

BYE LAWS

2017 - 18

**1st DIVISION
&
2nd DIVISION
CAB TOURNAMENTS**



THE CRICKET ASSOCIATION OF BENGAL
DR. B. C. ROY CLUB HOUSE
EDEN GARDENS, KOLKATA - 700 021

THE CRICKET ASSOCIATION OF BENGAL
DR. B. C. ROY CLUB HOUSE
EDEN GARDENS, KOLKATA - 700 021

CAB LEAGUE & KNOCK-OUT TOURNAMENTS
RULES AND BYE-LAWS FOR THE YEAR 2017-2018

INDEX

Administrative Rules	1
General Bye Laws of CAB 2017-2018	19
Appendix — A	39
Appendix — B	41
Specific Bye-Laws For Each Tournament	
Part - I : First Division League	43
Part - II : Second Division League	59
Part - III :	
Specific Bye-Laws for the CAB Senior and Junior Knock-out Tournaments	75
Part - IV :	
Specific Bye-Laws for J.C Mukherjee & Nirmal Chatterjee Memorial Trophy Tournament	87
Part - V :	
CAB Super League Tournament	95

**THE CRICKET ASSOCIATION OF BENGAL
DR. B. C. ROY CLUB HOUSE
EDEN GARDENS, KOLKATA - 700 021**

ADMINISTRATIVE RULES

Rule 1

Constitution & Management :

- (a) The Tournaments shall be open to Players as defined in Rule No-16.
- (b) All the Tournaments shall be controlled and managed by the Tournament Sub-Committee subject to Rule No-26 provided hereunder.
- (c) General and Specific Bye Laws provided hereinafter shall apply to all the matches of the Tournaments. Except as hereinafter specially provided for the matches, the Tournaments shall be played in accordance with the Laws of Cricket code 2017 & 2000 code-6th edition 2015, where specified and BCCI regulations as accepted by CAB.

Rule 2

Eligibility for participation in the Tournaments :

- (i) ***CAB First & Second Division League Tournaments :***
37 First Division and 57 Second Division Clubs are eligible to participate in the respective League Tournaments on payment of prescribed Entry Fees as fixed under Rule No- 4 and having its own ground or a share of a ground allotted by the competent authority.
- (ii) ***CAB First / Second Division Oeday Tournaments (League cum Knock-out) :***
 - (a) ***First Division Oeday Tournament (League cum Knock-out) :***
Clubs participating in the First Division League Tournament shall be eligible to participate in the 1st

(1)

Division Oeday Tournament (League cum Knock-out) on payment of prescribed Entry Fees as mentioned under Rule No-4.

Clubs other than those of the First Division, affiliated with the Association may, however, be allowed to participate in the 1st Division Oeday Tournament at the discretion of the Tournament Sub-Committee.

- (b) ***Second Division Oeday Tournament (League cum Knock-out) :***

Clubs participating in the Second Division League Tournament may, however, be allowed to participate in the 2nd Division Oeday Tournament on payment of prescribed Entry Fees as mentioned under Rule No-4, provided, however, no club shall be allowed to participate in both First and Second Division Oeday Tournaments in the same season.

- (iii) ***CAB Nirmal Chatterjee Memorial Trophy Tournament :***
All Second Division Clubs will participate in the Nirmal Chatterjee Memorial Trophy Tournament for the year 2017-2018.
- (iv) ***CAB J. C. Mukherjee Memorial Trophy Tournament :***
All First Division Clubs shall participate in the J. C. Mukherjee Memorial Trophy Tournament for the year 2017-2018.
- (v) ***CAB Super League Tournament :***
Top 8 teams out of 37 First Division Clubs, on the basis of percentage of points earned or quotient (if applicable) of the 1st stage of league match shall participate in this Tournament.

Rule 3

Specific Bye-laws for each Tournament :

The Tournaments as mentioned under Rule No-2 shall be governed by the Rules and Bye Laws – General as provided and

(2)

also by the Specific Bye Laws for each Tournament as mentioned below.

- (i) First Division League Championship and Relegation. Part I.
- (ii) Second Division League Championship and Promotion. Part II.
- (iii) First Division Oneday Tournament(League cum Knock-out) Part III.
- (iv) Second Division Oneday Tournament(League cum Knock-out) Part III.
- (v) N. C. Chatterjee Memorial Trophy (T-20 Tournament) Part IV.
- (vi) J. C. Mukherjee Memorial Trophy (T-20 Tournament) Part IV.
- (vii) Super League TournamentPart V.

Rule 4

Fees & Conditions for Entries Restriction and Procedure :

- (a) First Division League = Rs. 30/-
Second Division League = Rs. 15/-
First Division Oneday Tournament = Rs. 20/-
Second Division Oneday Tournament = Rs. 15/-
- (b) A Club willing to participate in the Tournaments shall send its applications to the Hony. Joint Secretary of the Association with prescribed Entry Fee, wherever applicable, on or before the date to be fixed by the Hony. Joint Secretary of the Association each year. No application will be accepted after the date so fixed until decided otherwise by the Working Committee. Entry Fees once paid shall not be refunded unless application for entry is rejected.
- (c) Competing Clubs must provide grounds throughout the progress of the Tournaments in cricket season of the year as

an essential condition for entry. If during the progress of the Tournament, any match falls through or fallen through for want of ground, which the club concerned has provided in writing prior to the commencement of the Tournament without any valid reason acceptable to the Tournament Sub-Committee, the concerned club may be debarred from participating further in the League or Knock-out matches or in any other Tournaments, as the case may be, or any other action that may be taken at the discretion of the Tournament Sub-Committee.

Rule 5

Restrictions for Players / Umpires / Team Officials :

In addition to the provisions under Rule No-24 & 24(a) provided hereinunder, the following Bye Laws shall apply :—

- (a) The Players are required to play in accordance with the Rules and Bye Laws of the Tournaments. In the event of a player found guilty of gross misbehavior, the umpires are empowered to take appropriate action as envisaged hereinafter.
- (b) No player should, by his word, action or gesture or by swearing, show any dissent against any decision given by the umpires, the umpires have also been empowered to impose penalty on the concerned bowler, fielder and batsman, if they are found guilty of gross misbehavior or using offensive comments on the field of play.

In the event of the Bowler found guilty of gross misbehavior such as :—

- i) Swearing at umpires, batsman or any other player, or official or spectator.
- ii) Showing public dissent at umpire's decision.
- iii) Manhandling an umpire, the batsman or an official or the spectator.
- iv) Kicking the stumps and indulging in any ungentlemanly and unsporting conduct which might bring the game into disrepute.

Then the Umpire concerned shall call & signal “Dead Ball” and, if required, shall suspend the bowler from further bowling in that innings and allow another bowler to complete the over who shall not bowl two over or part thereof consecutively in that innings.

If a Fielder other than the bowler indulges in such acts as stated above :—

The umpires shall direct the captain of the fielding side to send the concerned fielder out of the field for that session and no substitute shall be allowed in his absence.

In the event of the Batsman being found guilty of gross misbehavior or using offensive comments on the field, such as :—

- (i) Swearing at the umpires, bowler or any other player or official or spectator.
- (ii) Showing public dissent at the umpire’s decision.
- (iii) Manhandling an umpire, the bowler, the fielder or an official or a spectator.
- (iv) Kicking the stumps or hitting the stumps with the bat when given out or indulging in any ungentlemanly and unsporting conduct which might bring the game into disrepute.

The umpires shall report the occurrence to the Executive Authority of the batting side and to the Hony. Joint Secretary of the Association after the completion of the match.

- (c) Players, Team Officials shall not intimidate or assault or make any attempt to intimidate any umpire, another Player or Opponent Official nor shall use crude, offensive or abusive language nor make any offensive gesture. Any breach shall be severely dealt with by the Tournament Sub-Committee.
- (d) Players, Umpires and Team Officials shall not make any public pronouncement or comment which is detrimental either to the game of cricket in general or otherwise particularly

when the subject matter is pending for final adjudication before the Association.

- (e) No player or umpire shall fix or use any Sponsor Logo in uniform or dress on the field without prior approval of the Association.
- (f) If any Player or Club violates any of the provisions mentioned hereinabove, the Tournament Sub-Committee / Working Committee on being reported or of its own shall have the power to investigate each of such cases and take such disciplinary action as will be deemed fit and proper including debarring the concerned player for future participation or suspension, and / or forfeiture of the points of that match or the match and awarding the same to the opponent, as the case may be.

Rule 6

Fixture :

- (a) Fixture of all Tournament matches as mentioned under Rule No-2 shall be drawn by the Tournament Sub-Committee.
The date and ground once fixed shall not normally be altered.
The Tournament Sub-Committee or the Hony. Joint Secretary in emergency shall have absolute discretion to alter the date and ground of any match of any Tournament giving 48 Hours prior notice to the concerned clubs.
- (b) In case of any match is fixed as Day and Night match at Eden Gardens, the competing teams shall, if needed be provided with the changed Playing Conditions.

Rule 7

Postponement and Refixation of match :

If the Tournament Sub-Committee or in emergency cases, The Hony. Joint Secretary decides to postpone or re-fix any match for replay, if necessary, the same shall have to be played on 48 Hours notice, on any date and on any ground as will be fixed. Captains of the teams concerned shall enquire of such re-fixation

of match / matches on the same day, on which the match could not be held for any reason whatsoever, from the office of the Association in the evening.

Rule 8

Withdrawal :

- (a) No Club shall be permitted to withdraw from the competition during the progress of the Tournament without prior consent of the Tournament Sub-Committee.
- (b) After the commencement of matches of any Tournament, any club willing to withdraw from the Tournament, shall give at least 7 days prior notice to the Hony. Joint Secretary of the Association. In case of failure to give due notice and / or non participation without prior consent, the club shall be liable for disciplinary action as provided in Rule No-19.
- (c) If any club is permitted to withdraw before playing a match or after playing one or more matches, the remaining clubs which are due to play with the club concerned shall be awarded full points or the match as the case may be.

Rule 9

Fielding of Unregistered Players and Penalty :

In addition to the provisions mentioned in Rule No-23 provided hereinbefore fielding of any unregistered or illegally registered Player during any period of any match and / or Tournament of the Association and / or submission of incorrect declaration or information with regard to registration of any cricketer would invoke penal measure as may be decided by the Tournament Sub – Committee, including that of debarring future participation of the team, deduction of points, awarding the match in favour of the opponent team or otherwise.

Rule 10

Verification of Identity Cards :

Identity Cards as stated under Rule No-21 provided

hereinunder shall be verified by each playing team in the manner as mentioned below :

- (i) In an One Day Match, Identity Cards shall be produced to the Umpires during the lunch break, on demand, by the Opponent Captain.
- (ii) In a match of 2 or more days duration, Identity cards shall be presented, on demand, by the opponent captain at any break on the first day's play or latest by during second day's lunch interval. If, however, a player is absent on the ground at the time of verification of Identity cards, the particular player's Identity card shall be produced as soon as the player appears on the field. However, if the concerned player fails to turn up on to the ground, the umpires shall report the matter to the Hony. Joint Secretary of the Association.
- (iii) After verification, the Identity cards shall be returned back to the concerned captain or Player by the umpires and the game shall be allowed to continue. Under no circumstances, the verification of Identity of players of any team can be left half done.

Rule 11

Walk-over :

- (a) If one of the competing Teams does not turn up at the field within the stipulated period of time for commencement of the match on time (which include the time limit for late start) the opponent team, present on the field, shall be awarded full points of the match or the match, as the case may be.
- (b) The Tournament Sub – Committee, may in addition to (a) above, recommend to the Working Committee for any further penal measure to be imposed to the defaulting side.

Rule 12

Arrangement for Lunch & Tea :

Lunch and tea for every match shall be arranged by each

competing club on their own in League, Knock out and other Tournaments, except for the matches where Association shall provide the lunch and tea by invitation. First named clubs in the fixtures shall invite and provide lunch and tea to the Umpires, Scorers & Observer; in default of which, appropriate action may be taken by the Tournament Sub-Committee.

Rule 13

Protest and Disputes :

(a) *Protest* :

- (i) Every protest shall be lodged to the Hony. Joint Secretary of the Association in writing by the Secretary of the protesting club specifying the grounds thereof. It shall be submitted in duplicate to the office of the Association along with a fee of Rs. 30/- within 24 Hours of the conclusion of the match to which it relates (Excepting Sunday and Holidays) between 1-00 p.m. and 5-00 p.m.

Any protest which is not lodged in the manner as mentioned hereinabove and within the stipulated time as mentioned under (iv) & (v) stated hereinafter, shall not be investigated or considered and shall be deemed to have failed.

When the protest is in order, the Tournament Sub-Committee shall convene its meeting to investigate and / or to hear the said protest within 7 days from the date of receipt of the said protest. The protesting club must submit all relevant documents along with the protest or latest at the time of hearing, failing which the matter shall be dealt with by the Tournament Sub – Committee on the basis of evidence available with the Tournament Sub-Committee . The protest fee shall be forfeited by the Association in the event of the protest not being sustained, and proved to be untenable.

- (ii) In case of bonafide of any player, the opposing captain or in his absence his authorized player of the team shall

lodge verbal protest first to the Match Observer/official umpire/s and thereafter in writing in the manner as stated in (i) above Match Observer/Official umpire/s shall ask the opponent captain or the concerned player/s to produce the respective Identity Cards, duly certified and issued by the Association in terms of Rule No-21(a) provided hereinunder for verification. Match Observer/ Official umpire/s shall give his/their comments about the case on the score sheet indicating the Identity Card Numbers and other details necessary for the purpose.

- (iii) No protest can be lodged against the date and / or venue of the match fixed and / or re-fixed or altered by the Tournament Sub – Committee / Hony. Joint Secretary.
- (iv) In an One day match, the protest shall have to be made before the lunch interval.
- (v) In a match of 2 or more days duration, the protest shall have to be lodged during the course of First day's play.

If, however, a player is absent on the field on the First day, the protest about the identity of the player may be lodged after his appearance on the field.

(b) *Dispute* :

The Tournament Sub-Committee shall have the power to deal with any dispute in respect of all Tournaments or any incident arising out of any match of any Tournament not covered by these Rules and / or Bye Laws and take appropriate decision, as it may deem fit and necessary.

Rule 14

Report of the Result of the Match :

The result of the matches of all the Tournaments with full scores having entered in the forms (to be supplied by the Association) shall in the first instance be checked, certified and signed by the captain of each team. Finally, on being certified and signed by the concerned umpires, such recorded score shall

be deemed to be correct for all practical purposes in future. The forms having been duly completed shall be handed over to the umpires at the conclusion of the match or sent by each of the competing clubs to the Hony. Joint Secretary of the Association within 3 days from the conclusion of the match, failing which the claim for match subsidy, etc. shall not be accepted. The scores completed and sent to the Association observing the above procedure shall be deemed as final and irrevocable for all intent and purposes.

Rule 15

Power of the Tournament Sub-Committee :

- (a) The Tournament Sub – Committee shall have the power to investigate, consider and / or to take appropriate action either on its own motion or on the basis of any protest, complaint received from a club/s, player/s or umpire/s in any such matter relating to Tournaments or matches. Provided, however, the Tournament Sub–Committee shall give all concerned parties reasonable opportunity of being heard prior to taking any action or final decision.
- (b) The Tournament Sub–Committee shall have the power to issue any clarification to the Bye Laws – General or Specific Bye Law, if necessary from time to time which shall be binding on all concerned.

Rule 16

PLAYER shall mean a male CRICKETER who is registered with an affiliated Member of the Association.

Rule 17

TOURNAMENT shall mean the League, Knock-out & other Tournaments conducted by The Cricket Association of Bengal.

Rule 18

Promotion & Relegation :

The Promotion from Second Division League and the Relegation from First Division shall be decided by the Tournament Sub-Committee according to the Bye Laws of the Tournaments for the time being in force.

Rule 19

Effect for Non-Participation in the League and Knock-out Tournaments and / or non Compliance of assigned duties.

- (a) Any Affiliated Club which will not participate in the Knockout Tournament conducted by the Association in a particular year shall be deprived of the facilities and privileges which are admissible to the clubs participating in the tournaments for the said year.
- (b) Participating in the League tournament for both 1st Division & 2nd Division shall remain mandatory as per categories provided in Rule 2(1).
- (c) Non Participation by any 1st Division Club in the League Tournament in any particular year, the said club shall be relegated to the Second Division and also be deprived of the facilities and privileges enjoyed by it.
- (d) Non participation for 1st year in the League Tournament by any club in the Second Division category, the said club shall be deprived of the facilities and privileges enjoyed by the said club for the concerned year.
- (e) Non participation in the League Tournament by any club playing in the Second Division for 2 consecutive years shall make the said club ipso facto disaffiliated.

Rule 20

Power of the Working Committee :

Captain's Report on umpiring is dispensed with for the season 2017-2018.

Rule 21

Registration of Players :

(a) For Clubs

Save as provided hereafter, all clubs playing in different Divisions shall have to register the names of the players at least 48 hours (excepting Sundays and Holidays) before their participation in any match, subject to registration of the Players for each Season between 1st September and 31st December of the current English Calendar Year.

Maximum 4 (Four) Outstation Players can be registered by any First Division Club, out of which not more than 3 (Three) players can participate at a time in any match conducted by the Association for the year 2017-2018. However, no outstation players can be registered by any Second Division Club.

Provided however, if any Player is participating in any National or State assignments, such Player could be registered within 7 days from the date of being released from his assignments.

The players, however, registered within the aforesaid period shall be treated as Registered players of the club, for whom they are registered upto 31st August of the following year.

