



LANKA PREMIER LEAGUE 2020.

PREAMBLE

THE SPIRIT OF CRICKET

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws (which are incorporated within these Playing Conditions), but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

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

Play hard and play fair.

Accept the umpire's decision.

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

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

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

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

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

MATCH PLAYING CONDITIONS

1 THE PLAYERS

1.1 Number of players

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

1.2 Nomination and replacement of players

1.2.1 Each captain shall nominate 11 players plus a maximum of 5 substitute fielders in writing to the SLC Match Referee before the toss. Other than set out in clause 1.2.7, no player (member of the playing eleven) may be changed after the nomination.

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

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

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

1.2.5 A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:

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

1.2.5.2 Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

Support staff who are suspended are not permitted to be in the playing area or the dressing rooms or player viewing area from the day of the match begins until its closed.

1.2.6 A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter be permitted to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the match is not within the playing area described in clause 1.2.5.2 above (for example, the player is not permitted to enter the on-field 'dug-out').

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

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

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

1.2.7.3 The Team Medical Representative or Team Manager shall submit a Concussion Replacement Request to the SLC Match Referee on a standard form, which shall

1.2.7.3.1 Identify the player who has sustained the concussion or suspected concussion

1.2.7.3.2 Specify the incident in which the concussion or suspected concussion was sustained, including the time at which it occurred

1.2.7.3.3 confirm that, following an examination, the Team Medical Representative believes or suspects that the player has sustained a concussion as a result of the incident specified in 1.2.7.3.2 above and

1.2.7.3.4 Identify the requested Concussion Replacement, who shall be a like-for-like replacement for the player who has sustained the concussion or Suspected concussion.

1.2.7.4 The Concussion Replacement Request must be submitted as soon as possible after the incident specified in 1.2.7.3.2 if a Concussion Replacement is to be permitted.

1.2.8 The SLC Match Referee should ordinarily approve a Concussion Replacement Request if the replacement is a like-for-like player whose inclusion will not excessively advantage his team for the remainder of the match.

1.2.8.1 In assessing whether the nominated Concussion Replacement should be considered a like-for-like player, the SLC Match Referee should consider the likely role the concussed player would have played during the remainder of the match, and the normal role that would be performed by the nominated Concussion Replacement.

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

1.2.8.3 The SLC Match Referee may, in reviewing a Concussion Replacement Request made in accordance with clause 1.2.7.3, request any such further information as may be required in order to make the determination required under clauses 1.2.8.1 and 1.2.8.2.

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

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

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

1.2.12 Each Team will be allowed to include a maximum of 04 (four) Foreign/Overseas players in its starting XI on the field of play in any match. (see the LPL Player Registration Regulations)

NOTE: If a team is incapable to comply with the Clause 1.2.12 for any valid and wholly acceptable reason, they shall inform the matter in writing to the **Head of Tournament Technical Committee**. The decision of the Technical Committee shall be the full, final and will be binding on all parties.

1.2.13 A team could register 06 foreign players in the squad and shall not have more than 04 (four) overseas players on the field of play at any time during any Match. A team could register a maximum of 20 players or a minimum of 16 players. Thus, an overseas player may only take the field as a substitute fielder if the player that he is replacing is an overseas player. If any overseas player is injured and there is no overseas/foreign player registered /declared in team's total squad. In that case a local player may take the field as substitute player. If a player has to be replaced due to concussion the Match Referee could give a like to like player from the original 20 member squad.

1.2.14 Replacement of a player shall be taken from the unsold players Draft list.

1.3.2 If a captain is not available to nominate the players, then any person associated with that team may act as his deputy to do so. See clause 1.2.

1.3.3 At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these Playing Conditions, including at the toss. See clause 13.4 (The toss).

1.4 Responsibility of captains

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

2 THE UMPIRES

2.1 Appointment and attendance

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

2.1.1 The umpires shall control the game as required by Laws and playing conditions with absolute impartiality and shall be present at the ground at least one and half hour before the scheduled start of play.

2.1.2 Umpires Committee of SLC shall establish a Panel of qualified umpires.

2.1.3 Umpires Committee of SLC shall appoint both umpires to stand in each match from the selected Panel of Umpires.

2.1.4 The third umpire will be appointed by the Umpires Committee of SLC and shall act as the emergency on-field umpire and officiate in regard to TV replays. Such appointment shall be made from the 'the selected Panel of umpires.

2.1.4.1 The playing conditions governing the use of the DRS are included in Appendix 3.

2.1.5 Umpires committee of SLC shall appoint The Fourth/Reserve Umpire and he shall act as the emergency TV/Third umpire. Such appointment must be made from the selected Panel of umpires

2.1.6 Umpires Committee of SLC shall appoint a match referee for all matches.

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

2.2 Change of umpire

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

2.3 Consultation with Relevant Ground Authority and Captains

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

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

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

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

2.3.4 Any special conditions of play affecting the conduct of the match.

Inform the scorers of agreements in 2.3.1, 2.3.3.

2.4 The wickets, creases and boundaries

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

2.4.1 The wickets are properly pitched. See clause 8 (The wickets)

2.4.2 The creases are correctly marked. See clause 7 (The creases).

2.4.3 The boundary of the field of play complies with the requirements of clauses 19.1 (Determining the boundary of the field of play), 19.2 (Identifying and marking the boundary) and 19.3 (Restoring the boundary).

2.5 Conduct of the match, implements and equipment

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

2.5.1 The conduct of the match is strictly in accordance with these Playing Conditions.

2.5.2 The implements used in the match conform to the following 2.5.2.1 clause 4 (The ball).

2.5.2.2 Externally visible requirements of clause 5 (The bat) and clauses 8.2 (Size of stumps) and 8.3 (The bails).

2.5.3 No player uses equipment other than that permitted. Note particularly therein the interpretation of 'protective helmet'.

