

# **INTERNATIONAL CRICKET COUNCIL**



## **ICC TROPHY 2001** **PLAYING CONDITIONS**

## 1. LAWS OF CRICKET

The ICC Standard Playing Conditions as printed in the ICC Code of Conduct booklet November 2000 and Laws of Cricket 2000 Code shall apply except as varied below.

## 2. DURATION OF MATCHES

All matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited to 50 overs. A minimum of 25 overs per team shall constitute a match.

There shall also be a reserve day for the first round playoff matches and for the final and World Cup Qualifying Final (third place playoff). The reserve day will be used if necessary to continue a match which has not been completed on the scheduled day.

## 3. COMPETITION FORMAT

### 3.1 First Round

Competing teams are divided into 2 divisions, each with 2 groups; Division 1 (A & B) and Division 2 (A & B). In each group the teams play each other once. The positions of the teams in each group after the completion of the preliminary round of matches will be determined on the basis of maximum points secured by a team according to the table of points provided in Clause 14 below.

The Divisions are as follows:

<b>Division 1</b>	
<b>A</b>	<b>B</b>
SCOTLAND HOLLAND CANADA UAE FIJI SINGAPORE	IRELAND DENMARK HONG KONG BERMUDA USA PAPUA NEW GUINEA

<b>Division 2</b>	
<b>A</b>	<b>B</b>
NAMIBIA WEST AFRICA GIBRALTAR ITALY NEPAL GERMANY	MALAYSIA EAST & CENTRAL AFRICA ARGENTINA ISRAEL FRANCE UGANDA

### 3.2 Second Round (Super League, top 8 teams)

The top three teams from Divisions 1A and 1B automatically qualify for Super League 1 and 2. The fourth placed teams from Divisions 1A and 1B

play an eliminator against the teams that win Divisions 2A and 2B respectively to fill the final places in the Super League.

<b>SUPER LEAGUE</b>	
<b>SL 1</b>	<b>SL 2</b>
A1	B1
A2	B2
A3	B3
Winner of (D1A4th v D2B1st)	Winner of (D1B4th v D2A1st)

The 8 teams that qualify for the Super League carry forward the points that they gained against the other teams that have qualified from their respective group.

The points carried forward are added to those gained in the Super League to form a Super League table.

The winners of the first round playoff matches will carry forward the points gained by the teams who finished 4<sup>th</sup> in the first division groups. If a second division team wins its playoff match the points gained by that team in its first round matches are not carried forward.

Each team in Super League 1 (SL1) will play each team in Super League 2 (SL2) once, and the position of the teams in the Super League table after the completion of the Super League matches will be determined by the total number of points gained.

At the completion of the Super League matches the final points table will determine who participates in the Final and World Cup Qualifying Final as follows:

1. The two teams that finish first and second in the Super League table will contest the final.
2. The two teams that finish third and fourth in the Super League table will contest the World Cup Qualifying Final.

#### **4. HOURS OF PLAY, INTERVALS AND MINIMUM OVERS IN THE DAY**

##### **4.1 Start and Cessation Times**

1045 – 1415	(first session)
1415 – 1500	(interval)
1500 – 1830	(second session)

##### **4.2 Interval Between Innings**

The innings of the team batting second shall not commence before the scheduled time for commencement of the second session unless the team batting first has completed its innings at least 30 minutes prior to the scheduled interval, in which case a 10 minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.

Where play is delayed or interrupted the umpires will reduce the length of the interval as follows:-

<b>Time Lost</b>	<b>Interval</b>
Up to 60 Minutes	30 Minutes
Between 60 and 120 Minutes	20 Minutes
More than 120 Minutes	10 Minutes

Note: Refer also to the provisions of Clause 7.2

#### **4.3 Intervals for Drinks**

Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

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.

### **5. APPOINTMENT OF UMPIRES**

There shall be a panel of umpires for on-field and third umpire duties for the first round matches, supplied by the competing teams and appointed by ICC.

For the Super League the umpires from the teams who are still in the tournament will be used for on-field and third umpire duties, along with 4 umpires from the International Panel, appointed by ICC.

For the Final and World Cup Qualifying Final, umpires from the International Panel will be appointed by ICC for on-field and third umpire duties.

There shall also be a panel of 3 umpires, nominated by the Canadian Cricket Association, to assist with on-field and third umpire duties when requested and whenever possible.