The name and actual residential address of the players shall have to be entered in the Form to be obtained from the Association and delivered in duplicate to the Association against proper receipt duly filled up along with :-

- (i) Recent 2 coloured Passport size photographs of each of the players;
- (ii) For Players above 20 years, certified true copies of their own "Voter ID Card" or "Aadhar Card" or "Passport".
- (iii) For Players under 20 years their "Voter ID Card" or "Aadhar Cards" or "Passports" or certified True Copies of their "Birth Certificate" by the "Gazetted Officer" ALONG WITH "Voter ID Card" or "Aadhar Card" or "Passport" of their parents.

Production of Original document for inspection may at any time be sought for.

One copy of Identity Card duly certified by the Association of each registered player shall have to be collected by the Club concerned from the Office of the Association before fielding the player. The Identity Cards of the players representing the Club in any particular match shall have to be produced at the ground on demand by the Captain of the opponent team through Umpires.

The maximum number of registration of Players by any Club during a season shall not exceed 25 in numbers.

If any registration of a Player is procured with any incorrect information, such registration shall forthwith on detection, shall stand automatically cancelled and the concerned club and/or the Player shall be liable for penal consequence.

Rule 22

Qualification of Players

- (a) While no player who has represented any other State, Railway Sports Control Board, Services Sports Control Board in any Senior Domestic Tournament of the Board of Control for Cricket in India shall be eligible to play in any Tournament held by the Association in the same season.
- (b) While no players who has represented other State, Railway Sports Control Board or Services Sports Control Board in any Senior Domestic Tournament of the Board of Control for Cricket in India shall be eligible to play in any Tournament run by this Association in the following season unless an Inter State transfer has been granted in his favour by the Board of Control for Cricket in India.
- (c) Notwithstanding anything contained in the foregoing rules, the restrictions, as above, shall not apply to players playing in the Ranji Trophy Championship, for the Railway Sports Control Board and Services Sports Control Board provided they are bonafide employees of the said organisation having their Headquarters in West Bengal. Players who have represented the Railway and/ or Services Sports Control Board shall be allowed to play only for their respective Clubs or Organizations.

- (d) While Affiliate Units participating in CAB 1st Division Tournament may register maximum 4 Outstation Players in any Season, but not exceeding 3 Outstation players shall be permitted to participate in a match of any of the Tournaments.
- (e) Affiliate Units participating in CAB 2nd Division Tournament shall not be eligible to register or play any Outstation Player in any season.
 "Outstation Players" shall mean & include Players having ordinary residence outside the State of West Bengal irrespective of being shown to be in any employment roll of any Establishment within the State of West Bengal.
- (f) Participation of one Under-16 and one Under-19 or 2 (two) Under-16 players in any match is mandatory and who must be within the playing-XI of the team.
- (g) Only 6 players can be picked up from one particular coachingcentre by any team.
- (h) Violation of any part of the above rules shall make the Club & the player concerned liable to be penalized as may be deemed necessary.

Rule 23

Duties and Obligation of Affiliated Members :

Fielding any unregistered or illegally registered Cricketer and / or submission of any incorrect information / declaration with regard to registration of a Cricketer would attract penal measures and the concerned player shall, ipso facto, be suspended or any other action as may be decided by the Tournament Sub committee.

Rule 24

Restriction to Players :

- (a) No player shall be eligible to play for more than one Affiliated club during the season. A player, however, may play in

Friendly or Exhibition Tournament outside the State of West Bengal for an Affiliated Member other than the one for which he is registered, subject to written permission of the Association.

A Player in addition to an Affiliated club or District Association with whom he is registered shall be permitted to play either for his Office, College, School or University provided he is a bonafide employee of the Office or bonafide student of the College, School or University.

- (b) No player participating in any match within the jurisdiction of the Association or Board of Control for Cricket in India shall be permitted to comment on the match either in the Press, TV or over Radio. This rule shall apply also to the Manager / Coaches appointed for the team.
- (c) If any Affiliated member or any player belonging to an Affiliated member infringes any of the above rules, the Appropriate Authority shall have the power to take such disciplinary action as it may deem fit and proper against the member and / or Player / or Manager / or Coaches as the case may be.

Rule 24 A

Restriction to Umpires :

- (a) No Umpire shall be eligible to conduct any unrecognised and / or unregistered match without prior approval of the Association in writing.
- (b) No Umpire shall refuse any posting without assigning cogent reason in writing at least 2 days prior to the assigned match. Similarly, no umpire shall remain absent in any assigned match without any valid and sufficient reason, which shall have to be advised in writing to the Association without any delay. In the event of any wilful refusal and / or absence of any umpire, the Tournament Sub-Committee, as the case may be, shall be entitled to take such penal measures as it may deem fit including curtailment of match fees or otherwise.

Rule 25

Ground :

All Affiliated Members shall place their grounds properly marked and providing with boundary flags and marking and in proper playable condition at the disposal of the Association for all the Tournament matches as may be arranged by the Association.

Rule 26

Appeal :

An Appeal against the decision of the Tournament Sub-Committee may be made to the Working Committee in writing and in duplicate stating specifically the grounds on which it is based. Such appeal shall be submitted to the Hony. Joint Secretary at the office of the Association within 48 Hours (Sunday and Holidays excluded) of the decision to which it relates along with a fee of Rs. 50/- which shall be forfeited if the Appeal is considered to have failed or to have been made without justification. In that event, any Player / Umpire shall not, however, be eligible to take part in any further or other match, until final adjudication of the Appeal is made.

An appeal against the decision of the Umpires', District or Cricket Sub-Committee on disciplinary proceedings, may be made to the Working Committee in writing and in duplicate stating specifically the grounds on which it is based. Such Appeal shall be submitted to the Hony. Joint Secretary at the Office of the Association within 48 hours (Sunday and Holidays excluded) of the decision to which it relates.

Any appeal which is not lodged in the manner prescribed in the foregoing shall not be investigated and shall be deemed to have failed. The decision of the Committee shall be final and binding to the parties concerned.

CODE OF CONDUCT

(a) Captains are responsible at all times for ensuring that the

play is conducted within the spirit of the game as well as within the laws.

- (b) Players and Team Officials shall not at any time engage in conduct which would bring them or the game into disrepute.
- (c) Players and Team Officials must at all times accept the Umpires' decision. Players must not show dissent at the Umpires' decision or criticize the decision of an Umpire by word, action or gesture.
- (d) Players and Team Officials shall not intimidate, assault or attempt to intimidate or assault an Umpire, another player or a spectator.
- (e) Players and Team Officials shall not make any public pronouncement or media comments which is detrimental to the match, which is taking place.

The above Code of Conduct shall apply :—

- (a) To Players, Coaches, Managers and Team Officials of both the teams as well as to all concerned.
- (b) The Code, breach of which may render a Player or Team Official liable to disciplinary action, if reported by the match Umpires. The Tournament Sub-Committee on being reported shall have the power to investigate each case and take such disciplinary action as will be deemed fit.

The above Code shall also apply to :-

All the Senior and Junior Tournaments conducted by the Association.

**THE CRICKET ASSOCIATION OF BENGAL
DR. B. C. ROY CLUB HOUSE
EDEN GARDENS, KOLKATA - 700 021**

GENERAL BYE LAWS OF CAB 2017-2018

LAW 1 : THE PLAYERS

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

The rest will be replaced by the following :

Reporting time to umpire :

The captains shall report to the umpires at least 30 minutes before the time fixed for start of the match on each day. On the first day, the time shall be taken into account from submission of the Players' List and on the second day, it will be considered from the actual reporting of the captains or their deputy to the umpires on the field of play. However, if the game can be started at the scheduled time, on any day, late reporting shall have no impact on the game for that day only.

Exchange of Player's list & Toss :

- (i) The umpire shall be present on the ground and report at least 60 minutes before the scheduled time for start of the match on each day's play.
- (ii) If the umpires find the pitch suitable to commence the match on time, they shall ask both the captains to exchange the Players' List and ask for the "Toss" for the choice of innings on the field of play with proper cricketing attire and in presence of Match Observer / one or both the umpires, not earlier than 30 minutes and not later than 15 minutes before the scheduled or rescheduled time for start of the match.
- (iii) If the umpires decide and inform both the captains of their decision to start the match after the scheduled time due to

weather conditions, in such event, they shall inform the captains to exchange the Players' List and ask for the "Toss" in presence of Match Observer / One or both the umpires.

If the umpires decide not to commence the match during the day due to weather conditions, in such event, the exchange of Players' List shall take place only when the umpires finally decide to commence the match.

- (v) Players who move outside the field area and who give drinks to the players at the boundary edge must wear their team's training bibs so that they can be easily identified.
- (vi) ***Nomination of Players :***
 - a) Each captain shall nominate 11 players plus a maximum 4 substitute fielders in writing to the Match Observer / one or both the umpires before the "Toss" in the prescribed Players' List, supplied by the Association.
 - b) No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.
 - c) Only those nominated substitute fielders shall be entitled to act as substitute fielders during the match, unless the Match Observer / the umpires, in exceptional circumstances, allow subsequent additions.
 - d) Late start of play & penalty shall apply according to each tournament

LAW 2 : THE UMPIRES

Shall apply subject to the following :

Appointment of Umpires :

- (a) Umpires shall usually be appointed by the Umpire's Sub-Committee of the Association for all the Tournament matches. In case of any exigency or in an unavoidable circumstances, the Hony. Joint Secretary of the Association is authorized to appoint the umpires for the matches.

- (b) If any one of the appointed umpire for the match fails to turn up before the commencement of the match, an umpire from the batting team shall act as “Striker’s end umpire”.
Provided, however, in such case, if the umpire appointed by the Association turns up at a later time, he shall take over the charge immediately.
- (c) If any umpire appointed by the Association fails to turn up on any day of the match, during its progress, the Association shall have the power to appoint substitute umpire and the match shall proceed accordingly.
- (d) If during the progress of the match, the original or substitute umpire appointed by the Association is incapacitated due to illness or injury or not available for any reason whatsoever, the Association shall have the power to replace the umpire and the match shall proceed.
- (e) A club or clubs refusing to play under such substitute umpire may lose the match at the discretion of the Tournament Sub-Committee.
- (f) In the event both the umpires appointed by the Association are absent and the Association is unable to appoint any replacement umpire, the match shall not commence.

Appointment of Match Observer:

The Association is empowered to appoint or not to appoint Match Observer for any match conducted by the Association. The responsibility and the duties of the Match Observer would be as under :—

- (a) The Match Observer, posted for the match is representing the Association and his duty is to see that the match is played within the spirit of the game and as well as within the Laws.
- (b) The Match Observer has to be physically and mentally sound to deal with all sorts of incident / proceedings that may occur on the field of play during the match.

- (c) No Match Observer shall remain absent in any assigned match without any valid and adequate reason.
- (d) He has to be present on the ground at least 60 minutes before the scheduled start of the match and shall remain on the field during the progress of the match.
- (e) He has to ensure that the umpires have checked the crease marking, the measurement of the pitch, boundary marking, boundary flags, sight screen, score board etc before the “Toss” is made.
- (f) He has to see that the adequate drinking water, Medical kit etc are available on the ground.
- (g) He is empowered to see that :—
 - (i) The code of conduct, prescribed in Bye –Laws of the Association is not breached by any player, team officials or any other person.
 - (ii) No player shows dissent at an umpire’s decision by word, action or gesture.
 - (iii) No one uses abusive language or gesture which is obscene, offensive or insulting to a player, umpire or any other person during the match.
 - (iv) The fielding team is not making excessive appeal or charging or advancing towards the umpire in an aggressive manner while appealing at any time during the match.
 - (v) Any other matter which they consider unfair.
- (h) He has to submit his Report in details, in prescribed form, to the Association within 24 hours of completion of the match.

The Association is empowered to modify the responsibilities and the duties of the Match Observer, as stated hereinabove, at any time, whenever it is considered necessary by the Association.

Signals :

Level 3 & Level 4 conduct offence signals to be excluded.

LAW 3 : THE SCORERS

LAW 3 Shall apply

LAW 4 : THE BALL

Shall apply subject to the following :

Approved Balls:

- (a) The following balls approved by the Association shall only be used in the matches of the Tournaments :—

First Division & Super League Tournaments: 'SG' Test,

Second Division Tournament: 'SG' Test, 'SG' Tournament & 'Das Gupta' Test,

Final Match of Super League Tournament: Pink 'Kookaburra',

First & Second Division Oneday Tournaments and J.C.Mukherjee & Nirmal Chatterjee Memorial Tournaments:- White 'Das Gupta'.

- (b) Both the competing Clubs shall maintain adequate stock of new, old / used balls of approved brand for replacement during the match as and when necessary at the discretion of the Umpires.

Failure to provide approved new, old / used balls, when required, shall invoke penal measure including forfeiture of points / match, as the case may be, decided by the Tournament Sub-Committee.

- (c) The Umpires shall retain the match ball throughout the duration of the match when play is not actually taking place.

During play umpires shall periodically inspect the condition of the ball and retain the possession of the match ball at the fall of a wicket, at the Drinks interval or at any other interval or interruption 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 the ball to be replaced by one that in

their opinion has had a similar amount of wear from the stock of old balls.

In the event of a ball becoming wet and / or soggy as a result of play continuing in inclement weather or it being affected by dew, and in the opinion of the umpires being unfit for play, the ball may be replaced with 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 and the captain of the fielding side. Either bowler or the batsman may raise this matter to the Umpires and the Umpires' decision as to replacement or otherwise shall be final.

New Ball:

The Captain of the fielding side shall have the choice of taking second new ball after full 75 overs have been bowled with a ball in a match of 2 day's duration.

However, in a match of 3 or more day's duration, the Fielding Captain may opt for subsequent new ball after completion of full 80 overs.

In the match of 3 or more day's duration, second new ball shall be mandatorily taken after 100 overs have been bowled with the old ball. When a new ball is taken, Bowler's end umpire shall inform the other umpire, batsmen at the crease and the scorers.

Specifications of Law 4.6.1 (Women's Cricket) & Law 4.6.2 ((Junior Cricket) are not applicable.

LAW 5 : THE BAT

The Laws Of Cricket-2000 code 6th Edition 2015 shall be applicable.

LAW 6 : THE PITCH

Shall apply subject to the following :

Fitness of Pitch, Ground, Light & Weather :

- (a) The umpires shall be the sole judges to decide as to the fitness of the pitch, ground, light and weather for play before the commencement and during the progress of the match.

However, if the pitch is unfit due to weather or for any other condition, prior to “Toss” for choice of innings, artificial drying of the pitch and outfield (if possible) shall be at the discretion of the groundsmen. But, if the umpires feel that to start the match early, any rolling is required, then they may advise the groundsmen accordingly which would be binding to the groundsmen.

After the match starts and throughout the match, the drying of the affected area of the pitch shall be carried out by the groundsmen only at the instructions and supervision of the umpires. The umpires are empowered to have the pitch dried without reference to the captains at any time, if they are of the opinion that it is unfit for play.

The umpires may instruct the groundsmen to use any available equipments including roller for the purpose of drying the pitch or making it fit for play. As per Law-2.8 (2017 Code), the umpires can suspend play whenever they feel the light is bad on the basis of specific instructions / guidelines provided hereinafter.

The Association shall provide Light Meter to the umpires to be used in accordance with these Playing Conditions.

All the Light Meters shall be uniformly calibrated.

The umpires shall be entitled to use Light Meter reading as a guideline for determining whether the light is fit for play.

If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpires, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to

whether the conditions are so bad as to warrant such action is one for the umpires alone to make.

Light Meter reading may accordingly be used by the umpires :—

- (i) To determine, whether there has been at any stage a deterioration or improvement in the light
 - (ii) Follow the “Benchmark” taken by the umpires in that match for the Fast Bowlers and for condition considered ‘Dangerous’ or ‘Unreasonable’.
 (“Dealing with bad light” a guidelines to the umpires have been provided in Appendix–A)
- (b) In absence of one of the appointed umpires by the Association, the umpire provided by the Association present on the ground shall decide as to the fitness of the pitch, ground, light and the weather for play as stated in (a) above.
 - (c) Change of the pitch on the same ground shall be permitted if the umpires are of the opinion that the pitch earmarked for the match is not playable for any reason and there is a possibility of the match being played on another pitch on the same ground.
 - (d) If before the commencement of the match on any day, the pitch is found and considered by the umpires as damaged for any ulterior motive and the game can not be played also under (c) above, the umpires shall refer the matter to the Tournament Sub–Committee and the same shall be dealt with under Administrative Rules No.15.
 - (e) The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object (like trees etc,) on the ground.
 - (f) If a shadow from the fielder falls across the striker half of the pitch, the fielder must remain stationery from the time the bowler starts his run up until the striker has received the ball.

In the event of a fielder moving before the striker receives

the ball, the umpire shall call and signal "Dead ball" if he considers that the striker has been disadvantaged by such action.

Ground :

- (a) All Affiliated Members shall place their grounds properly marked and providing with boundary flags & marking and in proper playable condition at the disposal of the Association for all the Tournament matches as may be arranged by the Association. In addition to it, all competing clubs participating in the Tournament shall place at the disposal of the Tournament Sub-Committee their grounds with proper marking, boundary flags, sight screens, score board etc. so that the match can start on time.

Arrangement shall also be made to provide rollers and mowers as and when required. A second pitch shall also be kept ready if the question of changing the pitch arises as per Bye Law No 6(C) mentioned above.

- (b) The clubs participating in the First and Second Division League shall make available their ground to the Tournament Sub-Committee from the month of November onwards for the matches to be fixed at their grounds. The Tournament Sub-Committee may fix any match on any day and on any ground as it may deemed necessary.