2.5.4 the wicket-keeper's gloves comply with the requirements of clause 27.2 (Gloves).

2.6 Fair and unfair play

The umpires shall be the sole judges of fair and unfair play.

2.7 Fitness for play

2.7.1 It is solely for the umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.

Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal

The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

2.7.2 Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.

2.7.3 Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

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

2.8 Suspension of play in dangerous or unreasonable circumstances

2.8.1 All references to ground include the pitch.

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

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

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

2.8.5 **Light Meters**

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

2.8.5.1 All light meters shall be uniformly calibrated.

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

2.8.5.3 Light meter readings may accordingly be used by the umpires

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

2.8.5.3.2 As benchmarks for the remainder of the match.

2.8.6 **Use of artificial lights**

If in the opinion of the umpires, natural light is deteriorating to an unfit level, they shall authorize the Ground Authority to use the available artificial lighting so that the match can commence or continue in acceptable conditions. In the event of power failure or lights malfunction, the provisions relating to the delay or interruption of play due to bad weather or light shall apply

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

2.8.8 The safety of all persons within the ground is of paramount importance to the SLC. In the event that of any threatening circumstance, whether actual or perceived (including for example weather, pitch invasions, act of God, etc.), then the umpires, on the advice of the SLC Match Referee, should suspend play and all players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires. SLC Match Referee, the head of the relevant Ground Authority, the head of ground security and or the police as the circumstances may require.

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

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2.9 Position of umpires

The umpires shall stand where they can best see any act upon which their decision may be required.

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

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

2.10 Umpires changing ends

Shall not apply.

2.11 Disagreement and dispute

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

2.12 Umpire's decision

An umpire may alter any decision provided that such alteration is made promptly. This apart, an umpire's decision, once made, is final

2.13 Signals

2.13.1 The following code of signals shall be used by umpires. 2.13.1.1 Signals made while the ball is in play No ball - by extending one arm horizontally. Out - by raising an index finger above the head. (If not out, the umpire shall call Not out.) Wide - by extending both arms horizontally. Dead ball - by crossing and re-crossing the wrists below the waist. 2.13.1.2 When the ball is dead, the bowler's end umpire shall repeat the signals in clause 2.13.1.1, with the exception of the signal for Out, to the scorers. 2.13.1.3 The signals listed below shall be made to the scorers only when the ball is dead. Boundary 4 - by waving an arm from side to side finishing with the arm across the chest Boundary 6 - by raising both arms above the head. Bye - by raising an open hand above the head. Commencement of last hour - by pointing to a raised wrist with the other hand. Five Penalty runs awarded to the batting side - by repeated tapping of one shoulder with the opposite hand. Five Penalty runs awarded to the fielding side - by placing one hand on the opposite shoulder. Leg bye - by touching a raised knee with the hand. New ball - by holding the ball above the head. Revoke last signal - by touching both shoulders, each with the opposite hand. Short run - by bending one arm upwards and touching the nearer shoulder with the tips of the fingers. The following signal is for Level 4 player conduct offences. The signal has two parts, both of which should be acknowledged separately by the scorers. Level 4 conduct Part 1 - by putting one arm out to the side of the body and repeatedly raising it and lowering it. Part 2 - by raising an index finger, held at shoulder height, to the side of the body. 2.13.1.4 All the signals in clause 2.13.1.3

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

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

If several signals are to be used, they should be given in the order that the events occurred.

2.14 Informing the umpires

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

2.15 Correctness of scores

Consultation between umpires and scorers on doubtful points is essential. The umpires shall, throughout the match, satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where appropriate, the umpires shall ensure that they are able to contact the scorers at any time during the match and at its conclusion to address any issues relating to the correctness of scores.

3 THE SCORERS

3.1 Appointment of scorers

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

3.2 Correctness of scores

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

3.3 Acknowledging signals

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

4 THE BALL

4.1 Weight and size

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

4.2 Approval and control of balls

4.2.1 SLC shall provide kookabura white cricket balls of an approved standard for T20 cricket and spare used balls for changing during a match, which shall also be of the same brand. Note: SLC shall be required to advise the teams of the brand of ball to be used in the match (es) at least one week prior to the start of the LPL tournament

4.2.2 The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the SLC. The fourth umpire shall take a box containing at least 6 new balls to the dressing room and supervise the selection of the ball.

4.2.3 The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place.

4.2.4 During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.

4.3 New ball

4.3.1 One new ball shall be used at the start of each innings.

4.4 Ball lost or becoming unfit for play

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

5 THE BAT

As for the ICC requirements

6 THE PITCH

6.1 Area of pitch

The pitch is a rectangular area of the ground 22 yards/20.12 m in length and 10 ft/3.05 m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the

centers of the two middle stumps, each parallel to it and 5 ft/1.52 m from it. See clauses 8.1 (Description, width and pitching) and 7.2 (The bowling crease).

6.2 Fitness of pitch for play

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

6.3 Selection and preparation

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

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

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

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

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

6.3.2.3 No spiked footwear shall be permitted.

6.3.2.4 No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.

6.3.2.5 Access shall not interfere with pitch preparation.

6.3.3 In the event of any dispute, the SLC Match Referee will rule and his ruling will be final.

6.4 **Changing the pitch**

6.4.1 If the on-field umpires decide that it is dangerous or unreasonable for play to continue on the match pitch, they shall stop play and immediately advise the SLCL Match Referee.

