. Tournament Organizing Committee

The Tournament organizing committee will consist of the following persons:

North Punjab

1. Lt. Gen (R) Syed Absar Hussain
2. Brig (R) Nayyar Azfal

Central Punjab

1. Ashiq Hussain Qureshi
2. Aizad H. Sayid

South Punjab

1. Haider Zaman Qureshi
2. Syed Naveed Baqir

ISB & KPK

1. Fayyaz Ali Shah
2. Sheikh Shakeel

Sind / Balochistan

1. Fawad Ijaz Khan
2. Alamgir Ahmed
3. Amjad Islam
4. Abdul Hussain Shah

Officials Co-Ordinators

- | | |
|------------------|---------------------------------|
| 1. Jawaid Ashraf | Umpires Coordinator |
| 2. Abdul Sami | Match Referees Coordinator |
| 3. Faheem Qazi | Sind / Balochistan Co-ordinator |



APPENDIX 1

Calculation Sheet for Use When Delays or interruptions occur in First innings of PVCA Tournament Matches

Time

Net playing time available at start of the match 270 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 4.5 (to 2 decimal places) _____(H)
Max overs per team [H/2] (rounded up if not a whole number) _____(I)
Max overs per bowler [I / 5] _____
Duration of Powerplay Overs (Refer to 15.1.6) _____+ _____+ _____
Duration of Powerplay overs (initial, fielding team, batting side)

Rescheduled Playing hours

First session to commence or recommence _____(J)
Length of innings [I x 4.5] _____(K)
Rescheduled cessation time (round up fractions) [(J + (K – B))] _____
Length of interval _____
Second session commencement time _____(L)
Rescheduled cessation time = (L + K) _____



APPENDIX 2

Calculation Sheet for Use When Delays or interruptions occur in Second Innings of PVCA Tournament Matches

Time

Original cessation time of innings _____(A)

Time at start of interruption _____(B)

Restart time _____(C)

Length of interruption [C – B] _____(D)

Extra time available _____(E)

Total playing time lost [D – E] _____(F)

Amended cessation time of innings [A + E] _____(G)

Overs

Maximum overs at start of innings Overs _____(H)

lost [F / 4.5] ignore fractions Adjusted _____(I)

maximum length of innings [h – I] Overs _____(J)

per bowler and Fielding Restrictions

Max. overs per bowler [J / 5] _____ overs

Duration of Powerplay overs (initial, fielding team, batting side) _____

First Innings _____ + _____ + _____

Second Innings _____ + _____ + _____

APPENDIX 3

TARGET IN SECOND INNINGS

Runs in First Overs		Runs in Last Overs		Runs per Over (Fraction rounded Down)	TARGET
12		12			+1=
13		13			+1=
14		14			+1=
15		15			+1=
16		16			+1=
17		17			+1=
18		18			+1=
19		19			+1=
20		20			+1=
21		21			+1=
22		22			+1=
23		23			+1=
24		24			+1=
25		25			+1=
26		26			+1=
27		27			+1=
28		28			+1=
29		29			+1=