LAW 7 : THE CREASES

Shall apply

In addition to that 17 inches Special Crease Marking will be applicable in all Tournaments except Super League Tournament.

LAW 8 : THE WICKETS

Shall apply except 8.3.4 (Devices aimed at protecting player safety by Limiting the travelling distance of a Bail off the Stumps).

LAW 9 : PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Shall apply except 9.3.2 & 9.3.3.2 (Mowing of Outfield).

LAW 10 COVERING THE PITCH

Law 10 to be replaced by the following :

The pitch and the bowler's run up on either side of the pitch on any ground shall not be covered. Provided, however, if Semi Final and Final matches of any Tournament and deciding match of the Relegation Play-off match if played at Eden Gardens or at Jadavpur University 2nd Campus Ground (Salt Lake) or at Bengal Cricket Academy Ground at Kalyani, the entire pitch along with the bowler's run up on both sides shall be covered against rain up to the commencement of play or for the duration of the period of the match.

However, the pitch as well as the bowler's run up on both sides shall be covered in all the grounds for all the matches of Super League Tournament.

It shall be wholly covered at the close of each day's play, other than last day, within one hour thereafter provided weather permits. The cover must totally protect the pitch and also the surrounding area of it to a minimum of 5 meters on either side of the pitch and any worn or soft areas in the outfield. The bowler's run up shall be covered to a distance of at least 10X10 meters. The covers shall be removed on each morning well before the commencement of the match, provided the weather is fine. An absorbent roller may be used to remove water from the covers including covers of the match pitch.

LAW 11 : INTERVALS

LAW 11 Shall apply with minor changes in different tournaments in regard to LAW 11.5 & 11.6.

LAW 12 : START OF PLAY; CESSATION OF PLAY

Shall apply except Law 12.6, 12.7, 12.8 & 12.9.1.2.

Starting of Play and Drawing of Stumps:

The time for starting of play and drawing of stumps shall be regulated by the watch of the umpires.

LAW 13 : INNINGS

As per different CAB Tournaments

Late start of play & penalty shall apply according to each tournament.

LAW 14 : THE FOLLOW-ON

Only applicable in two innings match.

Lead required to enforce Follow-On :—

In a match of 1 day's duration - 75 Runs,

In a match of 2 day's duration - 100 Runs,

In a match of 3 or 4 day's duration - 150 Runs,

In a match of 5 day's duration - 200 Runs.

If no play takes place on the first day of a match of more than one day's duration, the required lead shall be in accordance with the number of days remaining from the actual start of the match. The day on which play first commences, irrespective of the time at which play starts, shall count as the first day of the match.

Play will have taken place as soon as, after the Call of 'Play', the 1st over has started.

For example if no play takes place on the 1st day of a match of 3 day's duration, it will become a match of 2 day's duration.

LAW 15 : DECLARATION AND FORFEITURE

Shall apply.

But in case of last innings of the match, declaration and forfeiture is not permitted.

LAW 16 : THE RESULT

Shall apply subject to different CAB tournaments

LAW 17 : THE OVER

Shall apply subject to the following :

- (a) An over shall consist of 6 valid balls. No bowler shall be allowed to bowl underarm.
- (b) The Over Rate should be calculated at the end of each innings. Fraction of an over bowled is to be treated as a full over for the purpose of Over Rate calculation.
- (c) The batsmen shall not leave their respective crease for consultation during an over. However both the batsmen must be back to their respective creases after consultation in between overs when the bowler is ready to start to deliver the ball by his normal movement.
- (d) No drinks or change of gloves/bat to be allowed when 10 minutes or less remains before any interval, except for emergency requirement.
- (e) Penalty for failing to bowl required number of overs within scheduled/re-scheduled/stipulated cessation time of the innings, wherever applicable, would be as under:-
 - 1) 2 times of the Run Rate of the batting side at the end of the innings multiply by overs bowled short.
 - 2) after calculation, fraction of a run to be ignored.
 - 3) Fraction of an over bowled to be treated as one full over.
 - 4) Such award of runs shall be recorded to the batting side's innings as "Extra".
- (f) Over Rate penalty shall not be applied in the following cases:-
 - 1) Team is all out.
 - 2) Team declare their innings closed.
 - 3) Team batting last wins the match/awarded the match.

LAW 18 : SCORING RUNS

LAW 18 shall apply

Except award of penalty runs in Law 42 (Player's Conduct).

LAW 19 : BOUNDARIES

LAW 19 shall apply

LAW 20 : DEAD BALL

LAW 20 shall apply

LAW 21 : NO BALL

LAW 21 shall apply except 21.10 and subject to the following :

The bowler is not permitted to bowl underarm. If he bowls underarm, the bowler's end Umpire shall call & signal "No Ball" followed by "Dead Ball". The ball shall be re-bowled overarm.

LAW 22 : WIDE BALL

Strict Limited Over Interpretation of Wide Ball to be applied in all tournaments except Super League Tournament.

LAW 23 : BYE AND LEG BYE

LAW 23 shall apply even for a No Ball, if required.

LAW 24 : FIELDER'S ABSENCE; SUBSTITUTES

2000 code 6th Edition 2015 shall be applicable subject to the following :

Substitutes and Runners :

Law 2.1 (a) (ii), 2.7 and 2.8 of Laws of cricket (2000 code-6th Edition 2015) shall not apply. A Runner for a batsman when batting is not permitted.

Law 2.1 (b) shall be amended as follows :—

The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player at the start of the match or at any subsequent time.

Substitute :

Law 2.5 (Laws of Cricket 2000 Code-6th Edition 2015)

Fielder absent or leaving the field shall apply as modified :—

If a fielder fails to take the field with his side at the start of the match or any later time or leaves the field during a session of play, the umpire shall be informed the reason for his absence. He shall not thereafter come on to the field during a session of play without the consent of the umpire. The umpire shall give his consent as soon as practicable.

If a player is absent from the field of play for longer than 8 minutes :—

- (a) 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.
- (b) 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 batting innings has been in progress for at least that length of playing time for which he had been absent or, if earlier, when his side has lost 5 wickets.
- (c) The restrictions mentioned in (a) and (b) 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 reason (other than injury or illness).
- (d) In the event of a player already being off the field at the commencement of an interruption of 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 and joins with his team when play resumes.

In case of any unscheduled break that occurs when a player (Fielder or the batsman) still have some unexpired penalty time for his previous absence, he shall automatically be allowed to count such stoppage time as playing time, provided he joins with his team on resumption of play or his side is batting.

- (e) Substitute fielders shall only be permitted in cases of injury, illness or wholly acceptable reason. "Wholly acceptable reasons" should be limited to extreme circumstances and should not include, what is commonly referred to as "Comfort Break".

(Notes : Toilet visits as a result of illness such as diarrhea or vomiting do permit the use of a substitute. In other words, if one leaves the field without being injured or being ill or without extreme circumstances, then he leaves his team at a disadvantage as his team shall be left with lesser number of fielders).

"Extreme circumstances" should be genuine emergencies and not for "Comfort Breaks". "Comfort Breaks" shall mean toilet breaks i.e., baths, showers, massage, change of clothing etc. No substitute is permitted for these.

For the purpose of this Law, time taken for Drinks Interval shall be considered as playing time.

Absent penalty for either fielder or batsman shall be carried over to a new day's and next or subsequent innings.

Maximum absent penalty time :

Maximum absent penalty will be 120 minutes

LAW 25 : BATSMAN'S INNINGS; RUNNERS

Shall apply with modification that "RUNNER FOR A BATSMAN IS NOT ALLOWED".

LAW 26 : PRACTICE ON THE FIELD

2000 code 6th Edition 2015 shall be applicable

LAW 27 : THE WICKET-KEEPER

LAW 27 Shall apply with modification that "SUBSTITUTE CAN'T ACT AS WICKET KEEPER".

LAW 28 : THE FIELDER

Shall apply subject to the following :

Restrictions for On-Side Fielders :

At the instant of the bowler's delivery there shall not be more than 5 fielders, other than the wicket keeper on the on-side of the striker. In the event of infringement of this Bye Law by the fielding side, the "Striker's end Umpire" shall call & signal "No Ball".

LAW 29 : THE WICKET IS DOWN

LAW 29 Shall apply.

LAW 30 : BATSMAN OUT OF HIS/HER GROUND

LAW 30 Shall apply.

LAW 31 : APPEALS

LAW 31 Shall apply.

LAW 32 : BOWLED

LAW 32 Shall apply.

LAW 33 : CAUGHT

LAW 33 Shall apply.

LAW 34 : HIT THE TWICE

LAW 34 Shall apply

LAW 35 : HIT WICKET

LAW 35 Shall apply

LAW 36 : LEG BEFORE WICKET

LAW 36 Shall apply

LAW 37 : OBSTRUCTING THE FIELD

LAW 37 Shall apply

LAW 38 : RUNOUT

LAW 38 Shall apply

LAW 39 : STUMPED

LAW 39 Shall apply

LAW 40 : TIMED OUT

LAW 40 Shall apply

LAW 41 : UNFAIR PLAY

Shall apply except the following :

41.3 The match ball - changing its condition

Replaced by the following :

Changing the condition of match ball :

Law 42.3 of Laws of Cricket (2000 code-6th edition 2015) shall apply excepting suspension of bowler.

41.6 Bowling of dangerous and unfair short pitched deliveries

Replaced by the following:

Bowling of Fast Short Pitched Balls :-

Applicable for CAB 1ST DIVISION & 2ND DIVISION LEAGUE, LIMITED OVER'S SENIOR & JUNIOR KNOCK OUT & SUPER LEAGUE Tournament :-

- (a) A bowler is limited to 2 Fast Short Pitched delivery in an over.
- (b) A Fast Short Pitched ball is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- (c) In the event of a bowler bowling more than 2 Fast Short hereinabove, the Bowler's end umpire shall call & signal "No ball" and caution the bowler.
- (d) A different signal shall be used to signify a Fast Short Pitched delivery. The umpire shall signal "No ball" and then tap the head with the other hand to the scorers.
- (e) If a bowler once again "No balled" for the same reason, the Bowler's end umpire shall issue Final warning to the bowler.
- (f) On further instance for the same offence in the same innings shall cause the bowler be removed forthwith who cannot bowl again in that innings.
- (g) The umpires together shall report the incident to the Tournament Sub-Committee for further action.

Dangerous and Unfair Bowling - Action by the Umpire

The bowling of Fast Short Pitched ball is unfair if the umpire at the Bowler's end considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.

In the event of such bowling, Bowler's end umpire shall adopt the following procedure :—

- (a) In the first instance, the Bowler's end umpire shall call & signal "No ball", caution the bowler and inform the other umpire, batsmen and the captain of the fielding side of what has occurred.
- (b) If this caution proves ineffective, he shall repeat the above procedure and indicate to the bowler that this is a Final warning.
- (c) Both the above caution & final warning shall continue to apply even though the bowler may later change the ends.
- (d) Should the above warning proves ineffective Bowler's end umpire shall take the following action :—
 - (i) At the first repetition call & signal "No ball" and when the ball is dead direct the captain to take off the bowler forthwith and to complete the over, if applicable, by another bowler, provided the bowler does not bowl two overs or part thereof consecutively.
 - (ii) Not allow the Bowler, thus taken off, to bowl again in the same innings.
 - (iii) Report the occurrence to the Tournament Sub-Committee who shall take any further action which is considered to be appropriate against the Bowler concerned.

In J.C.MUKHERJEE MEMORIAL TROPHY and in NIRMAL CHATTERJEE MEMORIAL TROPHY and in all other T-20 Tournaments only ONE FAST SHORT PITCH ball in an over is permitted and procedure in case of violation is the same.

41.7 Bowling of dangerous and unfair non-pitching deliveries

Replaced with the following :

Bowling of High Full Pitched Ball:

(Applicable for all the Tournaments)

- (a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not it likely to inflict physical injury on the striker.
- (b) In the event of a bowler bowling a High Full Pitched ball as defined in (a) above, the umpire at the Bowler's end shall call & signal "No ball".

If in the opinion of the umpire, such delivery is considered likely to inflict physical injury on the striker, the Bowler's end umpire, in addition to calling & signaling "No ball" , when the ball is dead, caution the bowler and issue "1st & Final warning".

The umpire shall inform the other umpire, captain of the fielding side and the batsmen at the crease what has occurred.

- (c) At the further instance, for the same offence, by the same bowler, in that innings, the Bowler's end umpire shall call & signal No ball and when the ball is dead direct the captain to take off the bowler forthwith. If necessary, the remaining ball of the over shall be bowled by any other bowler who shall not bowl 2 overs consecutively or part thereof.
- (d) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (e) The umpire shall report the matter to the other umpire, the batsmen at the crease and as soon as possible to the batting captain.
- (f) The umpires together shall report the matter to the Tournament Sub-Committee who shall take any further action which is considered appropriate against the bowler concerned.

LAW 42 : PLAYER'S CONDUCT

Not applicable

APPENDIX – A

Dealing with Bad Light

1. Guidelines to apply Bye Law No. 12 with respect to Light Meter.
 - (a) The umpires shall be entitled to use Light Meter reading as a guidelines for determining whether the light is fit / unfit for play.
 - (b) Light Meter reading may be used by the umpires :
 - (i) At any time to determine whether there has been a deterioration or improvement in the light.
 - (ii) Follow the “**Bench Mark**” for the Fast Bowler for the remainder of a stoppage in the match.
 2. In practice the process shall work as follows :—
 - (a) On the first occasion when the bad light is approaching in a match, the umpires shall consult. Unless the unsuitable conditions have occurred quickly, (in which case the umpires shall stop the match immediately) the First consultation should result in the umpires agreeing to reevaluate again at a later stage should the light conditions deteriorate.
- N.B. :** A Meter reading should be taken at this stage to assist the umpires in assessing whether the light is deteriorating or not.
- (b) This initial consultation should also alert the fielding captain to reassess his bowling options, if necessary, unless the conditions are unsuitable, the umpires shall issue a clear instruction that play is to continue.
 - (c) After this first consultation, if either umpire then considers that the light has deteriorated further and it is now unsuitable for play, the umpires shall consult again.
 - (d) A further Meter reading shall be taken to check that the

light has in fact deteriorated and whether the Meter reading has come down to the Bench Mark level for the Fast bowler as determined and circulated by the Association.

- (e) However other issues may arise :—

If a fast bowler is bowling and the umpires are of the opinion that light is unfit for this type of bowling but would be satisfactory for a slow bowler, they shall inform the fielding captain.
- (f) If the fielding captain chooses NOT to change the bowler then the umpires shall suspend play.
- (g) If the fielding captain changes the bowler to a slow bowler, the umpires have another decision to make and shall probably allow play to continue.
- (h) There would not be any “**Bench Mark**” for the slow bowler. When the spinners operate, the match shall be allowed to continue till the scheduled or rescheduled close of play unless the light condition is considered “Dangerous” or “Unreasonable” by the umpires.

Team Work

- Only use one (1) light meter
- Use hidden signals to know when to consult and communicate dropping or improving light.
- Keep consultation very brief (maximum 30 seconds)
- Not more than 2 consultations before suspending play or agreeing to continue play.
- Always avoid mid over consultation.
- Mid over suspension of play may deny the fielding captain from changing his bowlers from fast to slow.
- If the light drops sharply during the over – suspend play. Do not wait for completion of the over.
- Give the fielding captain the hints of your thought.
- Take Meter reading from both ends.

APPENDIX – B

Super Over

1. Super Over must commence within 10 minutes after conclusion of the match.
2. Extra Time allocated for Super Over is 30 minutes. Should play be delayed prior to or during the Super Over, once playing time lost exceeds the Extra Time allocated, the Super Over shall be abandoned.
3. The Super Over shall take place on the same pitch allocated for the match.
4. The umpires shall stand at the same end in which they stood at the time of completion of the main match.
5. In both innings of Super Over, the fielding side shall choose the end from which they shall bowl.
6. Only nominated players of the main match may participate in Super Over. Should any player (batsman or bowler) be unable to continue to participate in the Super Over due to injury and illness, the relevant Laws and Playing Conditions of the main match shall apply.
7. Absent penalty being served in the main match shall be carry forwarded to the Super Over.
8. The Team batted last in the main match shall bat first in the Super Over.
9. The fielding captain or his nominee shall select the ball with which he wishes to bowl from the box of spare used balls including the balls used in the main match (but no new ball) provided by the umpires.
10. The Team fielding first in the Super Over shall have first choice of the ball. The Team fielding second shall have the second choice. However, the Team fielding second may choice the same ball used by the first fielding Team.
11. If the ball needs to be changed during the progress of Super Over, relevant Laws and Playing Conditions of the main match shall apply.

12. Loss of 2 wickets in the over ends the Team's Super Over innings.
13. In the event both the Teams having the same score after the Super Over has been completed, the Team whose batsmen hits the most number of boundaries - 4 combined from its 2 innings (the main match) and the Super Over shall be the "Winner".
14. If the number of boundaries – 4 hit by both the Teams is equal, the Team whose batsmen scored more boundaries – 4 during the innings in the main match, shall be the "Winner".
15. If still equal, a count – back of the score from the legitimate final ball of the Super Over shall be conducted. The Team with the higher scoring delivery shall be the " Winner".
16. If a Team loses 2 wickets during its Super Over, then the unbowled deliveries shall be counted as "Dot ball". For the purpose of this Clause, the runs scored from a delivery is defined as the total Team's runs scored since the completion of the previous legitimate ball, i, e, including any runs resulting from "No ball, Wide ball or Penalty runs".