6.4.2 The on-field umpires and the SLC Match Referee shall then consult with both captains

6.4.3 If the captains agree to continue, play shall resume.

6.4.4 If the decision is not to resume play, the on-field umpires together with the SLC Match Referee shall consider whether the existing pitch can be repaired and the match resumed from the point it was stopped. In considering whether to authorize such repairs, the SLC Match Referee must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.

6.4.5 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences

6.4.5.1 In the event of the required number of overs to constitute a match having been completed at the time the match is abandoned, the result shall be determined according to the provisions of clause 16.4.2. 6.4.5.2 In the event of the required number of overs to constitute a match not having been completed, the match will be abandoned as a no result.

6.4.6 If the abandonment occurs on the day of the match, the SLC Match Referee shall consult with **the LPL Technical Committee** with the objective of finding a way for a new match (including a new nomination of teams and toss) to commence on the same date and venue. Such a match may be played either on the repaired pitch or on another pitch, subject to the SLC Match Referee and the relevant Ground Authority both being satisfied that the new pitch will be of the required LPL standard. The playing time lost between the scheduled start time of the original match and the actual start time of the new match will be covered by the provisions of clause 12

6.4.7 If it is not possible to start a new match on the scheduled day as per the timings, the match will be abandoned.

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

6.5 Non-turf pitches

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

7 THE CREASES

7.1 The creases

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

7.2 The bowling crease

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

7.3 The popping crease

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

7.4 The return creases

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

7.5 Additional Crease Markings

As a guideline to the umpires for the calling of Wide's on the offside, the crease markings shall be marked in white (or other color) at each end of the pitch.

8 THE WICKETS

8.1 Description, width and pitching

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

8.2 Size of stumps

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

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

8.3 The bails

8.3.1 The bails, when in position on top of the stumps,
- shall not project more than 0.5 in/1.27 cm above them.

- shall fit between the stumps without forcing them out of the vertical.

8.3.2 Each bail shall conform to the following specifications

Overall length 4.31 in/10.95 cm

Length of barrel 2.13 in /5.40 cm

Longer spigot 1.38 in/3.50 cm

Shorter spigot 0.81 in/2.06 cm.

8.3.3 The two spigots and the barrel shall have the same center line.

8.4 Dispensing with bails

The umpires may agree to dispense with the use of bails, if necessary. If they so agree then no bails shall be used at either end. The use of bails shall be resumed as soon as conditions permit. See clause 29.4 (Dispensing with bails).

8.5 LED Wickets

The use of approved LED Wickets is permitted.

When using LED wickets it is only when the bails light up that it indicates the wicket has been broken.

Just a reminder that the LED bails will light up independently, but both stumps will illuminate when one bail is removed.

LED Wickets (using the lights to indicate if the wicket is broken,

- Zing Bails and Stumps

9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

9.1 Rolling

The pitch shall not be rolled during the match except as permitted in clauses 9.1.1 and 9.1.2.

9.1.1 Frequency and duration of rolling

During the match the pitch may be rolled at the request of the captain of the side batting second, for a period of not more than 7 minutes, before the start of the second innings.

9.1.2 Rolling after a delayed start

In addition to the rolling permitted above, if, after the toss and before the first innings of the match, the start is delayed; the captain of the batting side may request that the pitch be rolled for not more than 7 minutes. However, if

the umpires together agree that the delay has had no significant effect on the state of the pitch, they shall refuse such request for rolling of the pitch.

9.1.3 Choice of rollers

If there is more than one roller available the captain of the batting side shall choose which one is to be used. The following shall apply in addition to clause 9.1

9.1.4 Prior to the scheduled time for the toss, the artificial drying of the pitch and outfield shall be at the discretion of the Ground Authority. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the Ground Authority, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

9.1.5 The umpires may instruct the Ground Authority to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play

9.1.6 An absorbent roller may be used to remove water from the covers including the cover on the match pitch

9.2 Clearing debris from the pitch

9.2.1 The pitch shall be cleared of any debris9.2.1.1 between innings. This shall precede rolling if any is to take place.9.2.1.2 at all intervals for meals.

9.2.2 The clearance of debris in clause 9.2.1 shall be done by sweeping, except where the umpires consider that this may be detrimental to the surface of the pitch. In this case the debris must be cleared from that area by hand, without sweeping.

9.2.3 In addition to 9.2.1, debris may be cleared from the pitch by hand, without sweeping, before mowing and whenever either umpire considers it necessary.

9.3 **Mowing**

9.3.1 Responsibility for mowing

9.3.1.1 All mowing's which are carried out before the match shall be the sole responsibility of the Ground Authority.

9.4 Watering the pitch

The pitch shall not be watered during the match.

9.5 Re-marking creases

Creases shall be re-marked whenever either umpire considers it necessary.

9.6 Maintenance of foot holes

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

The umpires shall allow, if necessary, the returfing of foot holes made by the bowlers in their delivery strides, or the use of quick-setting fillings for the same purpose.

In addition, the umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's foot holes.

9.7 Securing of footholds and maintenance of pitch

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

9.8 Protection and preparation of adjacent pitches during matches

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

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

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

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

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

10 COVERING THE PITCH

10.1 Before the match

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

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

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

10.2 During the match

The pitch shall be entirely protected against rain up to the commencement of play, and for the duration of the period of the match.

The covers must totally protect the pitch and also the pitch surroundings, to a minimum of 5 meters either side of the pitch, and any worn or soft areas in the outfield.

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

10.3 Removal of covers

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

11 INTERVALS

11.1 An interval

11.1.1 The following shall be classed as intervals.

- Intervals between innings.
- Intervals for meals. .

- Any other agreed interval.