#### **Third Umpire/TV Replays for the Televised Matches**

##### **5.1 General**

- a) The Toronto Cricket Club will ensure a separate room, or sectioned off area, is provided for the third umpire and that he has access to a television monitor and direct sound link with the television control unit director to facilitate as many replays as is necessary to assist him in making a decision.
- b) The third umpire shall call for as many replays from any camera angle as is necessary to reach a decision. As a guide, a decision should be made within 30 seconds wherever possible, but the third umpire shall have discretion to take more time in order to finalise a decision.

- c) The on-field umpire has the discretion whether to call for a TV replay or not and should take a common-sense approach. Players may not appeal to the umpire to use the replay system - breach of this provision would constitute dissent and the player could be liable for discipline under the Code of Conduct for the tournament.

## **5.2 Run-out, Stumping, Caught and Hit Wicket Decisions**

- a) The on-field umpire shall be entitled to call for a TV replay to assist him in making a decision about a run-out, stumping, caught or hit wicket appeal.
- b) An on-field umpire wishing the assistance of a TV replay shall signal to the third umpire by making the shape of a TV screen with his hands.
- c) If the third umpire decides the batsman is out a red light is displayed; a green light means not-out. Should the third umpire be temporarily unable to respond, a white light (where available) will remain illuminated throughout the period of interruption to signify to the on-field umpires that the TV replay system is temporarily unavailable, in which case the decision will be taken by the on-field umpire.
- d) When reviewing the TV replay, if the third umpire finds the batsman has been bowled rather than hit wicket or stumped, he shall display the red light to show the batsman was dismissed.

## **5.3 Caught Decisions**

- a) Should the bowler's end umpire be unable to decide whether or not a catch was taken cleanly, he shall first consult with the square leg umpire.
- b) Should both umpires be unable to make a decision, the bowler's end umpire may then call for the third umpire to review a TV replay of the catch as in 5.2 (b).
- c) The third umpire has to determine whether the batsman has been caught, not whether or not he hit the ball.
- d) The third umpire shall communicate his decision by the red/green light system, as in 5.2 (c).

## **5.4 Boundary Decisions**

- a) The on-field umpire shall be entitled to call for a TV replay to assist him in making a decision about whether the fieldsman had any part of his person in contact with the ball when he touched or crossed the boundary line or whether a four or six had been scored. A decision is to be made immediately and cannot be changed thereafter.

- b) An on-field umpire wishing the assistance of a TV replay shall signal to the third umpire by use of a two-way radio - the third umpire will convey his decision to the on-field umpire by this method.
- c) The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows a boundary line infringement.

### **5.5 Batsmen Running to the Same End**

- a) In the event of both batsmen running to the same end and the umpires are uncertain over which batsmen made his ground first; the on-field umpire may call for a TV replay to assist him in making a decision.
- b) The procedure in 5.2 (c) shall apply.

## **6. REFEREES**

There shall be a panel of referees appointed by ICC for all matches.

## **7. LENGTH OF INNINGS**

### **7.1 Uninterrupted matches**

- a) Each team shall bat for 50 overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

Unless otherwise determined by the referee, the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.

The interval shall not be extended and the second session shall commence at the scheduled time.

The referee may increase the number of overs to be bowled by the team bowling second if, after consultation with the umpires he is of the opinion that events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting first.

If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval (the over in which the last wicket falls to count as a complete over).

If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs except as provided in (c) above.

If the team fielding second fails to bowl 50 overs or the number of overs as provided in 7.1(b), (c) or (d) by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

## **7.2 Delayed or Interrupted Matches (First Round and Super League matches only)**

### **7.2.1 General**

- a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed.

A minimum 25 overs have to be bowled to the team batting second to constitute a match subject to the provisions of Clause 7.1(b).

The calculation of the number of overs to be bowled shall be based on an average rate of 14.28 overs per hour in the total time available for play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

- b) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.
- c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- d) Fractions are to be ignored in all calculations re the number of overs.

### **7.2.2 Delay or Interruption to the Innings of the Team Batting First**

- a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of Clauses 4.2 and 7.2.1(a)
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session,

play shall continue until the required number of overs has been bowled, and Clause 7.1(b) shall apply.

- c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, Clause 7.1(c) shall apply.