Example

<u>Runs scored from the ball</u>	<u>Team – A</u>	<u>Team – B</u>
Ball – 6	2	2
Ball – 5	3	3
Ball – 4	4	4
Ball – 3	<u>1</u>	<u>4</u>
Ball – 2	4	2
Ball – 1	2	1

In this example, both the Teams scored an equal number of runs from 6th, 5th & 4th ball of the Super Over. But Team – B scored 4 runs from its 3rd ball whereas Team – A scored 1 run. Therefore, Team – B is the "Winner".

17. If still equal and if the Super Over can not be started or completed for any reason both the Teams would be declared as "Joint Winner".

Specific Bye Laws for each Tournament

Part-I

First Division League

In addition to the General Bye Laws of the Association, the under mentioned Specific Bye Laws for the CAB FIRST DIVISION LEAGUE TOURNAMENT for CHAMPIONSHIP and RELEGATION for the year 2017-2018 shall be enforced.

1. The above Tournament shall be played in 2 Stages. The FIRST STAGE shall decide the position of each club in their respective Group League Table while the SECOND STAGE shall be for deciding the First Division Championship and also Relegation from First Division.

2. FIRST STAGE

37 clubs of this Division have been divided in 4 Groups. Group-A , Group-B & Group-C shall consist of 9 teams and Group-D shall consist of 10 teams.

Matches in FIRST STAGE

Each club shall play with other clubs of the same Group once only. The matches shall be played in accordance with the relevant Rules & Bye Laws General as provided hereinbefore and the Specific Bye Laws as provided hereunder.

3. Hours of play and duration of Intervals

10-00	to	12-00	(1 st Session)
12-00	to	12-35	(Lunch)
12-35	to	02-35	(2 nd Session)
02-35	to	02-50	(Tea)
02-50	to	04-30	(3 rd Session)

The above time schedule may however be altered by the Tournament Sub-Committee, if required, on prior notice to all the participating clubs.

Drinks Interval shall be allowed in each session after 60 minutes of play.

If an innings is completed, declared closed or the match is interrupted for any reason within 15 minutes of the time scheduled for Lunch or Tea Interval, the Interval shall be taken immediately and shall be of Specific duration.

Lunch Interval – The Interval shall be of 35 minutes duration

Tea Interval – The Interval shall be of 15 minutes duration.

Lunch Interval shall not otherwise be altered or adjusted for any reason.

4. Duration of matches

(a) All the matches shall be of 3 Days duration and of 2 Innings. The duration of the match would be as under :—

Innings	Over stipulation
1 st Innings of both the teams	Each team shall bat for maximum 115 overs
2 nd Innings of both the teams	NO STIPULATION

(b) If the team batted first is all out or declared their innings closed before completion of their quota of 115 overs or if the fielding side completes 115 overs before the scheduled or rescheduled close of their innings, the innings of the team batting second shall commence after 10 minutes Interval between innings and shall be restricted to maximum 115 overs.

The umpires shall determine the closing time of any innings (Full 4 minutes x number of overs) within which the fielding side must complete the stipulated overs otherwise over-rate penalty would be applied.

(c) If a match after having commenced is abandoned due to reason other than the weather, the fate of the match shall be decided by the **Tournament Sub-Committee**.

5. Late start of play and Penalty

(a) If one of the competing teams turn up late and / or default for any other ground, play may commence at any time within 10-00 a.m to 11-00 a.m and in that event, the

defaulting side shall be penalised as under :—

2 x number of minute lost. This run would be credited to the opponent's score and shall be recorded as "Extra".

The umpires shall, accordingly, determine the closing time of the 1st innings of the team batting first.

- (b) If both teams turn up late, play may commence at any time between 10-00 to 11-00 a.m. and in that event, both the team shall play for 115 overs in their 1st innings. The **Match Observer** shall report the matter to the Tournament Sub-Committee.
- (c) If the ground is not ready for play to start at the scheduled time for the fault of Home team then **Clause 5 (a)** provided hereinabove shall apply.
- (d) On the 2nd or 3rd Day of the match, if any team does not turn up so as to start the match on time, the full points (6 points) of the match shall be awarded to the team present on the ground.
- (e) If both the teams do not turn up on time on the 2nd or 3rd Day of the match, neither team shall get any point for that match. The **Match Observer** shall report the matter to the Tournament Sub-Committee.

6. Penalty for failing to bowl stipulated number of overs

Law 17(e) & (f) of General Bye Laws of the Association shall apply. However, the over-rate penalty is applicable for both the innings of the match. In addition, if the fielding side bowled short for more than 5 overs in 3rd or 4th innings of the match, the over-rate Penalty shall apply at the end of the innings for total over bowled short.

Example :—If fielding side bowled short by 7 overs at the end of the innings, the over-rate Penalty shall apply for 7 overs and not for $(7-5) = 2$ overs.

The penalty run shall be added to the Batting side.

7. Length of Innings

(a) In an uninterrupted match (1st Innings)

- (i) In the 1st innings, each team shall bat for maximum 115 overs within 7 Hours 40 minutes unless all out or declared their innings closed earlier.

(Total 460 minutes is allotted to each side for completion of 115 overs which includes Drinks Interval, Ball retrieval, Changing of ball, Medical attention, Insufficient time for rolling etc.)

- (ii) If the 1st innings of the team batting first is dismissed or declared closed earlier than 115 overs, team batting second shall be entitled to bat for maximum 115 overs in their 1st innings unless they are all out or declared their innings closed.
- (iii) As soon as 1st innings of both the teams are completed, their second innings shall commence immediately for which there would not be any stipulation of overs. The overs to be played in 2nd innings would be determined by the umpires taking into account of playing time available for the match (Upto 4-30 p.m. of 3rd Day of the match) divided by full 4 minutes.
- (iv) If either team refuses to play in the 2nd innings, the match would be **Awarded** to the opponent team. If both teams refuses to continue with play in the 2nd innings, none of the team would earn any point.

(b) In an interrupted match

- (i) **Before the start of the match or during the progress of the 1st innings of team batting first.**

The object shall always be to allow the team batting first to play for maximum 115 overs or 7 Hours and 40 minutes, whichever is earlier, in their 1st innings. After completion of 1st innings of the team batted first, the team batting second, in their 1st innings, shall bat for maximum 115 overs or 7 Hours and 40 minutes, if available. Otherwise they shall bat for lesser number of overs.

Total number of overs for the match / innings would always be determined by dividing total playing time available (Till 4-30 p.m. of Day-3) by full 4 minutes.

(ii) Interruption during the 1st innings of the team batting second.

Available overs to be determined as stated hereinabove and shall be allotted maximum 115 overs or available overs to the team batting second.

(iii) Interruption during the 2nd innings of either team.

Available overs to be determined and shall be allotted to the batting side.

8. The Result

- (a) The team which scores the higher number of runs aggregating in their **Two innings**, shall be the **“WINNER”** and considered as **“Outright Win”**.
- (b) If the aggregate score of two innings of both the teams are equal, the match shall be treated as **“TIE”**.
- (c) If either or both the teams do not get the opportunity to play for 115 overs or 7 Hours and 40 minutes in their 1st innings due to weather and ground condition, the match shall be treated as **“DRAWN”**.
- (d) If the match could not be started due to weather and ground conditions, the match shall be treated as **“DRAWN”**.
- (e) If the score of 1st innings of both the teams are equal but 2nd innings of both the teams are not completed, the match shall be considered as **“DRAWN”**

9. The Points

In the FIRST STAGE, the points would be earned by the teams as under :—

- 1 Outright win or Awarding match Ten Points
- 2 First innings lead but no outright win Seven Points

- 3 Conceding First innings Lead Three Points
- 4 Tie on both innings or Drawn Match Five points each
- 5 Outright Loss Zero Point
- 6 Bonus Point In Second Innings
(To Be Earned From Opponent Teams Account) For Scoring 250 Runs or By Taking 5 Wickets of Opponent Team –
One Team can earn maximum
1(one) Bonus point One Point

EXAMPLE (1) :—

In 1st Innings Team ‘A’ scores- 370 for 6 wkts in 115 overs,
In 1st Innings Team ‘B’ scores- 335 for 10 wkts in 95 overs,
In 2nd Innings Team ‘A’ scores- 110 for 5 wkts in 45 overs.

Points earned by Team ‘A’ :— 7 (Lead in 1st Innings) – 1 (Lossing 5 wkts in 2nd Innings) = 6,

Points earned by Team ‘B’ :— 3(Loss in 1st Innings) + 1 (Taking 5 wkts in 2nd Innings) = 4.

EXAMPLE (2) :—

In 1st Innings Team ‘A’ scores- 510 for 5 wkts in 85 overs,
In 1st Innings Team ‘B’ scores- 260 for 10 wkts in 90 overs,
Team ‘A’ enforces Follow-On,
In 2nd Innings Team ‘B’ scores- 255 for 4 wkts in 75 overs.

Points earned by Team ‘A’ :— 7 (Lead in 1st Innings) – 1 (Opponent Scoring 250 runs in 2nd Innings) = 6,

Points earned by Team ‘B’ :— 3 (Loss in 1st Innings) + 1 (Scoring 250 runs in 2nd Innings) = 4.

EXAMPLE (3) :—

In 1st Innings Team ‘A’ scores- 270 runs for 10 wkts in 70 overs,
In 1st Innings Team ‘B’ scores- 310 runs for 10 wkts in 75 overs,
In 2nd Innings Team ‘A’ scores- 260 runs for 10 wkts in 45 overs,
In 2nd Innings Team ‘B’ scores- 165 runs for 5 wkts in 50 overs.

Points earned by Team ‘A’ :— 3 (Loss in 1st Innings) + 1 (Scoring 250 runs in 2nd Innings) – 1 (Lossing 5 wkts in 2nd Innings)=3,

Points earned by Team 'B' :- 7 (Lead in 1st Innings) + 1 (Taking 5 wkts in 2nd Innings) – 1 (Opponent Scoring 250 runs in 2nd Innings) =7.

Example (4) :-

In 1st inning Team 'A' Score 360 for 5 wickets in 115 overs

In 1st Innings Team 'B' scores 330 for 10 wickets in 80 overs

In 2nd Innings Team 'A' scores 260 for 4 wickets in 58 overs

Points earned by Team 'A' :- 7 (Lead on 1st innings) +1 (scoring 250 runs 2nd innings) = 8 Points.

Points earned by Team 'B' :- 3 (Loss in 1st innings) -1 (opponents Team in their 2nd innings scored 250 runs) = 2 Points.

Total Points earned by both teams in a match can never exceed 10.

10. Position of the clubs in League Table

Position of the clubs in the League Table after the conclusion of the **FIRST STAGE** shall be determined on the basis of maximum points secured by the clubs according to the Reports of the matches as per Bye Law No. 36 of Bye Laws General.

If, however, two or more clubs secure equal Points, their respective position in the League Table shall be determined by **"QUOTIENT"**.

11. The procedure for obtaining "QUOTIENT".

(a) Batting average of the club :- $\frac{\text{Total runs scored}}{\text{Total wickets lost}}$ (Both innings)

(b) Batting average against the club :- $\frac{\text{Total runs scored against the club}}{\text{Total wickets taken by the club}}$ (Both innings)

(a) / (b) = **Quotient obtained**

The clubs having higher Quotient shall be placed above the

clubs having lower Quotient.

If the club declared their innings closed in any innings shall be declared to have lost the number of wickets that have fallen.

If the club refuses to play either of their innings or the match and the match is Awarded to the opponent club, it shall be considered that they have lost all wickets.

If the **"QUOTIENT"** of two or more clubs are equal, then the position in the League Table shall be determined by **"Draw of lots"** to be arranged by the **Hony. Joint Secretary** of the Association amongst the teams securing equal "Quotient"

12. Extra Time

The umpires may decide to play 15 minutes "Extra Time" (minimum 4 overs) for all the matches of **"FIRST STAGE"** mentioned hereinabove, before any scheduled Interval on any day, other than close of play on Day -3 and any Drinks Interval, if requested by either captain and if in the opinion of the umpires, it would bring about a definite result on that day. If the umpires do not believe that a result can be achieved no **"Extra Time"** shall be played.

13. SECOND STAGE

Except as varied hereunder, the Bye Laws General and the Bye Laws mentioned hereinabove for **FIRST STAGE** shall apply.

Matches for Championship & Relegation Play-off

After conclusion of the **FIRST STAGE** matches, the clubs which secured the first six position in Group -A , Group- B & Group – C and first seven position in Group – D shall play amongst themselves on Knock – out basis and the ultimate winner shall be declared as the **Champion** of the First Division League for the year 2017-2018.

All the grounds where the matches of the SECOND STAGE would be played shall be treated as neutral ground.

14. Hours of play and duration of Intervals

10-00	to	12-00	(1 st session)
12-00	to	12-40	(Lunch)
12-40	to	02-40	(2 nd session)
02-40	to	03-00	(Tea)
03-00	to	04-40	(3 rd session)

However, the above time schedule may be altered by the Tournament Sub-Committee, if required, with prior intimation to all the participating clubs.

Drinks shall be allowed once in each session after 60 minutes of play.

If an innings is completed, declared close or the match is interrupted for any reason within 15 minutes of Lunch or Tea Interval, the Interval shall be taken immediately and shall be of specific time.

Lunch Interval :- Interval shall be of 40 minutes duration.

Tea Interval :- Interval shall be of 20 minutes duration.

Lunch Interval shall not otherwise be altered or adjusted for any reason.

15. Duration of matches

- (a) All the matches shall be of 3 Days duration and of one innings for maximum 126 overs for each team unless all out or declared their innings closed.
- (b) If the team batted first is all out or declared their innings closed before completion of their quota of 126 overs or the stipulated number of overs, prescribed by the umpires or the fielding side completes the stipulated number of overs at least 15 minutes before the scheduled time for close of 1st or 2nd day's play, the team batting second shall play the residual time after 10 minutes of Interval between innings, but no extra overs would be allotted to the team. The umpires shall reschedule the closing time of their innings.

- (c) If a match after having commenced is abandoned due to reason other than weather, the fate of the match shall be decided by the Tournament Sub-Committee.

16. Late start of play and penalty

- (a) If one of the competing team turns up late / or defaults for any other ground, play may commence at any time between 10-00 a.m. and 11-00 a.m. and in that event, the defaulting side shall bat for less than 126 overs. Calculation of overs to be allotted to the defaulting team is to be made as prescribed hereunder :—
 - (i) Time lost in starting the match as well as 10 minutes Interval between innings, if applicable, shall be deducted from the allotted time of the innings of the defaulting side to get the remaining playing time of the innings.
 - (ii) Remaining playing time would be divided by full 4 minutes to get the number of overs.
 - (iii) Fraction of the over would be ignored.
- (b) If the defaulting team fields, its opponent shall be entitled to bat for maximum 126 overs or 8 Hours and 24 minutes, whichever is sooner, unless the team is all out or declared their innings closed earlier.

If the interruption takes place subsequently for ground or weather conditions, the difference of overs of the two teams shall be kept in mind at the time of re-allotment of overs.
- (c) If both the teams turn up late, play may commence at any time between 10-00 a.m. to 11-00 a.m. and in that event, both the teams shall play for equal number of overs prescribed by the umpires.
- (d) The umpires shall compute the overs to be bowled by each team at the rate of one over for full 4 minutes of Remaining playing time of the match(start of the match till the cessation time at 4-40 p.m. of Day-3). Provision of 10 minutes Interval between innings, if applicable, shall be kept in mind while making the calculation.

- (i) While computing the number of overs on the basis of the Remaining playing time divided by full 4 minutes, if total overs results **ODD NUMBER** , then one more over would be added and then the equal number of overs to be allotted to each side and if it produces **EVEN NUMBER**, then the same would be equally allotted to both the teams. Fraction of the over would be ignored.
- (ii) On the 2nd or 3rd Day of the match, if any team does not turn up so as to start the match on time, the match would be awarded to the team present on the field. If both the teams do not turn up on the 2nd or 3rd Day on time, the fate of the match shall be decided by the Tournament Sub-Committee.

17. Length of Innings

(a) In an uninterrupted match

- (i) Each team shall bat for maximum 126 overs or 8 Hours and 24 minutes whichever is sooner unless all out or declared their innings closed earlier.

(Total 504 minute is allotted to each team which includes Drinks Interval, Ball retrieval, Changing of ball, Medical attention, Insufficient time for rolling etc.)

- (ii) If the innings of the team batting first is dismissed or declare their innings closed earlier than 126 overs, team batting second shall be entitled to bat for maximum of 126 overs, unless the result is achieved earlier.

(b) In an interrupted match

- (i) **If an interruption occurs before the start of the match or during the progress of First Innings**

The object should always be to re-fix the number of overs, so that both the teams get the opportunity to play same number of overs (Minimum full 55 overs)

The calculation of number of overs to be bowled shall be based on full 4 minutes per over in the remaining playing time before the scheduled cessation time i.e 4-40 p.m. on the 3rd Day of the match.

While calculating the number of overs, if it produces **ODD NUMBER**, then one more over would be added and then the equal number of overs would be allotted to each team.

While calculating the number of overs, if it produces **EVEN NUMBER**, then the fraction of the over shall be ignored.

(ii) **If an interruption occurs during the second innings**

If due to interruption of play during the 2nd Innings, it is not possible for the team batting second to get the opportunity of batting same number of overs as the team batted First, they shall bat for the number of overs to be calculated as per **Clause 17(b)** mentioned hereinabove.

However, if the team batted first is closed before the time of scheduled or rescheduled close of their innings and thereby the innings of team batting second has started early, in case of interruption during the second innings, the overs would be reduced only after the amount of time by which the second innings has started early has elapsed.