11.1.2 Only these intervals shall be considered as scheduled breaks for the purposes of clause 24.2.6.

11.2 Duration of interval

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

11.3 Allowance for interval between innings

Law 11.3 of the Laws of Cricket shall not apply.

11.4 Changing agreed times of intervals

11.4.1 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The minimum time for the interval will be 10 minutes.

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

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

11.5 Intervals for drinks

11.5.1 No drinks intervals shall be permitted.

11.5.2 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire (subject to the wearing of bibs – refer to the note in clause 24.1.4).

11.6 Time-Outs

11.6.1 There will be two time-outs of 2 minutes 30 seconds in duration in each innings. The time-outs are to allow the teams to re-group tactically.

11.6.2 Drinks may be brought out on to the field during the time-out. At other times, an individual player may be given a drink either on the boundary edge or at the fall of a wicket on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

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

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

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

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

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

Scheduled Number of overs	Earliest Fielder Time out End of Over	Latest Fielder Time out End of Over	Earliest Batsman Time out End of Over	Latest Batsman Time out End of Over
20	6	9	13	16
19	6	9	13	16
18	5	8	12	15
17	5	8	12	14
16	5	7	11	13
15	5	6	10	12
14 or less	None	None	None	None

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

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

11.7 Scorers to be informed

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

12 START OF PLAY; CESSATION OF PLAY

12.1 Call of Play

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

12.2 Call of Time

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

12.3 Removal of bails

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

12.4 Starting a new over

Another over shall always be started at any time during the match, unless an interval is to be taken in the circumstances set out in clause 12.5.2, if the umpire, walking at normal pace, has arrived at the position behind the stumps at the bowler's end before the time agreed for the next interval has been reached.

12.5 Completion of an over

Other than at the end of the match,

12.5.1 if the agreed time for an interval is reached during an over, the over shall be completed before the interval is taken, except as provided for in clause 12.5.2.

12.5.2 When less than 3 minutes remains before the time agreed for the next interval, the interval shall be taken immediately if

either a batsman is dismissed or retires, or

the players have occasion to leave the field,

whether this occurs during an over or at the end of an over. Except at the end of an innings, if an over is thus interrupted it shall be completed on the resumption of play.

12.6 Conclusion of match

12.6.1 The match is concluded

12.6.1.1 as soon as a result as defined in clauses 16.1 to 16.5 (The result) is reached. 12.6.1.2 as soon as the prescribed number of overs have been completed

12.6.2 The match is concluded if, without a conclusion having been reached under 12.6.1, the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible.

12.7 Hours of Play; Minimum Overs Requirement

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

12.7.1 The scheduled hours of play for the LPL matches are as follows:

1st match:

1 st Session	3.30 pm to 5.00 pm	1.30 Hours
Interval	5.00 pm to 5.20 pm	20 Minutes
2 nd Session	5.20 pm to 6.50 pm	1.30 Hours

2nd Match.

1 st Session	8.00 pm to 9.30 pm	1.30 hours
Interval	9.30 pm to 9.50 pm	20 Minutes
Second Session	9.50 pm to 11.20 pm	1.30 hours

12.8 **Minimum Over Rates**

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

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

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

12.8.3.1 The time lost as a result of treatment given to a player by anauthorized medical personnel on the field of play

12.8.3.2 The time lost as a result of a player being required to leave the field as a result of a serious injury

12.8.3.3 The time taken for all third umpire referrals and consultations and any umpire or player reviews

12.8.3.4 The time lost as a result of time wasting by the batting side and

12.8.3.5 The time lost due to all other circumstances

that are beyond the control of the fielding side.

12.8.4 In the event of any time allowances being granted to the fielding team under clause 12.8.3.4 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.

12.8.5 In addition to the allowances as provided for above,

12.8.5.1 in the case of an innings that has been reduced due to any delay or interruption in play, an additional allowance of 1 minute for every full 3 overs by which the innings is reduced will be granted.

12.8.5.2 an additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings.

12.8.6 If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.

13 INNINGS

13.1 Number of innings

13.1.1 A match shall be one innings for each side.

13.2 Alternate innings

Each side shall take their innings alternately.

13.3 Completed innings

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

13.3.1 The side is all out.

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

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

13.4 The toss

The captains shall toss a coin for the choice of innings, on the field of play and under the supervision of the SLC Match Referee, not earlier than 30 minutes, or later than 15 minutes before the scheduled or any rescheduled time for the start of play. Note, however, the provisions of clause 1.3 (Captain).

13.5 Decision to be notified

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

13.6 Duration of Match

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

13.6.2 There will be no rain reserve day for any matches.

13.7 Length of Innings

13.7.1 Uninterrupted Matches.

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

13.7.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the scheduled time. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

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

13.7.1.4 If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

13.7.1.5 Penalties shall apply for slow over rates as per LPL code of conduct.

13.7.2 Delayed or Interrupted Matches

13.7.2.1 Delay or Interruption to the Innings of the Team Batting First

13.7.2.1.1 When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.11 overs per hour in the total remaining time available for play.

13.7.2.1.2 The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of

overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.

13.7.2.1.3 As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.25, then the first innings is terminated and the provisions of 13.7.2.2 below take effect.

13.7.2.1.4 A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 14.11 overs per hour. When calculating the length of playing time available for the match,

or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals will be taken into consideration.

This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play on the final scheduled day for play. If required, the original time shall be extended to allow for one extra over for each team.

13.7.2.1.5 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required numbers of overs have been bowled or the innings is completed.

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

13.7.2.2 Delay or Interruption to the innings of the Team Batting Second

13.7.2.2.1 When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 14.11 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

13.7.2.2.2 In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

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

13.7.2.2.4 The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

13.7.2.2.5 A fixed time will be specified for the close of play by applying a rate of 14.11 overs per hour. The timing and duration of all relative delays, extensions in playing hours and interruptions in play will be taken into consideration in specifying this time.