### **7.2.3 Delay or Interruption to the Innings of the Team Batting Second**

If there is a suspension in play during the second innings, the overs shall be reduced at a rate of 14.28 overs per hour for time lost, except that, when the innings of the team batting first has been completed prior to the scheduled or rescheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

## **7.3 Delayed or Interrupted Matches (Final and World Cup Qualifying Final)**

### **7.3.1 General**

- a) In matches for which a reserve day has been allocated, any rearrangement of the number of overs that may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason, shall only be made on the second day. The timing and duration of all suspensions of play (including all intervals) or delays on any day will be taken into account when calculating the length of time available for either innings.
- b) The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs.

Except as provided for in Clause 7.3.3 below, the calculation of the number of overs to be bowled shall be based on a rate of 14.28 Overs per hour in the total available for play up to 6.30pm on the last scheduled day of the match. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

A minimum of 25 overs must be bowled to the team batting second (subject to it not being all out earlier) in order to constitute a match, unless the provisions for Clause 7.1 (b) apply (i.e. if the innings of the team batting second is reduced to less than 25 overs as a result of that team having earlier failed to bowl the required number of overs (minimum 25 overs) by the scheduled time for the competition of the first innings).

- c) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall, subject to conditions of ground, weather and light, be extended until the overs have been bowled or a result has been achieved.
- d) The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been all out in less than the agreed number of overs.
- e) Fractions are to be ignored in all calculations re the number of overs.

### **7.3.2 Delay or Interruption to the Innings of the Team Batting First**

- a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of its innings, as calculated by applying the provisions of Clauses 4.2, Clause 7.2.1 (b) and Clause 7.3 (whichever versions apply depending on whether a reserve day has been allocated for the match or not).
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs has been bowled, and Clauses 7.1(b) shall apply.
- c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, Clause 7.1 (c) shall apply.

### **7.3.3 Delay or Interruption to the Innings of the Team Batting Second**

See 7.2.3.

Unless provided for in 7.1, 7.2, and 7.3 above, the number of overs to be bowled by either team will be decided by the Management Committee, whose decision will be final.

## **8. RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN**

Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards (27.5m). The ends of each semi circle are joined to the other by a straight line drawn on the field on the same side of the pitch.

The field restriction area should be marked by continuous painted white lines or 'dots' at five yard (4.5m) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18cm) in diameter.

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

For the first 15 overs only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery. For the remaining overs only five fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.

Two inner circles shall be drawn on the field of play. The circles have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles is 15 yards (13.72 metres). The field restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated. (Refer attached Appendix 1). In the first 15 overs there must be a minimum of two stationary fieldsmen within the 15 yards field restriction of the striker at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (in the undemarcated area) provided only that they are standing in slip, leg slip and gully positions.

In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 5.3 and 5.5 above shall be reduced proportionally in a ratio of 15:50 (30%) in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs.

Total overs in innings	No. of overs for which fielding restrictions in 5.3 and 5.5 above will apply
25-26 .....	7
27-29 .....	8
30-33 .....	9
34-36 .....	10
37-39 .....	11
40-43 .....	12
44-46 .....	13
47-49 .....	14
50 .....	15

Where the number of overs for the team batting second is reduced (including under the provisions of Clause 4.1(b) and/or 4.1(c) above), the restrictions in 5.3 and 5.5 above will apply for the same proportion of the second innings as applied in the first innings (fractions to be ignored).

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

Where play is delayed or interrupted affecting the innings of the team batting first and the total number of overs available is reduced, the number of overs in regard to field restrictions shall be reduced proportionately. Fractions are to be ignored.

In the event of an infringement, the square leg umpire shall call and signal no ball.

## **9. NUMBER OF OVERS PER BOWLER**

No bowler shall bowl more than 10 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 may bowl more than one-fifth of the total overs allowed. This restriction shall not apply to the team fielding second where the provisions of Clause 7.1(b) have been applied.

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.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled 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.

The scoreboard shall show the total number of overs bowled and where possible, the number of overs bowled by each bowler.

## **10. NO BALL**

Short Pitched Bowling - if the ball passes or would have passed above the shoulder height of the striker standing upright at the crease, either umpire shall call and signal no ball. The penalty shall be one run for the no ball, plus any runs scored from the delivery.

## **11. WIDE BOWLING - JUDGING A WIDE**

Umpires are instructed to apply a 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. As a guide, on the leg side a ball landing clearly outside the leg stump going further away shall be called 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.