(iii) **In case of further interruption**

If further interruption occurs in the 1st innings or in the 2nd innings of the match, the same principle, as appropriate, shall be applied as per **Clause 17(b)** mentioned hereinabove.

18. Penalty for failing to bowl schedule number of overs

Law -17(e) & (f) of General Bye Laws shall apply.

19. The Result

Up to Quarter Final matches

- (a) Result can be obtained only if both the teams have batted for full 55 overs, unless the team batted first is all out in less than 55 overs or the team batted second scored enough runs in less than 55 overs. Matches in which one or both the teams did not have the opportunity to play for a minimum of full 55 overs due to weather condition, shall be **Replayed** on a later date which shall be fixed by the Tournament Sub-Committee.
- (b) Matches in which both the teams have had the opportunity to play for the same number of overs, the team scores the higher number of runs shall be the **“WINNER”**. If the scores are equal, the winner shall be the team which had lost lesser number of wickets.
In the event the runs scored and wicket lost of both the teams are equal, the result shall be decided by **Spin of coin** on the day of the match and on the ground in presence of **Match Observer / both the umpires**.
- (c) If, due to suspension of play during the second innings, the number of over has been reduced to lesser number of overs (Minimum full 55 overs) the **Target Score** which the team batting second must exceed to win the match shall be calculated by multiplying the revised number of overs by the average runs per over scored by the team batted first throughout their innings. If the Target Score involves a fraction of a run, it shall be considered as one run.
- (d) If a match is abandoned before the team batting second have played their allotted number of overs and they have neither been all out nor have passed their opponent's score, the result shall be decoded on the average **Run Rate** of both the teams (Minimum full 55 overs).
The team having higher **Run Rate** shall be the **“WINNER”**.

- (e) For the purpose of **Clause (c) & (d)**, the fraction of an over bowled to be treated as full over.
- (f) In the event of the team batted first is all out in less than their quota of overs, the calculation of their average **Run Rate** shall be based on the full quota of overs.
- (g) Due to late arrival of one team, if the overs are deducted, then the **Target Score or Run Rate** shall be calculated on the basis of the original allotted overs of the defaulting team and not on the basis of the overs allotted to the team after deduction of overs for late arrival. In case of subsequent interruption due to ground or weather conditions and the overs are re-allotted to both the teams, the difference of overs between the defaulting team and the other team shall also be kept in mind at the time of re-allotment of overs and also while calculating the **Target Score or Run Rate**.
- (h) Match falling through without a ball being bowled or abandoned after commencement (either or both teams did not get the opportunity to play for full 55 overs) due to ground and weather conditions, shall be **Replayed** on a later date which shall be fixed by the Tournament Sub-Committee.
- (i) If the **Replayed match** as mentioned in Clause 19(a) and (h) hereinabove once again could not be started or is abandoned after commencement or could not be played to a finish (Minimum full 55 overs to both the teams) due to ground or weather conditions, the result of the match shall be decided by **Spin of coin** on the day of the match and on the ground, in presence of **Match Observer / Both the umpires**.
- (j) If the match cannot be started or is abandoned after commencement or could not be played to a finish due to reason other than the weather conditions, the fate of the match shall be decided by the Tournament Sub-Committee.

Semi Final and Final Match

In addition to **Clause No. 19 (a), (b), (c), (d), (e), (f),(g) & (h)** as mentioned hereinabove, the following shall apply.

- (a) In the **Semi Final & Final match**, if the **Replayed match** could not be started or abandoned after commencement or could not be played to finish (Minimum full 55 overs to both the teams) due to ground or weather conditions, the match shall be **Replayed once again** on a later date to be fixed by Tournament Sub-Committee.
- (b) If the **Re-Replayed match** as mentioned in (a) above in the **SEMI FINAL STAGES** once again could not be started or is abandoned after commencement or could not be played to finish (Minimum full 55 overs to both the teams due to ground or weather conditions, the result of the match shall be decided by **Spin of coin** on the same day of the match and on the ground in presence of **Match Observer / Both the umpires**.
- (c) In case of **FINAL MATCH**, if the **Re-Replayed match** as mentioned in (a) above could not be started or is abandoned after commencement or could not be played to finish (Minimum full 55 overs to both the teams) due to ground or weather conditions, then both the teams shall be declared as **“JOINT WINNER”** of the Tournament.
- (d) If the **Semi Final matches or the FINAL MATCH** can not be started or is abandoned after commencement or could not be played to finish due to reason other than ground or weather conditions, the fate of the match shall be decided by the Tournament Sub-Committee.

20. Extra Time

The umpires may decide to play 15 minutes (Minimum 4 overs) **“Extra Time”** for all the matches of **SECOND STAGE** mentioned hereinabove, before any schedule Interval on any day other than on close of play on the 3rd day or any Drinks Interval, if requested by either captain and if in the opinion of the umpires, it would bring about a definite result on that

day. If the umpires do not believe that a result can be achieved no **Extra Time** shall be allowed.

21. RELEGATION

The clubs which have secured last **THREE** position in each of the Groups shall play matches amongst themselves on Knock out basis which will be called as **“Relegation Play-off matches”** and would be played in accordance with the specific Bye Laws of the **Second Stage** mentioned hereinabove.

However, all the Relegation Play-off matches including Ultimate match of Relegation Play-off (minimum of full 55 overs to both the Teams) has to be played until the Winner of the respective match and the Ultimate loser is determined.

In any of the Relegation Play-off match “Spin of Coin” would not determine the fate of the match.

The ultimate loser of the **Relegation Play-off** match shall be relegated to the **SECOND DIVISION** as soon as the ultimate Relegation Play-off match is completed.

Part-II

Second Division League

In addition to the General Bye Laws of the Association, the under mentioned Specific Bye Laws for the CAB SECOND DIVISION LEAGUE TOURNAMENT for CHAMPIONSHIP for the year 2017-2018 shall be enforced.

1. The above Tournament shall be played in 2 Stages. The **FIRST STAGE** shall decide the position of each club in their respective Group League Table while the **SECOND STAGE** shall be for deciding the Second Division Championship for the year 2017-2018.

2. FIRST STAGE

57 clubs of this Division have been divided in 5 Groups named as Group-A, Group-B , Group-C, Group-D & Group-E.

Group-A , Group-B & Group-C shall consist of 11 clubs in each Group and Group-D & Group-E shall consist of 12 clubs in each Group.

Top 5 teams of each Group shall qualify for **Play-off matches.**

Matches in FIRST STAGE

Each club shall play with other clubs of the same Group once only. The matches shall be played in accordance with the relevant Rules & Bye Laws General as provided hereinbefore and the Specific Bye Laws as provided hereunder.

3. Hours of play and duration of Intervals

10-00	to	12-00	(1 st Session)
12-00	to	12-35	(Lunch)
12-35	to	02-35	(2 nd Session)
02-35	to	02-50	(Tea)
02-50	to	04-30	(3 rd Session)

The above time schedule may however be altered by the Tournament Sub-Committee, if required, on prior notice to all

the participating clubs.

Drinks Interval shall be allowed in each session after 60 minutes of play.

If an innings is completed, declared closed or the match is interrupted for any reason within 15 minutes of the time scheduled for Lunch or Tea Interval, the Interval shall be taken immediately and shall be of specific duration.

Lunch Interval - The Interval shall be of 35 minutes duration

Tea Interval - The Interval shall be of 15 minutes duration.

Lunch Interval shall not otherwise be altered or adjusted for any reason.

4. Duration of matches

(a) All the matches shall be of 2 Days duration and of one Innings for maximum 85 overs or 5 Hours and 40 minutes, whichever is earlier, for each team unless all out or declared their innings earlier.

(b) If the team batted first is all out or declared their innings closed before completion of their quota of 85 overs or the stipulated number of overs prescribed by the umpires, or if the fielding side completes the stipulated number of overs at least 15 minutes before the scheduled or rescheduled close of 1st day's play, the team batting second shall play the residual time after 10 minutes Interval between innings. But no extra overs would be allotted to the team batting second. The umpires shall, accordingly, reschedule the closing time of second day's play.

(c) If a match after having commenced is abandoned due to reason other than the ground and weather conditions, the fate of the match shall be decided by the **Tournament Sub-Committee.**

5. Late start of play and Penalty

(a) If one of the competing team turn up late and / or default for any other ground, play may commence at any time

within 10-00 a.m. to 11-00 a.m. and in that event, the defaulting side shall bat for less than 85 overs. Calculation of overs to be bowled to the defaulting team shall be made as under :—

- (i) Time lost in starting the match as well as 10 minutes interval between innings, if applicable, shall be deducted from the allotted time of the innings of the defaulting side to get the remaining playing time of the innings.
- (ii) Remaining playing time would be divided by full 4 minutes to get the number of overs.
- (iii) Fraction of the over would be ignored.

If the defaulting side fields first, its opponent shall be entitled to bat for full 85 overs or 5 Hours 40 minutes, whichever is sooner, unless the team is all out or declared their innings closed earlier.

If the defaulting side fields first, its opponent shall be entitled to bat for full 85 overs or 5 Hours 40 minutes, whichever is earlier, unless the team is all out or declared their innings closed earlier.

If the interruption takes place subsequently for ground or weather conditions, the difference of overs of the two teams shall be kept in mind at the time of re-allotment of overs.

- (b) If both teams turn up late, play may commence at any time between 10-00 a.m. to 11-00 a.m. and in that event, both the teams shall play for equal number of overs prescribed by the umpires.

The umpires shall compute the number of overs to be bowled by each team at the rate of one over for full 4 minutes of Remaining Playing time of the match (start of the match till the session time at 4-30 p.m. of second day). Provision of 10 minutes interval between innings, if applicable, shall be kept in mind while making the calculation.

- (i) While computing the number of overs on the basis of

Remaining Playing time divided by full 4 minutes, if total overs results **ODD NUMBER**, then one more over would be added and then the equal number of overs to be allotted to each team.

- (ii) While computing the number of overs, if total overs results **EVEN NUMBER**, then the same would be equally allotted to both the teams. Fraction of the over would be ignored.
- (c) If the ground is not ready for play to start at the scheduled time for the fault of Home team then **Clause 5 (a)** as provided hereinabove shall apply.
- (d) On the 2nd Day of the match, if any team does not turn up so as to start the match on time, the full point of the match shall be awarded to the team present on the ground.
- (e) If both the teams do not turn up on time on the 2nd Day of the match, neither team shall get any point for that match. The **Match Observer** shall report the matter to the Tournament Sub-Committee.
- (f) If it is not possible to start the match on time, due to weather or ground conditions, the umpires shall wait up to such time both the teams have the opportunity to bat at least for full 40 overs each. If it is not possible, then both the team shall get 2 points each.

6. Penalty for failing to bowl stipulated number of overs
Law-17(e)& (f) of General Bye Laws shall apply.

7. Length of Innings

(a) In an uninterrupted match

- (i) Each team shall bat for maximum 85 overs within 340 minutes unless all out or declared their innings closed earlier.

(340 minutes is allotted to each side for completion of 85 overs which includes Drinks Interval, Ball retrieval, Changing of ball, Medical attention, Insufficient time for rolling etc.)

- (ii) If the innings of the team batting first is dismissed or declared closed earlier than full 85 overs, team batting second shall be entitled to bat for maximum 85 overs, unless the result is achieved earlier

(b) In an interrupted match

(i) If an interruption occurs before the start of the match

The object should always be to re-fix the number of overs, so that both the teams have the opportunity to play for same number of overs (Minimum of full 40 overs each side)

The calculation of number of overs to be bowled shall be based on full 4 minutes per over, in the remaining playing time before scheduled cessation time, i.e, 4-30 p.m. on the second day of the match

Please note that the Principle mentioned hereinabove in **Clause No. 5 (b) (i) & (ii) shall be applied.**

(ii) If an interruption occurs during the First innings

Clause No. 5 (b) (i) & (ii) and Clause No. 7 (b) (i) mentioned hereinabove shall apply.

(iii) If an interruption occurs during the second innings

If due to suspension of play during second innings, it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first they shall bat for the number of overs to be arrived by dividing Remaining playing time by full 4 minutes. Fraction of the over would be ignored.

However, if the team batted first is closed before the time of scheduled or rescheduled close of their innings and thereby the innings of team batting second has started early, in case of interruption during the second

innings, the overs would be reduced only after the amount of time by which the second innings has started early has elapsed.

(iv) In case of further interruption

If further interruption occurs in the 1st innings or in the 2nd innings of the match, the same principle, as appropriate, as per Clause No. 5 (b) (i) & (ii) and Clause No. 7 (b) (i), (ii) & (iii) mentioned hereinabove, shall apply.

8. The Result

- (a) Result shall be achieved only if both the teams have the opportunity to play at least full 40 overs, unless the team batted first is all out or declared their innings closed in less than 40 overs or the team batted second scored more runs than of its opponent in less than 40 overs.

- (b) In the match where both the teams have had the opportunity to play for full 85 overs or the stipulated number of overs in interrupted match, the team scored higher number of runs shall be the **‘WINNER’**.

If the scores are equal, then the team who have lost lesser number of wickets shall be the **“WINNER”**.

If the runs as well as the fall of wickets of both the teams are equal, then the result will be **“TIE”** and both the teams shall get 2 points each.

- (c) If, play is suspended in the second innings of the match due to weather and ground conditions and the number of overs have been revised to a lesser number (Minimum full 40 overs) then the **Target Score** which the team batting second must exceed to win the match shall be calculated by multiplying the revised number of overs by the average run per over scored by the team batted first throughout their innings. If the **Target Score** involves a fraction of a run, it shall be treated as one run.
- (d) If a match is abandoned due to weather or ground

conditions before the team batting second have played the overs allotted to them and they have neither all out nor have passed their opponent's score, the result shall be decided on the average **Run Rate** of both the teams throughout their innings. The team having higher **Run Rate** shall be the **“WINNER”**.

- (e) For the purpose of Clause (c) & (d) the fraction of an over bowled is to be treated as full over.
- (f) In the event of team batted first is all out in less than their allotted overs, the calculation of their **Run Rate** shall be based on their full allotted quota of overs.
- (g) Due to late arrival of one team or default of Home team, if the overs are deducted, then the **Target Score or Run Rate** shall be calculated on the basis of the original allotted overs of the defaulting team and not on the basis of the overs allotted to the team after deduction of overs for late arrival or default of Home team. In case of subsequent interruption due to weather conditions and the overs are re-allotted to both the teams, the difference of overs between the defaulting team and the other team shall also be kept in mind at the time of re-allotment of overs and also while calculating the **Target Score or Run Rate**.
- (h) If the match could not be started or after start could not be played to finish or one or both Teams could not get the opportunity to play for minimum full 40 overs, then both the Teams shall get 2 points each.
- (i) If the match could not be started or is abandoned after the commencement and could not be played to finish (Minimum full 40 overs) due to reason other than weather or ground conditions, the fate of the match shall be decided by the Tournament Sub-Committee.

9. The Points

In the FIRST STAGE, the points would be earned by the teams as under :—

1	WIN / MATCH AWARDED	4 Points
2	TIE	2 Points each
3	EITHER TEAM COULD NOT PLAY FOR FULL 40 OVERS	2 Points each
4	MATCH FALLING THROUGH WITHOUT A BALL BEING BOWLED DUE TO RAIN OR GROUND & WEATHER CONDITIONS	2 Points each

10. Position of the clubs in League Table

Position of the clubs in the League Table after the conclusion of the FIRST STAGE shall be determined on the basis of maximum points secured by the clubs according to the Reports of the matches as per Administrative Rules -14.

If, however, two or more clubs secure equal Points, their respective position in the League Table shall be determined by : **QUOTIENT”**.

11. The procedure for obtaining “QUOTIENT”.

- (a) Batting average of the club :- Total runs scored / Total wickets lost
- (b) Batting average against the club :- Total runs scored against the club / Total wickets taken by the club.

(a) / (b) = **Quotient obtained**

The clubs having higher Quotient shall be placed above the clubs having lower Quotient.

If the club declared their innings closed in any innings shall be deemed to have lost the number of wickets that have fallen.

If any club refuses to play, and the match is Awarded to the opponent club, it shall be considered that they have lost all wickets.

If the **“QUOTIENT”** of two or more clubs are equal, then the position in the League Table shall be determined by **“Draw of lots”** to be arranged by the **Hony. Joint Secretary** of the Association amongst the teams securing equal **“Quotient”**.

12. Extra Time

The umpires may decide to play 15 minutes “**Extra Time**” (minimum 4 overs) for all the matches of “**FIRST STAGE**” mentioned hereinabove, before any scheduled Interval on any day, other than the last session of the match and any Drinks Interval, if requested by either captain and if in the opinion of the umpires, it would bring about a definite result on that day. If the umpires do not believe that a result can be achieved no “Extra Time” shall be played.

13. SECOND STAGE

Except as varied hereunder, the Bye Laws General and the Bye Laws mentioned hereinabove for **FIRST STAGE** shall apply.

Matches for Championship

After conclusion of the FIRST STAGE matches, the clubs which have secured the first 5 position of each Group shall play amongst themselves on Knock – out basis and the ultimate winner shall be declared as the **Champion** of the Second Division League for the year 2017-2018.

All the grounds where the matches of the SECOND STAGE would be played shall be treated as neutral ground.

14. Hours of play and duration of Intervals

10-00	to	12-00	(1 st session)
12-00	to	12-40	(Lunch)
12-40	to	02-40	(2 nd session)
02-40	to	03-00	(Tea)
03-00	to	04-40	(3 rd session)

However, the above time schedule may be altered by the Tournament Sub-Committee, if required, with prior intimation to all the participating clubs.