13.7.2.2.6 If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

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

13.8 Extra Time

There shall be 30 minutes of extra time where the start of play is delayed or play is suspended.

13.9 Number of Overs per Bowler

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

13.9.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second;

13.9.2.1 For innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

13.9.2.2 For innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

13.9.3 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

13.9.4 The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

14 THE FOLLOW-ON

Shall not apply.

15 DECLARATIONS AND FORFEITURE

Shall not apply.

16 THE RESULT

16.1 A Win

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

16.1.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 16.2), a result can be achieved only if both teams have had the opportunity of batting for at least 5

overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

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

16.2 SLC Match Referee awarding a match

16.2.1 A match shall be lost by a side which either

16.2.1.1 Concedes defeat or

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

16.2.2 If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the SLC Match Referee of this fact. The SLC Match Referee shall together with the umpires ascertain the cause of the action. If the SLC Match Referee, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side he/she shall so inform the captain of that side. If the captain persists in the action the SLC Match Referee shall award the match in accordance with clause 16.2.1.2 above.

16.2.3 If action as in clause 16.2.2 above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clauses 13.7.2 (Delayed and Interrupted Matches) and 11.4 (Changing agreed times for intervals) above.

Note: In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result

in disciplinary action being taken against the captain and team responsible under the LPL Code of Conduct.

16.3 All other matches – A Tie or No Result

16.3.1 A Tie

The result of a match shall be a Tie when all innings

Have been completed and the scores are equal.

If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen. In the event of a tied match the teams shall compete in a Super Over to determine the winner. Refer to Appendix 5.

16.3.2 No Result

See 16.1.3 above.

16.4 Prematurely Terminated Matches - Calculation of the TargetScore

16.4.1 Interrupted Matches - Calculation of the Target Score

16.4.1.1 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis/Stern method. The target set will always be a whole number and one run less will constitute a Tie (refer to the Duckworth/Lewis/Stern Regulations).

16.4.2 Prematurely Terminated Matches

16.4.2.1 If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis/Stern method (refer Duckworth/Lewis/Stern Regulations).

If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

16.5 Winning hit or extras

16.5.1 As soon as a result is reached as defined in clauses 16.1, 16.2 or 16.3.1, the match is at an end. Nothing that happens thereafter, except as in clause 41.18.2 (Penalty runs), shall be regarded as part of it. Note also clause 16.8.

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

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

16.6 Statement of result

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

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

If the side fielding last wins the match, the result shall be stated as a win by runs.

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

16.7 Correctness of result

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

16.8 Mistakes in scoring

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

16.8.1 If, when the players leave the field, the side batting last has not completed its innings and either the number of overs to be bowled in that innings has not been completed, or the end of the innings has not been reached, then, unless one side concedes defeat, the umpires shall order play to resume.

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

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

16.9 Result not to be changed

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

16.10 The Competition Format:

The LPL First Edition 2020 will be contested by 05 (Five) teams. The participants in the - LPL FirstEdition 2020 is as follows:

01	Colombo
02	Galle
03	Jaffna
04	Dambulla
05	Kandy

The 5 (Five) participating teams will play with each other in the Preliminary Round in a double Round Robin basis. Points will be allocated for each match in accordance with the system described in clause 16.11 of these playing conditions, which will apply throughout the competition.

Following the completion of the double league round, top 4 (four) teams will play the Semi Finals matches.

1st Semi Final match will be played between position number 1 (one) and 4 (four).

2nd Qualifier match will be played between position number 2 (two) and 3(three)

The winner team of the final match will be the Champion. However, in case of “No Result” or in the event of no time to play the super over in the final match, the participating teams will be declared “Joint Champion”..

16.11 Points

16.11.1 The following points system will apply:

Preliminary Matches

The Srilanka Cricket will institute a points system as follows:

Win..... 2

Tie, No Result or Abandoned..... 1

Loss..... 0

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

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

16.11.2.1 In the event of teams recording equal points at the end of the Preliminary Round, the determination of Group placement will be on the following basis.

The team with most number of Wins shall be placed in the higher position

Where there is equality in the number of wins recorded, the team with higher Net Run Rate (as per Clause 16.13) shall be placed in the higher position.

If still equals, draw of lots would determine the placing

16.13 Net Run Rate

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

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

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

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

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

17 THE OVER

17.1 Number of balls

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

17.2 Start of an over

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

17.3 Validity of balls

17.3.1 A ball shall not count as one of the 6 balls of the over unless it is delivered, even though, as in clause 41.16 (Non-striker leaving his ground early) a batsman may be dismissed or some other incident occurs without the ball having been delivered.

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

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

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

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

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

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

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

17.4 Call of Over

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

17.5 Umpire miscounting

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

17.5.2 If, having miscounted, the umpire allows an over to continue after 6 valid balls have been bowled, he/she may subsequently call Over when the ball becomes dead after any delivery, even if that delivery is not a valid ball.

17.5.3 Whenever possible, the third umpire shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

17.6 Bowler changing ends

A bowler shall be allowed to change ends as often as desired, provided he does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in the same innings.

17.7 Finishing an over

17.7.1 Other than at the end of an innings, a bowler shall finish an over in progress unless incapacitated or suspended under these Playing Conditions.

17.7.2 If for any reason, other than the end of an innings, an over is left uncompleted at the start of an interval or interruption, it shall be completed on resumption of play.