## **12. THE BALL**

ICC shall provide Kookaburra red cricket balls that will be used in all matches. Each fielding team shall have one new ball for its innings.

The fielding Captain or his nominee may select the ball with which he wishes to bowl from the supply provided. The fourth umpire (or third umpire when no fourth umpire is appointed) shall take a new box containing at least 6 new balls to the dressing room and supervise the selection of the ball.

The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the ball and

shall retain possession of it at the fall of a wicket, a drinks interval, at the end of each over, or any other disruption in play.

In the event of a ball during play being lost or, in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.

In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has had a similar amount of wear, even though it has not gone out of shape.

If the ball is to be replaced, the umpire shall inform the batsmen. Either bowler or batsman may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

## **13. THE RESULT**

### **13.1**

A result can be achieved only if both teams have had the opportunity of batting for at least 25 overs, subject to the provisions of Clauses 7.1(b) and 7.2.2(b) unless one team has been all out in less than 25 overs or unless the team batting second scores enough runs to win in less than 25 overs.

All matches in which both teams have not had an opportunity of batting for a minimum of 25 overs, shall be declared no result.

### **13.2 Tie**

In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of Clauses 7.1(b) and 7.2.2(b) the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

### **13.3 Delayed or Interrupted Matches - calculation of the Target Score**

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 25 overs unless the provisions of 7.1 (b) or 7.2.2 (b) apply), 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 method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Appendix 2)

## **14. POINTS**

The points system shall be as follows:

Win	2
Tie or No Result	1
Loss	0

#### **14.1 First Round Matches**

In the event of the teams finishing on equal points in any first round group, the right to play in the Super League will be decided by the most wins in the first round matches or, when teams have both equal wins and equal points, the team which was the winner of the first round match played between them will be placed in the higher position or, if still equal, the higher net run rate in the first round matches. In a match declared no result, run rate is not applicable.

#### **14.2 Second Round Matches**

The 8 teams that qualify for the Super League carry forward the points that they gained against the other teams that have qualified from their respective groups. The points carried forward are added to those gained in the Super League to form a Super League table.

In the event of the teams finishing on equal points, the right to play in the Final and World Cup Qualifying Final will be decided by the most wins throughout the tournament against the other Super League qualifiers or, when teams have both equal wins and equal points, the team which was the winner of the match played between them in either the first round or Super League will be placed in the higher position or, if still equal, the higher net run rate in all matches played against the other Super League qualifiers will be placed in the higher position.

In a match declared no result, run rate is not applicable.

#### **14.3 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.

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.

Only those matches where results are achieved and where the Duckworth/Lewis method for recalculating the target score was not utilised will count for the purpose of net run rate calculations.

#### **14.4 Final**

If the Final is tied or there is no result, the teams will be declared joint winners.

#### **World Cup Qualifying Final**

If the World Cup Qualifying Final is tied or there is no result, the team that finished higher at the end of the Super League stage as decided by Clause 14.2 shall be declared the winner.

## **15 TECHNICAL COMMITTEE**

A technical committee appointed by ICC will adjudicate on:

- Any match-related dispute regarding the interpretation of Playing Conditions (other than that which is the responsibility of the umpires and referee).
- Any application by a competing team for a replacement player.

Decisions of the Technical Committee will be final.

The Technical Committee is not responsible for the application of the Code of Conduct or any non-match related dispute.

## **16 CLOTHING**

Players pads and players on field clothing shall be white.

## **17 ADVERTISING ON CRICKET EQUIPMENT AND CLOTHING**

The current policy as printed in the ICC Code of Conduct and Regulations booklet, dated November 2000 shall apply, except for the following:

*Shirts (excluding T-shirts)*

Two commercial logos to be permitted in two of three positions - the chest, the sleeve and the collar. These logos may be either:

- two logos of the same sponsor
- one logo of each of two sponsors

Each commercial logo shall measure a maximum of 7\_ square inches either:

- a rectangle (not to exceed 7\_ square inches with no single dimension smaller than 1\_")
- a square (2\_ " x 2\_ ") or
- a circle of 3" diameter

In addition, one manufacturer's logo, being the logo of the manufacturer of the shirt, measuring a maximum 4 square inches, with no single dimension smaller than 1", shall be permitted on the opposite sleeve to the commercial logo.

*T-Shirts*

Any T-shirts worn under a player's on-field shirt shall be plain white. No visible logos are permitted on T-shirts.