Drinks shall be allowed once in each session after 60 minutes of play.

If an innings is completed, declared close or the match is interrupted for any reason within 15 minutes of Lunch or Tea Interval, the Interval shall be taken immediately and shall be of specific duration.

Lunch Interval:- Interval shall be of 40 minutes duration

Tea Interval :- Interval shall be of 20 minutes duration.

Lunch Interval shall not otherwise be altered or adjusted for any reason.

15. Duration of matches

- All the matches shall be of 2 Days duration and of one innings for maximum 85 overs for each team unless all out or declared their innings closed.
- If the team batted first is all out or declared their innings closed before completion of their quota of 85 overs or the stipulated number of overs, prescribed by the umpires or the fielding side completes the stipulated number of overs at least 15 minutes before the scheduled time for close of 1st day’s play, the team batting second shall play the residual time after 10 minutes of Interval between innings, but no extra overs would be allotted to the team. The umpires shall reschedule the closing time of their innings.
- If a match after having commenced is abandoned due to reason other than ground or weather conditions, the fate of the match shall be decided by the Tournament Sub-Committee.

16. Late start of play and penalty

- If one of the competing team turns up late / or defaults for any other ground, play may commence at any time between 10-00 a.m. and 11-00 a.m. and in that event, the defaulting side shall bat for less than 85 overs. Calculation of overs to be allotted to the defaulting team is to be made as prescribed hereunder :—
 - Time lost in starting the match as well as 10 minutes Interval between innings, if applicable, shall be

deducted from the allotted time of the innings of the defaulting side to get the remaining time of the innings.

- (ii) Remaining playing time would be divided by full 4 minutes to get the number of overs.
- (iii) Fraction of the over would be ignored.

If the defaulting team fields, its opponent shall be entitled to bat for maximum 85 overs or 5 Hours and 40 minutes, whichever is earlier, unless the team is all out or declared their innings closed earlier.

If the interruption takes place subsequently for ground or weather conditions, the difference of overs of the two teams shall be kept in mind at the time of re-allotment of overs

- (b) If both the teams turn up late, play may commence at any time between 10-00 a.m. to 11-00 a.m. and in that event, both the teams shall play for equal number of overs prescribed by the umpires.
 - (i) The umpires shall compute the overs to be bowled by each team at the rate of one over for full 4 minutes of Remaining playing time of the match(start of the match till the cessation time at 4-40 p.m. of second day). Provision of 10 minutes Interval between innings, if applicable, shall be kept in mind while making the calculation.
 - (ii) While computing the number of overs on the basis of the Remaining playing time divided by full 4 minutes, if total overs results **ODD NUMBER** , then one more over would be added and then the equal number of overs to be allotted to each side and if it produces **EVEN NUMBER**, then the same would be equally allotted to both the teams. Fraction of the over would be ignored.
- (c) On the 2nd Day of the match, if any team does not turn up so as to start the match on time, the match would be awarded to the team present on the field. If both the teams

do not turn up on the 2nd Day on time, the fate of the match shall be decided by the Tournament Sub-Committee.

- (d) If the match is not possible to start on time due to weather or ground conditions, the umpires shall wait up to such time the teams have the opportunity to bat at least for full 40 overs each.

17. Length of Innings

(a) In an uninterrupted match

- (i) Each team shall bat for maximum 85 overs or 5 Hours and 40 minutes whichever is sooner unless all out or declared their innings closed earlier.

(Total 340 minute is allotted to each team which includes Drinks Interval, Ball retrieval, Changing of ball, Medical attention, Insufficient time for rolling etc.)

- (ii) If the innings of the team batting first is dismissed or declare their innings closed earlier than 85 overs, team batting second shall be entitled to bat for maximum of 85 overs, unless the result is achieved earlier.

(b) In an interrupted match

- (i) **If an interruption occurs before the start of the match or during the progress of First Innings**

The object should always be to re-fix the number of overs, so that both the teams get the opportunity to play for same number of overs (Minimum full 40 overs)

The calculation of number of overs to be bowled shall be based on full 4 minutes per over in the remaining playing time before the scheduled cessation time i, e, 4-40 p.m. on the 2nd Day of the match.

While calculating the number of overs, if it produces **ODD NUMBER**, then one more over would be added and then the equal number of overs would be allotted to each team.

While calculating the number of overs, if it produces

EVEN NUMBER, then the fraction of the over shall be ignored.

(ii) If an interruption occurs during the second innings

If due to interruption of play during the 2nd Innings, it is not possible for the team batting second to get the opportunity of batting same number of overs as the team batted First, they shall bat for the number of overs to be calculated as per **Clause 17 (b)(i)** mentioned hereinabove.

However, if the team batted first is closed before the time of scheduled or rescheduled close of their innings and thereby the innings of team batting second has started early, in case of interruption during the second innings, the overs would be reduced only after the amount of time by which the second innings has started early has elapsed.

(iii) In case of further interruption

If further interruption occurs in the 1st innings or in the 2nd innings of the match, the same principle, as appropriate, shall be applied as per **Clause 17 (b) (i)** mentioned hereinabove.

18. Penalty for failing to bowl schedule number of overs

Law -17(e) & (f) of General Bye laws shall apply.

19. The Result

Up to Quarter Final matches

- (a) Result can be obtained only if both the teams have batted for minimum full 40 overs, unless the team batted first is all out in less than 40 overs or the team batted second scored enough runs in less than 40 overs. Matches in which one or both the teams did not have the opportunity to play for a minimum of full 40 overs due to weather conditions shall be **Replayed** on a later date which shall be fixed by the Tournament Sub-Committee.

- (b) Matches in which both the teams have had the opportunity to play for the same number of overs, the team scores the higher number of runs shall be the **“WINNER”**. If the scores are equal, the winner shall be the team which had lost lesser number of wickets.

In the event the runs scored and wicket lost of both the teams are equal, the result shall be decided by **Spin of coin** on the day of the match and on the ground in presence of **Match Observer / both the umpires**.

- (c) If, due to suspension of play during the second innings, the number of over has been reduced to lesser number of overs (Minimum full 40 overs) the **Target Score** which the team batting second must exceed to win the match shall be calculated by multiplying the revised number of overs by the average runs per over scored by the team batted first throughout their innings.

If the Target Score involves a fraction of a run, it shall be considered as one run.

- (d) If a match is abandoned before the team batting second have played their allotted number of overs and they have neither been all out nor have passed their opponent's score, the result shall be decided on the average **Run Rate** of both the teams (Minimum full 40 overs)

The team having higher **Run Rate** shall be the **“WINNER”**

- (e) For the purpose of **Clause (c) & (d)**, the fraction of an over bowled to be treated as full over.
- (f) In the event of the team batted first is all out in less than their quota of overs, the calculation of their average **Run Rate** shall be based on the full quota of overs.
- (g) Due to late arrival of one team, if the overs are deducted, then the **Target Score or Run Rate** shall be calculated on the basis of the original allotted overs of the defaulting team and not on the basis of the overs allotted to the team after deduction of overs for late arrival. In case of

subsequent interruption due to ground or weather conditions and the overs are re-allotted to both the teams, the difference of overs between the defaulting team and the other team shall also be kept in mind at the time of re-allotment of overs and also while calculating the **Target Score or Run Rate**

- (h) Match falling through without a ball being bowled or abandoned after commencement (either or both teams did not get the opportunity to play for minimum full 40 overs) due to ground or weather conditions, shall be **Replayed** on a later date which shall be fixed by the Tournament Sub-Committee.
- (i) If the **Replayed match** as mentioned in Clause 19(a) and (h) hereinabove once again could not be started or is abandoned after commencement or could not be played to a finish (Minimum full 40 overs to both the teams) due to weather conditions, the result of the match shall be decided by **Spin of coin** on the day of the match and on the ground, in presence of **Match Observer / Both the umpires**.
- (j) If the match can not be started or is abandoned after commencement or could not be played to a finish due to reason other than the weather conditions, the fate of the match shall be decided by the Tournament Sub-Committee.

Semi Final and Final Match

In addition to **Clause No. 19 (a), (b), (c), (d), (e), (f), (g)& (h)** as mentioned hereinabove, the following shall apply.

- (a) In the **Semi Final & Final match**, if the **Replayed match** could not be started or abandoned after commencement or could not be played to finish (Minimum full 40 overs to both the teams) due to weather or ground conditions, the match shall be **Replayed once again** on a later date to be fixed by Tournament Sub-Committee.
- (b) If the **Re-Replayed match** as mentioned in (a) above in the **SEMI FINAL STAGES** once again could not be started or is abandoned after commencement or could not be

played to finish (Minimum full 40 overs) to both the teams due to ground or weather conditions, the result of the match shall be decided by **Spin of coin** on the same day of the match and on the ground in presence of **Match Observer / Both the umpires**.

- (c) The **FINAL MATCH** of Second Division (Minimum full 40 overs to each team) has to be played until the ultimate Champion is determined.
- (d) If the **SEMI FINAL** and **FINAL** match can not be started or is abandoned after commencement or could not be played to finish due to reason other than the ground and weather conditions, the Tournament Sub-Committee shall decide the fate of the match.

20. Extra Time

The umpires may decide to play 15 minutes (Minimum 4 overs) **“Extra Time”** for all the matches of **SECOND STAGE** mentioned hereinabove, before any schedule Interval on any day other than the close of play of 2nd day and any Drinks Interval, if requested by either captain and if in the opinion of the umpires, it would bring about a definite result on that day. If the umpires do not believe that a result can be achieved no **Extra Time** shall be allowed.

21. PROMOTION

The Champion of the **SECOND DIVISION** League Tournament shall be promoted to the **FIRST DIVISION** as soon as the Championship is decided.

Part - III

Specific Bye-Laws for the CAB First Division Oneyday Tournament (League cum Knock-out) and Second Division One day Tournament (League cum Knock-out) for the year 2017-2018

1. The Tournaments shall be played in League cum Knock-out basis according to the Administrative **Rules & General Bye Laws** as provided and the specific **Bye Laws** mentioned hereunder.
2. **White "DASGUPTA" ball, Colour Dress and Black Sight Screen to be used in all the matches of the Tournament.**
3. **FIRST DIVISION ONEDAY TOURNAMENT (LEAGUE CUM KNOCK-OUT) :—**
37 clubs of 1st Division to be divided in the following 8 groups;
5 Groups from 'A' to 'E' will consist of 5 Teams each and 3 Groups from 'F' to 'H' will consist of 4 Teams each.
Top 2 Teams will qualify from each group to play in the Knock-out stage starting from Pre-Qr. Final stage.
4. **SECOND DIVISION ONEDAY TOURNAMENT (LEAGUE CUM KNOCK-OUT) :—**
5. **57 clubs of 2nd Division to be divided in the following 16 groups;**
9 Groups from 'A' to 'I' will consist of 4 Teams each and 7 Groups from 'J' to 'P' will consist of 3 Teams each.
Top 2 Teams each from Group 'A' to 'I' and Top Team each from Group 'J' to 'P' will qualify to play in the Knock-out stage.
6. (a) **Hours of play and duration of Intervals (League Stage)**

09-30	to	12-40 P.M.	(1st SESSION)
12-40	to	01.20 P.M.	(LUNCH)
01.20	to	04.30 P.M.	(2nd SESSION)

(b) Hours of play and duration of Intervals (Knock-Out Stage)

09-00	to	12-30 P.M.	(1st SESSION)
12-30	to	01.10 P.M.	(LUNCH)
01.10	to	04.40 P.M.	(2nd SESSION)

(c) Hours of play and duration of Interval (Final Match)

01-30	to	05-00 P.M.	(1st SESSION)
05-00	to	05.40 P.M.	(LUNCH)
05.40	to	09.10 P.M.	(2nd SESSION)

However, the above time schedule may be altered by the Tournament Sub Committee, if required, with prior intimation to the participating Clubs.

- (d) If an innings is completed within 30 minutes of the scheduled time for Lunch Interval, Interval for 40 minutes (to include 10m interval between Innings) shall be taken.
 - (e) If an innings is completed within 30 minutes of the scheduled time for Lunch Interval, Interval for 40 minutes (to include 10m intervals between innings) shall be taken.
 - (f) If the team batting first is all out when more than 30 minutes remains before the scheduled close of 1st session then the innings of the batting second shall start after 10 minutes interval between innings. Interval for Lunch for 40 minutes shall be taken at the scheduled time.
 - (g) Declaration of a side's innings is not permitted.
 - (h) All grounds would be treated as neutral ground.
 - (i) In every match of League Stage 1 New White Ball to be used by the Fielding Team and in every match of Knock-out Stage 1 New White Ball from Each End to be used by the Fielding Team, that is 2 New White Balls to be used by the Fielding Team in every match of Knock-out Stage.
- #### 7. Length of Innings (Upto Pre-quarter Final) :
- (a) **In an uninterrupted match :**
 - (i) Each team shall bat for 45 overs within 3 Hours & 10

minutes unless all out earlier.

(Total 190 minutes is allotted to each team which includes Drinks, Medical attention, Changing of ball, Ball retrieval, Insufficient time for rolling etc).

(ii) If the team batting first is dismissed in less than 45 overs, then the team batting second shall be entitled to bat for 45 overs.

(b) **In the interrupted matches where the start is delayed or where play is suspended due to weather condition before or after commencement of FIRST innings :—**

The object should always be to re-fix the number of overs so that both the teams have the opportunity of batting for the same number of overs (**minimum full 20 overs**) in the allotted time.

The calculation of number of overs to be bowled shall be based on one over for each **4.22 minutes** in the time remaining before the close of play at 4-30 p.m.

After calculation if the total over produces **ODD number**, it has to be rounded up to next whole number and then the same is to be equally allotted to both the teams and in that case, the match may finish late as it will be decided by the umpires.

When the calculation produces **EVEN number**, then the fraction of the over, if any, is to be ignored and the total overs would be equally allotted to both the teams and in that case, the match may finish early as it will be decided by the umpires

The Lunch Interval shall commence accordingly at the time which shall be decided by the umpires.

When an interruption occurs in the 2nd innings of the match, after calculation on the basis of Remaining playing time divided by 4.22 m, the fraction of the over shall be ignored.

However, if the team batted first is closed before the time

of scheduled or rescheduled close of their innings and thereby the innings of the team batting second has started early, in case of interruption during the second innings, the overs would be reduced only after the amount of time by which the second innings has started early has elapsed.

(c) **In the Matches when Second Innings is interrupted**

If owing to suspension of play during the innings of the team batting second it is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, they shall bat for the number of overs, to be calculated as per Clause 7 (b) (i) mentioned hereinabove.

EXAMPLE – A (WHEN START IS DELAYED)

Due to weather condition, the match started at 10-00 a.m. How many overs would be allotted to each team and what would be the closing time of each Innings.

(A) Total Playing Time	: 380 m
(B) Time lost	: 30 m
(C) Time remaining	: 350 m
(D) Total overs (C /4.22 m)	: 82.93 = 82 overs
(E) Overs allotted to each team (D / 2)	: 41 overs
(F) Time allotted to each fielding team (E × 4.22 m)	: 173.02 m = 174 m
(G) Closing time of 1 st innings	: 12-54 p.m.
(H) Starting time of 2 nd innings	: 01-34 p.m.
(I) Closing time for 2 nd innings	: 04-28 p.m.

EXAMPLE – B (WHEN THE FIRST INNINGS IS INTERRUPTED)

First innings is interrupted due to rain from 10-10 to 11-00 a.m. when 7 over was bowled. What would be the allotted number of overs for both the teams and what would be the closing time for both the innings.

(A) Total Playing Time	: 380 m
(B) Time played	: 40 m
(C) Time remaining (A-B)	: 340 m

(D) Time Lost	: 50 m
(E) Actual playing time remained (C–D)	: 290 m
(F) Total Playing time (B+E)	: 330 m
(G) Total overs (F / 4.22 m)	: 78.19 = 78 overs
(H) Over allotted to each team (G / 2)	: 39 overs
(I) Over already bowled	: 7 Overs
(J) Over left to be bowled (H – I)	: 32 Overs
(K) Time required to complete total overs (H × 4.22 m)	: 164.58 m = 165 m
(L) Time already taken	: 40 m
(M) Time left for completion of overs (K – L)	: 125 m
(N) Closing time of 1 st innings	: 01-05 p.m.
(O) Starting time of 2 nd innings	: 01-45 p.m.
(P) Closing time of 2 nd innings	: 04-30 p.m.

If further interruption occurs, same principle shall apply.

EXAMPLE – C (WHEN SECOND INNINGS IS INTERRUPTED)

Due to rain, play was interrupted from 1-50 p.m. to 3-00 p.m. when 6 over was bowled. Calculate the number of overs to be allotted to the team batting second and what would be the closing time.

(A) Total Playing Time	: 190 m
(B) Time played	: 30 m
(C) Time left (A–B)	: 160 m
(D) Time lost	: 70 m
(E) Actual playing Time remains (C–D)	: 90 m
(F) Total playing time (B + E)	: 120 m
(G) Over to be bowled (F / 4.22 m)	: 28.43 = 28 Overs
(H) Overs already bowled	: 6 Overs
(I) Over left to be bowled (G – H)	: 22 Overs
(J) Time required to bowl the allotted overs (G × 4.22 m)	: 118.16 m = 119 m
(K) Time already played	: 30 m
(L) Time allotted for completiong overs (J–K)	: 89 m
(M) Closing time for 2 nd innings	: 04-29 p.m.

If further interruption occurs, same principle shall apply.