17.8 Bowler incapacitated or suspended during an over

If for any reason a bowler is incapacitated while running up to deliver the first ball of an over, or is incapacitated or suspended during an over, the umpire shall call and signal Dead ball. Another bowler shall complete the over from the same end, provided that he does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in that innings.

18 SCORING RUNS

18.1 A run

The score shall be reckoned by runs. A run is scored

18.1.1 so often as the batsmen, at any time while the ball is in play, have crossed and made good their ground from end to end.

18.1.2 When a boundary is scored. See clause 19 (Boundaries).

18.1.3 When Penalty runs are awarded. See clause 18.6.

18.2 Runs disallowed

Wherever in these Playing Conditions provision is made for the scoring of runs or awarding of penalties, such runs and penalties will be subject to any provisions that may be applicable for the disallowance of runs or for the non-award of penalties.

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

18.3 Short runs

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

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

18.4 Unintentional short runs

Except in the circumstances of clause 18.5,

18.4.1 If either batsman runs a short run, the umpire concerned shall, unless a boundary is scored, call and signal Short run as soon as the ball becomes dead and that run shall not be scored.

18.4.2 if, after either or both batsmen run short, a boundary is scored the umpire concerned shall disregard the short running and shall not call or signal Short run.

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

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

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

18.5 Deliberate short runs

18.5.1 If either umpire considers that one or both batsmen deliberately ran short at that umpire's end, the umpire concerned shall, when the ball is dead, call and signal Short run and inform the other umpire of what has occurred and apply clause 18.5.2.

18.5.2 The bowler's end umpire shall

- disallow all runs to the batting side
- Return any not out batsman to his original end
- signal No ball or Wide to the scorers, if applicable
- award 5 Penalty runs to the fielding side
- Award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective Helmets belonging to the fielding side)
- inform the scorers as to the number of runs to be recorded, and

– inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

18.6 Runs awarded for penalties

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

Helmets belonging to the fielding side) and 34 (Hit the ball twice).

18.7 Runs scored for boundaries

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

18.8 Runs scored when a batsman is dismissed

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

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

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

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

18.8.2 If a batsman is dismissed Run out, the batting side shall also score any runs completed before the wicket was put down.

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

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

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

18.10 Crediting of runs scored

Unless stated otherwise in these Playing Conditions,

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

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

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

18.10.3 The bowler shall be debited with:

- All runs scored by the striker
- All runs scored as No ball extras
- All runs scored as Wide's.

18.11 Batsman returning to original end

18.11.1 When the striker is dismissed in any of the circumstances in clauses 18.11.1.1 to 18.11.1.5, the not out batsman shall return to his original end.

18.11.1.1 Bowled.

18.11.1.2 Stumped.

18.11.1.3 Hit the ball twice.

18.11.1.4 LBW.

18.11.1.5 Hit wicket.

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

18.11.2.1 A boundary is scored.

18.11.2.2 Runs are disallowed for any reason.

18.11.2.3 A decision by the batsmen at the wicket to do so, under clause 41.5 (Deliberate distraction, deception or obstruction of batsman).

18.12 Batsman returning to wicket he has left

18.12.1 When a batsman is dismissed in any of the ways in clauses 18.12.1.1 to 18.12.1.3, the not out batsman shall return to the wicket he has left but only if the batsmen had not already crossed at the instant of the incident causing the dismissal. If runs are to be disallowed, however, the not out batsman shall return to his original end.

18.12.1.1 Caught.

18.12.1.2 Obstructing the field.

18.12.1.3 Run out.

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

19 **BOUNDARIES**

19.1 Determining the boundary of the field of play

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

19.1.2 The boundary shall be determined such that no part of any sight-screen, will, at any stage of the match, be within the field of play.

19.1.3 The boundary should be placed at 70yards for all games

19.1.4 At all times, there must be 3 yards (2.74 meters) from the boundary rope to the first solid object (advertising boards/LEDs, photographers, cameramen, dug outs, covers, perimeter fence) for the player's safety run off.

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19.2 Identifying and marking the boundary

19.2.1 All boundaries must be designated by a rope, or similar object of as per plying condition 19.13.

19.2.2 If the boundary is marked by means of an object that is in contact with the ground the boundary will be the edge of the grounded part of the object which is nearest the pitch.

19.2.3 An obstacle within the field of play shall not be regarded as a boundary unless so determined by the umpires before the toss. See clause 2.3.4 (Consultation with Relevant Ground Authority and Captains).

19.2.4 If an unauthorized person enters the playing arena and handles the ball, the umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batsman is liable to be out as a result of the unauthorized person handling the ball.

19.3 Restoring the boundary

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

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

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

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

19.4 Ball grounded beyond the boundary

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

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

19.4.2 The ball in play is to be regarded as being grounded

Beyond the boundary if

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

19.5 Fielder grounded beyond the boundary

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

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

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

19.6 Boundary allowances

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

19.7 Runs scored from boundaries

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

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

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

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

19.7.3.1 the allowance for the boundary

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

19.7.4 When the runs in clause 19.7.3.2 exceed the boundary allowance they shall replace the boundary allowance for the purposes of clause 18.12.

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

19.8 Overthrow or willful act of fielder

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

Any runs for penalties awarded to either side

and the allowance for the boundary

and the runs completed by the batsmen, together with the run in progress if they had already crossed at the instant of the throw or act.

Clause 18.12.2 (Batsman returning to wicket he has left) shall apply as from the instant of the throw or act.

20 DEAD BAL

20.1 Ball is dead

20.1.1 The ball becomes dead when

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

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

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

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

20.1.1.5 Whether played or not it lodges in the clothing or equipment of a batsman or the clothing of an umpire.

20.1.1.6 There is an award of Penalty runs under either of clauses 24.4 (Player returning without permission) or 28.2 (Fielding the ball). The ball shall not count as one of the over.