8. Length of innings (Knock-Out Stage)

In an uninterrupted match

- (i) Each team shall bat for 50 overs within 3 hours & 30 minutes unless all out earlier

(Total 210m is allotted to each fielding side which includes Drinks, Medical attention, Changing of ball, Ball retrieval, Insufficient time for rolling etc.)

- (ii) If the team batted first is dismissed in less than 50 overs, then the team batting second shall be entitled to bat for 50 overs.

In an interrupted match

All calculation shall be based on one over for 4.20 minutes in the time remaining before the close of play at 4.40 p.m.

9. Late start of Play and Penalty (Upto Pre-Quarter Final) :

- (a) If one of the competing team turns up late, or defaults on any other ground, play may commence at any time between 09-30 a.m. and 10-00 a.m. In that event, the defaulting side shall bat for less than 45 overs. Calculation of overs is to be made as provided hereunder :—

- (i) Time lost in starting the match shall be deducted from the allotted time of the innings of the defaulting side to get the remaining playing time of the innings.

- (ii) Remaining playing time would be divided by 4.22 minutes to get the number of overs.

- (iii) Fraction of the over would be ignored.

If the defaulting side fields, its opponent team shall be entitled to bat for 45 overs or for 190 minutes, whichever is earlier, unless the team is all out.

- (b) If both teams turn up late, play may commence at any time between 09-30 a.m. and 10-00 a.m. and in that event, the umpires shall allot the equal number of overs to both the teams taking into account of total playing time remains divided by 4.22 minutes. Same principle as mentioned in **Clause 7 (b) (i)** hereinabove shall apply.

The Lunch Interval shall commence accordingly at the time which shall be decided by the umpires.

(c) **Late start of play and penalty (League Stage)**

If one of the teams turns up late or default on any other ground, play may commence at any time within 09-00 to 9-30 a.m.. In that event, the defaulting side shall bat for less than 50 overs.

On such occasion, all calculations shall be based on one over for each full 4.20 minutes of playing time lost.

All other principle and the provision of Bye Laws shall be in accordance with the above changes.

10. Penalty for failing to bowl scheduled number of overs :

Law -17(e) & (f) of General Bye Laws shall apply.

11. Number of overs per Bowler :

No bowler shall bowl more than one-fifth of the total overs in an uninterrupted innings.

In a delayed or interrupted match where the total overs are reduced for both the teams or for the team bowling second, no bowler shall be allowed to bowl more than one-fifth of the allotted overs. However, when overs of the innings is not divisible by 5, one additional over shall be allowed to maximum number of bowlers to make up the balance.

Example - A :- Due to interruption the match is reduced to 40 overs to each side.

5 bowlers can bowl maximum 8 overs each.

Example - B :- Due to rain match is reduced to 34 overs to each side.

4 bowlers can bowl maximum 7 overs and one bowler would be permitted to bowl maximum 6 overs.

In the event of a bowler is suspended or breaking down during an over and unable to complete the over, the remaining ball(s) of the over shall be bowled by any other bowler who has not bowled the previous over and shall not bowl next over or part

thereof. Such part of an over shall count as a full over for both the bowlers so far as bowler's limit is concerned.

12. Free Hit for No ball :

The delivery following a 'No ball' shall be a **"Free Hit"** for whichever batsman is facing it. If the delivery for a Free Hit is not a legitimate delivery (No ball or Wide ball), then the next delivery shall also be a **"Free Hit"**.

Changing of field placement are not permitted for the Free Hit delivery unless there is a change of striker. **But if "No ball" is called for contravention of Field Restriction or Limitation of on-side fielder, required field adjustment shall be allowed.**

The bowler's end umpire shall signal **"No ball"** to the scorer and then signal a **"Free Hit"** by extending one arm straight upwards and moving it in a circular motion.

In case of **"Free Hit"** delivery, the batsman can only be dismissed under **Law - 21 (No ball)**.

13. Field restriction for KNOCK-OUT matches :

Two semi circles shall be drawn on the field of play. The semi circles shall have as their centre the middle stump at the either side of the pitch. The radius of each of the semi circles shall be **30 yards**. The semi circles shall linked by two parallel straight lines drawn on the field.

The Field Restrictions area should be marked by continuous painted white lines or dots at 5 yards interval.

Throughout the match not more than **4 fielders** shall be permitted outside the Field Restriction area as mentioned hereinabove at the instant of delivery.

In the event of an infringement of Field Restrictions, the **Striker's end umpire** shall call and signal **"No ball"**.

14. Wide bowling – Judging a Wide

Law - 22 of General Bye Laws shall apply.

15. The Result (League Stage) :

(a) Result shall be achieved if both the Teams have the

opportunity to play at least (minimum full 20 overs) unless the Team batted first is all out in less than 20 overs or the Team batted second scored more runs than of its opponents in less than 20 overs.

- (b) In the match where both the Teams have had the opportunity to play for full 45 overs or the stipulated numbers of overs in interrupted match (minimum full 20 overs), the Team scored higher number of runs shall be the “Winner”.

If the scores are equal, than the Team who have lost lesser number of wickets shall be the “**Winner**”.

If the runs as well as the fall of wickets of both the Teams are equal, then the result will be “**Tie**”.

- (c) If play is suspended in the second innings of the match due to weather and ground conditions and the number of overs have been revised to a lesser number (minimum full 20 overs) then the “Target Score” which the Team batting second must exceed to win the match shall be calculated by multiplying the revised number of overs by the average run per over scored by the Team batted first throughout their innings. If the “Target Score” involves a fraction of a run, it shall be treated as one run.
- (d) If a match is abandoned due to weather or ground conditions before the Team batting second have played the overs allotted to them and they have neither been all out nor have passed their opponents score, the result shall be decided on the average “Run Rate” of both the teams throughout their innings. The team having higher Run Rate shall be the “**Winner**”.
- (e) For the purpose of Clause (c) & (d) the fraction of an over bowled is to be treated as full overs.
- (f) In the event of Team batted first is all out in less than their allotted overs, the calculation of their ‘Run Rate’ shall be based on there full allotted quota of overs and not the over when they got all out.
- (g) Due to late arrival of one Team, if the over are deducted, then the “Target Score’ or ‘Run Rate’ shall be calculated

on the basis of original overs of the defaulting side and not on the basis of the overs allotted to the Team after deduction of overs for late arrival.

In case of subsequent interruption due to weather conditions and the overs are re-allotted to both the Teams, the difference of overs between the defaulting Team and the other Team shall also be kept in mind at the time of re-allotment of overs and also while calculating the “Target Score or Run Rate’

- (h) If the match could not be started or after start could not be played to finish, the match shall be treated as “Drawn”
- (i) If one or both the Teams did not get the opportunity to play for minimum full 20 overs, the match shall be treated as “Drawn”
- (j) If the match could not be started or is abandoned after commencement and could not be played to finish (minimum 20 overs) due to reason other than the weather or ground conditions, the fate of the match shall be decided by the Tournament Sub-Committee.

16. The Points

- (i) In the League Stage, the points be earned by the Team would be as under :—
- | | |
|-----------------------|---------------|
| 1. Win/ Match Awarded | 4 Points |
| 2. Tie/ Drawn | 2 Points each |
| 3. Match Lost | 0 Points |
- (ii) In the event of points of more Clubs within the Group are equal, after the League stage, the following shall apply to determine the Club/Clubs who shall qualify to play in the knock out Stage.
1. Team with most number of Wins
 2. If equal, the Team with the highest Net Run Rate.
 3. If still equal, Draw to lots.
- (iii) **Net Run Rate :—**
- * Average run per over scored throughout the competition is divided by the Average Runs per over scored against the Team throughout the competition.

- * If the Team is all out before their full quota of overs, the calculation shall be made by their full quota of overs for which they were entitled to.
- * Only those matches where result have been achieved shall be taken into account for Net Run Rate calculation.

17. The Result (Knock out Stage)

- (a) A result can be achieved only if both teams have batted for at least full 20 overs, unless one team has been all out before 20 overs. Matches, in which one or both teams have not had an opportunity of batting for a minimum of 20 overs, shall be Replayed.

- (b) In the matches when both the teams have the opportunity of batting for 45 overs (In League Stage) and for 50 overs (In Knock-out Stage) in an uninterrupted match or lesser number of overs in an interrupted match, the team scoring the higher number of runs shall be the Winner.

If the scores are equal, the Winner shall be the team which had lost lesser number of wickets.

In the event of the runs scored and wickets lost of both the teams being equal, the result shall be decided by Spin of coin on the same day and on the ground in presence of Match Observer / Both the umpires.

- (c) If, due to suspension of play, the number of overs of team batting second had to be revised to a lesser number of overs (minimum full 20 overs) than that allotted earlier to the team batted first, their Target score, which they must exceed to win the match shall be calculated by multiplying the revised number of overs by the average runs per over scored by the team first throughout their innings.

If the Target score involves a fraction of a run, it shall be considered as one run.

- (d) If a match is abandoned before the team batting second could play their allotted number of overs and they have neither been all out, nor have passed their opponent's

score, the result shall be decided on the average run rate throughout the innings (minimum full 20 overs) of both the teams. The team having higher run rate shall be the Winner.

A part of an over bowled shall be treated as full over.

- (e) In the event of the team batted first is all out in less than their full quota of overs, the calculation of their average run rate shall be based on the full quota of overs to which they have been entitled to.
- (f) If the match is abandoned after commencement or could not be played to a finish for any reason other than weather, the Tournament Sub-Committee shall decide the fate of the match

Replayed Match :

- (a) Date and ground of a **Replayed match** shall be decided by the **Tournament Sub-Committee**.
- (b) In the Replayed match, result can be achieved as per **Clause 17 (a), (b), (c), (d) and (e)** mentioned hereinabove.
- (c) In case of a **Replayed match** in which one or both the teams did not get an opportunity of batting for a **minimum of full 20 overs**, result of the match can be achieved by Spin of coin on the same day on the ground in presence of **Match Observer / Both the umpires**.
- (d) If the **Replayed** match is abandoned after commencement or could not be played to a finish for any reason other than the weather, the **Tournament Sub-Committee** shall decide the fate of the match.
- (e) If the **Replayed Final** match could not be started or is abandoned after the commencement or could not be played to a finish (**minimum full 20 overs**) due to weather conditions, then both the teams shall be declared as **“Joint Winner”** of the Tournament.
- (f) In the Final match, in the event of runs scored and wicket lost of both the teams being equal, the “Winner” shall be decided on the result of **“Super Over”** as per **APPENDIX -B** of General Bye-Laws.

Part - IV

Specific Bye-Laws for J.C Mukherjee & Nirmal Chatterjee Memorial Trophy Tournament for the year 2017-2018

1. The above Tournaments shall be played according to the relevant Administrative **Rules and General Bye-Laws** provided and **Specific Bye-Laws** mentioned hereunder

2. Participating Team :

All First Division Clubs shall participate in **J.C.Mukherjee Memorial Trophy Tournament**, while all Second Division Clubs shall participate in **Nirmal Chatterjee Memorial Trophy Tournament** for the year 2017-2018.

All grounds shall be treated as neutral ground.

White Ball, Colour Dress and Black Sight Screen to be used in all the matches of both the Tournaments.

3. Duration of Matches :

All matches shall be of one innings per a side and each innings shall be limited to 20 overs unless all out earlier. A minimum of 5 overs per team shall constitute a match.

(Total 90 minutes is allotted to each team for bowling 20 overs which includes, Changing of ball, Ball retrieval, Medical attention, Insufficient time for rolling, etc)

Declaration of a side's innings is not permitted.

4. Hours of Play

Morning Match :

09.00 a.m. to 10.30 a.m. (First Session)
10.30 a.m. to 11.00 a.m. (Break)
11.00 a.m. to 12.30 p.m. (Second Session)

Afternoon Match :

01.30 p.m. to 03.00 p.m. (First Session)
03.00 p.m. to 03.30 p.m. (Break)
03.30 p.m. to 05.00 p.m. (Second Session)

Night Match :

06.00 p.m. to 07.30 p.m. (First Session)
07.30 p.m. to 08.00 p.m. (Break)
08.00 p.m. to 09.30 p.m. (Second Session)

The above time schedule may however, be altered by the **Tournament Sub-Committee** with prior intimation to all participating clubs

The innings of the team batting second shall not commence before the scheduled time for commencement of the second session unless the team batted first has completed its innings at least 30 minutes prior to the scheduled Break. In such case, 30 minutes Break shall take place and then the team batting second shall commence its innings.

Where the play is delayed or interrupted the umpires are authorized to reduce the length of the Break as follows :—

Time Lost	Interval
Upto 60 minutes	- 15 minutes
Between 60 and 120 minutes	- 10 minutes

5. Length of Innings :

Uninterrupted match:

- Each team shall bat for 20 overs unless all out earlier
- If any team fails to complete 20 overs or the stipulated number of overs within the scheduled time they shall be penalized as per Bye Laws-General No. 17 (e) & (f) (2 x Run rate)**
- If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- If the team batted second wins the match by wicket, no penalty run shall be added for over rate penalty

Interrupted match - When start is delayed or interruption occurs during the First Innings :—

- The object shall always be to rearrange the number of overs so that both the teams have the opportunity of

batting for same number of overs.

- (b) While playing time is lost, the revised number of overs to be bowled shall be based on one over for each 4.50 minutes of total remaining playing time available for play. This shall also apply if any team turns up late which must not exceed more than 15 minutes. On such occasion, the defaulting team shall bat for lesser number of overs.
- (c) When a reduction of number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original or the rescheduled cessation time. If required, the time should be extended to allow for one more over to both the teams to be added.
- (d) The team batting second shall not bat for greater number of overs than the first team unless the first team is all out earlier.
- (e) If the number of overs of either team is reduced, a fixed time shall be specified by the umpires for completion of the that session.
- (f) If a team does not turn up within 15 minutes from the time scheduled to start the match, the team present shall be awarded the match.

Interrupted match - When the start is delayed or interruption occurs during the Second Innings.

When playing time is lost before the start of second innings or time is lost for interruption during the progress of second innings, the number of overs to be allotted to the team shall be based on one over for each 4.50 minutes in total remaining time available for play, taking into account the original closing time for second session.

Should the calculation results a fraction of an over, the fraction shall be ignored.

6. Field Restriction

Up to Quarter Final stage

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-circle shall be **25 yards**. These semi-circles shall be linked by two parallel straight lines drawn on the field.

Semi-Final and Final match

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-circle shall be **30 yards**. These semi-circles shall be linked by two parallel straight lines drawn on the field.

- (a) The field restrictions area should be marked by continuous painted white lines or dots at 5 yards interval.
During the Field Restrictions overs (as set out below) only **2 fielders** shall be permitted outside this Field Restrictions area at the instant of delivery.
- (b) During the Non-Field Restrictions overs, not more than **5 fielders** shall be permitted outside the Field Restrictions area.
- (c) The Field Restrictions overs shall apply for the first 6 overs of each uninterrupted innings. In circumstances, when the number of overs for the team batting is reduced, the number of Field Restrictions overs shall also 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 innings of the match.

Total overs in the innings	Number of Field Restriction overs
5 - 6	1
7 - 9	2
10 - 13	3
14 - 16	4
17 - 19	5

- (d) If an innings is interrupted during the progress of an over

and if on the resumption of play it is found that the required number of Field Restrictions overs (revised due to interruption) have already been bowled, the remaining ball(s) of the unfinished over shall not be subject to Field Restriction.

Example :— A match is reduced to 12 overs when 3.2 balls have been bowled. In this case the match shall recommence with Non Field Restrictions over, i.e, remaining 4 balls of 4th over shall be bowled with Non Field Restrictions.

- (e) In the event of an infringement of any of the above Field Restrictions, The **Striker's end umpire** shall call & signal 'No ball'.

7. Number of overs per bowler

No bowler shall bowl more than 4 overs in an uninterrupted innings.

In a delayed or interrupted match, where the overs are reduced for both the teams or for the team bowling second, no bowler shall bowl more than one-fifth of the total overs of the innings. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number of bowler necessary to make up the balance.

In the event of a bowler is suspended or breaking down during an over and unable to complete the over, the remaining ball(s) of that over shall be bowled by another bowler who has not bowled previous over or part thereof and shall not bowl the next over. Such part of an over bowled by the bowler shall count as a full over in so far as each bowler's limit is concerned.

8. Free Hit for No ball

The delivery following a 'No ball' shall be a **"Free Hit"** for whichever batsman is facing it. If the delivery for a Free Hit is not a legitimate delivery (No ball or Wide ball), then the next delivery shall also be a **"Free Hit"**.

Changing of field placement are not permitted for the Free

Hit delivery unless there is a change of striker. **But if "No ball" is called for contravention of Field Restriction or Limitation of on-side fielder, required field adjustment shall be allowed.**

The bowler's end umpire shall signal **"No ball"** to the scorer and then signal a **"Free Hit"** by extending one arm straight upwards and moving it in a circular motion.

In case of **"Free Hit"** delivery, the batsman can only be dismissed as permitted under **Law-21 (No ball)**

9. Bowling of Fast Short Pitched ball

- (a) A bowler shall be limited to one fast short pitched delivery in an over.
- (b) The bowler's end umpire shall advise the bowler and the batsman on strike when each fast short pitched ball has been bowled.
- (c) In addition to the above regulation, if a ball which passes above head height of the striker standing upright at the popping crease and thereby prevents him to hit the ball by means of a normal cricket stroke shall be called a **"Wide"**.
- (d) For avoidance of any doubt any fast short pitched delivery which passes above head height of the striker and called **Wide** shall also count as allowable short pitched delivery in that over.
- (e) In the event of the bowler bowling more than one short pitched delivery in an over, the bowler's end umpire shall call & signal **"No ball"** on each such occasion. After the bowler's end umpire has called & signaled **"No ball"**, he shall signal **"No ball" to the scorers and then tap the head with the other hand.**

10. Wide Bowling —Judging a Wide

Law 22 of General Bye Laws shall apply.