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

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

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

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

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

20.2 Ball finally settled

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

20.3 Call of Over or Time

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

20.4 Umpire calling and signaling Dead ball

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

20.4.2 Either umpire shall call and signal Dead ball when

20.4.2.1 Intervening in a case of unfair play.

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

20.4.2.3 Leaving his/her normal position for consultation.

20.4.2.4 One or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball.

20.4.2.5 The striker is not ready for the delivery of the ball and, if the ball is delivered, makes no attempt to play it. Provided the umpire is satisfied that the striker had adequate reason for not being ready, the ball shall not count as one of the over.

20.4.2.6 The striker is distracted by any noise or movement or in any other way while preparing to receive, or receiving a delivery. This shall apply whether the source of the distraction is within the match or outside it. Note also clause 20.4.2.7. The ball shall not count as one of the over.

20.4.2.7 There is an instance of a deliberate attempt to distract under either of clauses 41.4 (Deliberate attempt to distract striker) or 41.5 (Deliberate distraction, deception or obstruction of batsman). The ball shall not count as one of the over

20.4.2.8 The bowler drops the ball accidentally before delivery. 20.4.2.9 the ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker under clause 41.16 (Non-striker leaving his ground early).

20.4.2.10 satisfied that the ball in play cannot be recovered.

20.4.2.11 required to do so under any of the Playing

Conditions not included above.

20.5 Ball ceases to be dead

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

20.6 Dead ball; ball counting as one of over

20.6.1 When a ball which has been delivered is called dead or is to be considered dead then, other than as in clause 20.6.2,

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

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

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

21 NO BALL

21.1 Mode of delivery

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

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

21.1.2 Underarm bowling shall not be permitted.

21.2 Fair delivery – the arm

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

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

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

21.3 Ball thrown or delivered underarm – action by umpires

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

The bowler's end umpire shall then

– warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings.

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

– inform the batsmen at the wicket of what has occurred.

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

The bowler's end umpire shall then

– direct the captain of the fielding side to suspend the bowler immediately from bowling. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.

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

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

21.4 Bowler throwing towards striker's end before delivery

If the bowler throws the ball towards the striker's end before entering the delivery stride, either umpire shall call and signal No ball. See clause 41.17 (Batsmen stealing a run).

However, the procedure stated in clause 21.3 of caution, informing, final warning, action against the bowler and reporting shall not apply.

21.5 Fair delivery – the feet

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

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

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

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

- behind the popping crease.

If the bowler's end umpire is satisfied that any of these three conditions have not been met, he/she shall call and signal No ball. See clause 41.8 (Bowling of deliberate front foot No ball).

21.6 Bowler breaking wicket in delivering ball

Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under clause 41.16, the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his person and breaks the wicket.

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

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

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

21.8 Ball coming to rest in front of striker's wicket

If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

21.9 Fielder intercepting a delivery

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

21.10 Ball bouncing overhead height of striker

See clauses 22.1.1.2 and 41.6.1.7.

21.11 Call of No ball for infringement of other Playing Conditions

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

Clause 27.3 – Position of wicket-keeper.

Clause 28.4 – Limitation of on side fielders.

Clause 28.5 – Fielders not to encroach on pitch.

Clause 41.6 – Bowling of dangerous and unfair short pitched deliveries.

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

Clause 41.8 – Bowling of deliberate front foot No ball.

21.12 Revoking a call of No ball

An umpire shall revoke the call of No ball if Dead ball is called under any of clauses 20.4.2.4 to 20.4.2.9 (Umpire calling and signaling Dead ball). However, if a no ball is called in breach of clause 20.4.2.7 (41.4 - Deliberate attempt to distract striker before playing the ball or 41.5 – Deliberate attempt of Distraction, Deception or Obstruction of striker after the stroke) the No ball will stand.

21.13 No ball to over-ride wide

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

21.14 Ball not dead

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

21.15 Penalty for a No ball

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

21.16 Runs resulting from a No ball – how scored

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

21.17 No ball not to count

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

21.18 Out from a No ball

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

21.19 Free Hit

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

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

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

21.19.3.1 There is a change of striker (the provisions of clause 41.2 shall apply), or 21.19.3.2 The No ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

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

21.19.5 The umpires will signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

22 WIDE BALL

22.1 Judging a Wide

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

22.1.1.1 The ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position. 22.1.1.2 the ball passes above the head height of the striker standing upright at the popping crease.

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

22.1.3 Umpires are instructed to apply very strict and consistent interpretation in regard to this clause in order to prevent negative bowling wide of the wicket.

22.2 Call and signal of Wide ball

If the umpire adjudges a delivery to be a Wide he/she shall call and signal Wide ball as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant that the bowler entered his delivery stride, even though it cannot be called Wide until it passes the striker's wicket.

22.3 Revoking a call of Wide ball

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

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

22.4 Delivery not a Wide

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

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

22.5 Ball not dead

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

22.6 Penalty for a Wide

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

22.7 Runs resulting from a Wide – how scored

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

22.8 Wide not to count

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

22.9 Out from a Wide

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

23 **BYE AND LEG BYE**

23.1 Byes

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

23.2 Leg byes

23.2.1 If a ball delivered by the bowler first strikes the person of the striker, runs shall be scored only if the umpire is satisfied that the striker has

Either attempted to play the ball with the bat

Or tried to avoid being hit by the ball.