11. The Result :

- (a) A result can be achieved only if both the teams have had the opportunity of batting for at least full **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 the match in less than **5 overs**.
- (b) In the match in which both the teams have had the opportunity of batting for 20 overs in an uninterrupted match or lesser number of overs in interrupted match (minimum full 5 overs), the team scoring the higher number of runs shall be the **Winner**.

If the scores are equal, the team which has lost lesser number of wickets shall be the **Winner**.

All the matches upto Semi Final stage in which both the teams did not have the opportunity of batting for minimum 5 overs or if the total runs and the fall of wickets of both the teams are equal then the fate of the match shall be decided by **“Spin of coin”** on the same day on the ground in presence of **Match Observer / Both the umpires**.

- (c) In the **Final match**, in the event of the score and the fall of wicket of the both the teams are equal, the **“Winner”** shall be decided on the result of **“Super Over”** as per **APPENDIX-B** of Bye Laws – General.
- (d) **Matches when Second innings is interrupted – Calculation of “Target Score”**

If, due to suspension of play, the number of overs in the innings of the team batting second had to be revised to a lesser number of overs (minimum of full 5 overs) than that allotted to the team batted first, their **“Target Score”**, which they must exceed to win the match, shall be calculated by multiplying the revised number of overs by the average run per over scored by the team batted first throughout their innings

If the **“Target Score”** involves a fraction of a run, it shall be considered as one run.

- (e) If a match is abandoned before the team batting second have played their allotted number of overs (minimum of full 5 overs) and they have neither been all out, nor have passed their opponent's score, the result shall be decided on the average run-rate throughout the innings of both the teams.

The team having higher run- rate shall be the **“Winner”**. A part of an over bowled shall be taken as full over.

In the event of the team batted first is all out in less than their full quota of overs, the calculation of the average run-rate shall be based on the full quota of overs to which they were entitled to.

Part-V

Super League Tournament

In addition to the General Bye Laws of the Association, the under mentioned Specific Bye Laws for the CAB 1st Division Super League Tournament for the year 2017-2018 shall apply.

1. (a) The competing 8 (eight) teams as mentioned under Bye Laws No. 2 (vi) are placed in the following 2 (Two) Groups.

Group -A

1. Rank -1
2. Rank-4
3. Rank-5
4. Rank-8

Group - B

1. Rank-2
2. Rank-3
3. Rank-6
4. Rank-7

- (b) Each team of the Group shall play with the other teams once only. The top team of each Group, on the basis of points earned, shall play the **FINAL** match.
- (c) All the matches of the Tournament shall be played in accordance with the relevant Rules and the Bye Laws – General of the Association and Specific Bye Laws as provided hereunder.
- (d) All the grounds shall be treated as neutral ground
- (e) Declaration, Forfeiture and enforcing Follow-on would be permitted.
- (f) Lead on first innings / Enforcement of Follow-on option :
The side which bats first and leads by at least 150 runs shall have the option of requiring the other side to follow their innings. A captain shall notify the opposing captain and the Umpires of his intention to take up this option.

2. Nomination of Players.

- (a) Each team shall nominate 11 players plus 4 substitutes

fielders in writing and shall submit to the **Match Observer** before the “Toss”.

- (b) Only those nominated substitute fielders shall act as substitute on the field during the match unless the **Match Observer**, in exceptional circumstances, allow subsequent addition.

3. Hours of play and duration of Intervals (Except Final match)

09-00 a.m.	to	11-30 a.m.	(1 st session)
11-30 a.m.	to	12-30 p.m.	(Lunch)
12-30 p.m.	to	02-30 p.m.	(2 nd session)
02-30 p.m.	to	03-00 p.m.	(Tea)
03-00 p.m.	to	04-30 p.m.	(3 rd session)

The above time schedule may, however, be altered by the Tournament Sub-Committee with prior intimation to the participating teams.

Lunch Interval:- The Interval shall be of 60 minutes duration.

Tea Interval :- The Interval shall be of 30 minutes duration.

Drinks Interval :- The Interval shall be permitted after one hour of play in each session. In the 1st session, there would be 2 Drinks Interval. However, if the 2nd or 3rd session is extended for any reason, Drinks would be taken after each 60 minutes of play as per the instructions of the umpires.

If an innings is completed or declared close within 15 minutes of Lunch Interval or 30 minutes of Tea Interval, the Interval shall be taken immediately to include the Interval between innings.

4. Duration of the matches

- (a) All the matches shall be of 4 days duration and of 2 innings.
The duration of the match would be as under :—

Innings

Overs stipulated

1st Innings of both the teams Each team shall bat for maximum of 180 overs

2nd Innings of both the teams NO STIPULATION

(Total 360 minute is allowed for each day’s play which includes Drinks Interval, Ball retrieval, Changing of ball, Medical attention, Insufficient time for rolling etc.)

- (b) If one or both teams turn up late, play may commence on the 1st day at any time within 09-00 to 10-00 a.m. The **Match Observer** shall report the matter to the **Tournament Sub-Committee**.
- (c) On any subsequent day’s play, if any team does not turn up as to start the day’s play on time, the full point or the match shall be awarded to the team present on the ground. In case both the teams do not turn up on time on the 2nd or 3rd or 4th day of the match, the fate of the match shall be decided by the **Tournament Sub-Committee**.

5. Covering the pitch

The entire pitch (Minimum 5 meter on either side of the pitch) and the Bowler’s run up (Minimum 10 x 10 metre) and any soft areas on the outfield shall be covered on the day before the match and up to commencement of day’s play. It may also be covered for the duration of the match in case of inclement weather as per the instructions of the umpires.

It shall be wholly covered within a period of 2 hours after termination of each day’s play and shall be removed next day morning not later than 2 hours before the scheduled or rescheduled restart of the match. If it rains, the covers would not be removed.

However, considering the availability of the ground, the Tournament Sub-Committee may decide the matter regarding covering of the pitch, before the commencement of the Tournament.

6. Minimum overs in a day

Play shall continue on each day until the completion of minimum of 90 overs (Minimum 15 overs per Hour) or the completion of scheduled or rescheduled cessation time, whichever is later.

But play shall not continue for more than 30 minutes beyond the scheduled or rescheduled cessation time. In such case, play shall cease upon completion of over in progress. The overs not bowled after the stumps have been drawn for the day, shall not be bowled on the subsequent day.

7. Reduction of Minimum overs

If playing time is lost for Ground, Weather or Light or for any other reason on any day, for more than one hour, the minimum number of overs for that day shall be reduced by 1 over for each 4 minutes of aggregate playing time lost. Fraction would be ignored.

8. Penalty for failing to bowl schedule number of overs

Bye Law 17 (E & F) of Bye Laws-General shall apply

9. Making up Lost Time

(a) On the Day

If play is not started on time on the First day of the match due to late arrival of any team or is suspended for any reason, other than the normal interval, the playing time on that , shall be extended by the amount of time lost up to a maximum of 1 Hour. The maximum of 1 Hour shall be inclusive of any time that may have been added to day’s playing time (Maximum of 30 minutes) which was lost on any previous day.

Example – 1 :- 1st Day 130 minutes was lost before Tea Interval.

1st Day - Maximum 60m can be made up (2nd session -30m, 3rd session – 30m) Remaining 70m would be made up as under :-
2nd Day – 30m (In the 2nd session)

3rd Day - 30m (In the 2nd session)

4th Day - 10m (In the 2nd session)

Overs to be bowled on Day -1 = $90 - (70m/4m) = 17$ = Minimum 73 overs

Overs to be bowled on Day -2 = $90 + (30m/4m) = 7+1$ = Minimum 98 overs

Overs to be bowled on Day-3 = $90 + (30m/4m) = 7+1$ = Minimum 98 overs

Overs to be bowled on Day-4 = $90 + (10m/4m) = 2+1 = 3$ = Minimum 93 overs

Example – 2 :- **1st day 45m is lost before Tea Interval**

30m to be made up in the 2nd session

15m to be made up in the 3rd session

Overs for the Day = Minimum 90 overs

(b) On subsequent day

If any time is lost and can not be made up on that day, additional time of up to a maximum of 30 minutes, per day, shall be added to the next day or any subsequent days to make up as much lost time as possible. Wherever appropriate, this additional time shall be added to second session and if it is not possible, it shall be added to the 3rd session.

When such additional time is added on any day, the overs for that day shall be increased by one over for each 4 minutes of additional time and part thereof.

Example :- **1st day 100m was lost**

1st day :- 60m is made up

2nd day :- 30m is to be made up

3rd day :- 10m is to be made up

In this case on Day -1 minimum overs would be for $90 - (40/4m) = 80$ overs

Minimum overs for Day -2 would be $90 + (30m/4m) = 98$ overs

Rescheduled cessation time for Day – 2 would be 4-30 + 30m = 5-00 p.m.

On Day – 3, minimum overs would be $90 + (10m/4m) = 93$ overs

Rescheduled cessation time would be 4-30 + 10m + 4-40 p.m.

10. Changing of Intervals

(a) If play is interrupted for 30 minutes or more, on any day, prior to scheduled or rescheduled **Tea Interval**, the interval shall be delayed by 30m.

Example :- **2nd day, before Tea, 42m is lost**

30m would be made up in the 2nd session

12m would be made up in the 3rd session

(b) In addition to the above, the **Tea Interval**, can be altered if playing time has been lost on any previous day.

Example :- **1st day 80m is lost after Tea Interval**

1st day :- 60m would be made in the 3rd session

2nd day:- 20m would be made up in the 2nd session
(Tea would be taken at 2-30 + 20m = At 2-50 p.m.)

(c) **Tea Interval – 9 wicket is down**

The provision of Law 15.8 as applicable to the Tea Interval, shall also apply to the **Lunch Interval**.

11. Change of innings

Except when the change of innings occurs at **Lunch or Tea Interval** or when play is suspended for any reason, 2 overs would be deducted from the minimum overs to be bowled on that day. The fraction of an over bowled in the innings would be treated as one over. This has to be kept in mind at the time of calculation of number of overs to be bowled on that day.

However, 10 minutes for change of innings, if required, shall be added to the cessation time on any day, to enable both the teams to play in their 1st innings for maximum of 180 overs.

12. Drawing of stumps

- (a) If play is suspended for any reason at or after the scheduled or most recently rescheduled cessation time, the stumps shall be drawn and the match would be suspended for the day.
- (b) In the event of the players are already being off the field for suspension of play at the scheduled or most recently rescheduled cessation time, stumps shall be drawn at that time.
- (c) On the last day, if both the captains or the fielding side captain and the batsmen at the crease consider that there is no prospect of either side to win the match **Outright**, they may agree to finish the match earlier at any time when one hour of play or less remains.

13. Extra Time

On request of either captain, umpires may decide to play 30m **Extra Time** (Minimum 8 overs) at the end of the day's play, other than the last day of the match or 15m **Extra Time** (Minimum 4 overs) before Lunch or Tea Interval, if in their opinion, it would bring about a definite result on that day. If the umpires do not believe a result can be achieved, no Extra Time shall be allowed.

If 30m Extra Time is played on any day, that amount of time shall be deducted from the Last Day and the match on the Last day shall end early by the amount of time by which play was extended.

If 15m Extra Time is played on any session, the amount of time by which play was extended shall be taken out from the following session on that day.

However, when 9 wicket is down before Lunch or Tea Interval, the interval shall be postponed for 30m and on such occasion 15m Extra Time for getting definite result would not be allowed.

14. Ball

- (a) Only **SG Test ball** shall be used in all the matches in the League Stage of the Tournament.
- (b) All the clubs shall maintain adequate stock of new, old and used ball of **SG Test brand** for replacement during the progress of the match as and when necessary at the discretion of the umpires.
- (c) Failure to provide new, old and used ball of **SG Test brand**, when required shall invoke penal measure including forfeiture of points, as it would be decided by the **Tournament Sub-Committee**.

15. New ball

The captain of the fielding side shall have the option of taking second new ball after completion of full 80 overs with the old ball.

Second new ball shall be mandatorily taken after 100 overs have been bowled with the old ball. When new ball is taken, Bowler's end umpire shall inform the other umpire, batsmen at the crease and the scorers.

16. Dangerous and Unfair bowling – Action by the umpire

Bowling of Fast Short Pitched Ball is unfair if the Bowler's end umpire considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker. The relative skill of the striker shall also be taken into consideration. In the event of such bowling, Bowler's end umpire shall adopt the following procedure:—

- (a) At the first instance, the Bowler's end umpire shall call & signal **"No ball"** caution the bowler and inform the other umpire and the fielding captain of what has occurred.
- (b) If the caution proves ineffective, he shall repeat the above procedure and indicate to the Bowler that this is a Final warning.

- (c) Should the above warning proves ineffective, Bowler's end umpire shall take the following action:-
- (i) At the first repetition call & signal **"No ball"** and when the ball becomes Dead direct the captain of the fielding side to take off the bowler forthwith and to complete the over, if applicable, by another bowler, provided the bowler does not bowl two overs or part thereof consecutively.
 - (ii) Not allow the bowler, thus taken off, to bowl again in that innings
 - (iii) Report the occurrence to the Tournament Sub-Committee who shall take any further action which they consider appropriate against the bowler concerned.

17. Wide ball

- (a) Instead of "Limited over Wide", multiday Wide shall be applied in all the matches.
- (b) However, if in the opinion of the umpire, the bowler is adopting negative tactics bowling down the leg or using rough of striker's leg-side, "Limited over Wide" shall be applied.

18. Third umpire / T.V Replays

If any of the Group League match or the Final Match is televised, the Association shall appoint a **Third Umpire**. If a Third Umpire is appointed, the on-field umpire shall have the discretion to refer the appeal to the Third Umpire for the line decisions (Run Out, Stumped Out & Hit wicket only) for getting better decision with the help of available technology.

19. The Result

- (a) In the League stage, the points would be earned by teams as under :—

1	Outright win / Match Awarded	Six Points
2	Win by an Innings / 10 wickets	One Bonus Point

- | | | |
|---|--|-------------------|
| 3 | First Innings lead but no Outright win | Three Points |
| 4 | Concedes in First Innings | One Point |
| 5 | Tie on First Innings / Scores of both without outright result the Teams in the 1 st innings are equal | One Point each |
| 6 | Tie on both Innings / Scores of both the Teams at the end of Second Innings are equal | Three Points each |
| 7 | Outright Loss | Zero Point |
| 8 | First Innings is not completed due to with or without weather interference | One Point each |

After the League Stage, the Top Team of one Group, on the basis of the points earned, shall play **Final Match** against the Top Team of the other Group.

However, if the points of 2 or more teams within the Group in the League Stage are equal, then the team who has a better **"Quotient"** shall play the **Final Match**.

The procedure for obtaining "Quotient"

- (a) Batting average of the club : Total runs scored / Total wickets lost
- (b) Batting average against the club : Total runs scored against the club / Total wickets taken by the club

(a) / (b) = **Quotient obtained**

If a club declared their innings closed in any match shall be deemed to have lost the number of wickets that have fallen.

If the **"Quotient"** of two or more clubs are same, then the position in the League Stage shall be determined by **"Draw of Lots"** to be arranged by the Hon'y. Joint Secretary of the Association.

- (b) In the **"Final Match"**

The **Final Match** shall also be of 4 days duration and of 2

Innings. The Hours of Play and the duration of Intervals would be as under.

(i) **Hours of Play and duration of Intervals**

02-30 p.m.	to	05-00 p.m.	(1 st Session)
05-00 p.m.	to	05-40 p.m.	(First Interval)
05-40 p.m.	to	07-40 p.m.	(2 nd Session)
07-40 p.m.	to	08-00 p.m.	(Second Interval)
08-00 p.m.	to	09-30 p.m.	(3 rd Session)

The above time schedule may, however, be altered by the Tournament Sub-Committee with prior intimation to the participating clubs.

First Interval :- The Interval shall be of 40 minutes duration

Second Interval :- The Interval shall be of 20 minutes duration

Drinks Interval :- The Interval shall be permitted after one hour of play in each session. In the 1st session, there would be 2 Drinks Interval. However, if the 2nd or 3rd session is extended for any reason, Drinks would be taken after each 60 minutes of play as per the instructions of the umpires.

If an innings is completed or declared closed within 15 minutes of First Interval or 30 minutes of Second Interval, the Interval shall be taken immediately to include the Interval between innings. First Interval & the Second Interval mentioned hereinabove shall be considered as Lunch Interval & Tea Interval for the purpose of application of Basic Laws as and when it would be required.

The **Final Match** shall be played with kookaburra **Pink Ball** which would be supplied by the Association.

“Winner” shall be decided on the result of two Innings. If two Innings of both the teams are not completed, then the team who gets 1st Innings lead shall be the **Winner”**

However, if one innings of both the teams are not completed in 4 days, then the match shall be extended by one day. As soon as one innings of both the team is completed on the extended day, match shall end and the team gets 1st Innings lead shall be the **“Winner”**

In the event of **“ Tie on First Innings”** or **“Scores of both the teams are equal on the result of First innings”** or **“Tie on both Innings”** or **“Scores of both the teams are equal on the result of Second innings”** or **“One innings of both the teams are not completed due to with or without weather interference”**, even being played on the extended day, both the teams would be declared as **“Joint Winner”**.

Avishek Dalmiya

Hony. Joint Secretary

The Cricket Association of Bengal