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

23.2.2.1 If there is

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

Only inadvertent contact with the striker's bat or person

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

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

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

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

23.3 Leg byes not to be awarded

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

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

The umpire shall then:

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

24 FIELDER'S ABSENCE; SUBSTITUTES

24.1 Substitute fielders

24.1.1 The umpires shall allow a substitute fielder

24.1.1.1 if they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or
24.1.1.2 for any other wholly acceptable reason. In all other circumstances, a substitute is not allowed.

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

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

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

24.2 Fielder absent or leaving the field of play

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

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

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

24.2.2.2 He shall not thereafter come on to the field of play during a session of play without the consent of the umpire. See clause 24.4. The umpire shall give such consent as soon as it is practicable.

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

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

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

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

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

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

24.2.7 If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,

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

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

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

24.3 Penalty time not incurred

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

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

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

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

24.4 Player returning without permission

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

- The umpire shall award 5 Penalty runs to the batting side.

- Runs completed by the batsmen shall be scored together with the run in progress if they had already crossed at the instant of the offence.

- The ball shall not count as one of the over.

- The umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for this action.

25 **BATSMAN'S INNINGS**

25.1 Eligibility to act as a batsman

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

25.2 Commencement of a batsman's innings

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

25.3 Restriction on batsman commencing an innings

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

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

25.4 Batsman retiring

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

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

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

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

25.5 Runners

Runners shall not be permitted.

26 **PRACTICE ON THE FIELD**

26.1 Practice on the pitch or the rest of the square

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

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

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

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

26.2 Practice on the outfield

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

- Before the start of play;
- After the close of play; and

- During the interval or between innings

providing the umpires are satisfied that such practice will not cause significant deterioration in the condition of the outfield.

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

- only the fielders as defined in paragraph 7 of Appendix A participate in such practice.
- no ball other than the match ball is used for this practice.
- no bowling practice takes place in the area between the square and the boundary in a direction parallel to the match pitch.
- the umpires are satisfied that it will not contravene either of clauses 41.3 (The match ball changing its condition) or 41.9 (Time wasting by the fielding side).

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

26.3 Trial run-up

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

26.4 Penalties for contravention

All forms of practice are subject to the provisions of clauses 41.3 (The match ball – changing its condition), 41.9 (Time wasting by the fielding side) and 41.12 (Fielder damaging the pitch).

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

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

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

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

- award 5 Penalty runs to the opposing side;

– inform the other umpire, the scorers and, as soon as practicable, both captains, and, if the contravention is during play, the batsmen at the wicket.

27 THE WICKET-KEEPER

27.1 Protective equipment

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

27.2 Gloves

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

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

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

27.3 Position of wicket-keeper

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

Touches the bat or person of the striker; or

Passes the wicket at the striker's end; or

the striker attempts a run.

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

27.4 Movement by wicket-keeper

27.4.1 After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters his position in relation to the striker's wicket, except for the following:

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

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

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

27.4.2 In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball.

27.5 Restriction on actions of wicket-keeper

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

If, however, either umpire considers that the interference by the wicket-keeper was willful, then clause 41.1 (Deliberate attempt to distract striker) shall also apply.

27.6 Interference with wicket-keeper by striker

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

28 **THE FIELDER**

28.1 Protective equipment

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

28.2 Fielding the ball

28.2.1 A fielder may field the ball with any part of his person

(see paragraph 12 of Appendix A), except as in clause 28.2.1.2. However, he will be deemed to have fielded the ball illegally if, while the ball is in play he willfully

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

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

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

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

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

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

In addition the umpire shall:

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

28.3 Protective helmets belonging to the fielding side

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

28.3.2 If the ball while in play strikes a helmet, placed as described in clause 28.3.1,

28.3.2.1 The ball shall become dead and, subject to clause 28.3.3,

28.3.2.2 An award of 5 Penalty runs shall be made to the batting side

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

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

- permit the batsmen's runs as in clause 28.3.2.3 to be scored
- signal No ball or Wide ball to the scorers if applicable
- award 5 Penalty runs as in clause 28.3.2.2
- award any other Penalty runs due to the batting side.

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

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

28.4 Limitation of on side fielders

28.4.1 At the instant of delivery, there may not be more than 5 fielders on the leg side.

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

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

28.5 Fielders not to encroach on pitch

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

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

28.6 Movement by any fielder other than the wicket-keeper

28.6.1 Any movement by any fielder, excluding the wicket-keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:

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

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

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

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

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

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

28.7 Restrictions on the placement of fielders

28.7.1 In addition to the restrictions contained in clause 28.4 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

28.7.2 Subject to 28.7.6 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Power play overs).

28.7.3 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their Centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 meters). The semi-circles shall be linked by two parallel straight lines drawn on the field (see paragraph 2 of Appendix C). These fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 meters) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

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

28.7.5 During the non-Power play overs, no more than 5 fielders shall be permitted outside the fielding restriction area referred to in clause 28.7.3 above.

28.7.6 In circumstances when the number of overs of the batting team is reduced, the number of Power play overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

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

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

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

29 THE WICKET IS DOWN

29.1 Wicket put down

29.1.1 The wicket is put down if a bail is completely removed from the top of the stumps, or a stump is struck out of the ground,

29.1.1.1 by the ball

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

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

29.1.1.4 by the striker's person or by any part of his clothing or equipment becoming detached from his person

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

29.1.1.6 The wicket is also put down if a fielder strikes or pulls a stump out of the ground as in clause 29.1.1.5.

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

29.2 One bail off

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

29.3 Remaking wicket

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

– replace a bail or bails on top of the stumps.

– put back one or more stumps into the ground where the wicket originally stood.

29.4 Dispensing with bails

If the umpires have agreed to dispense with bails in accordance with clause 8.5 (Dispensing with bails), it is for the umpire concerned to decide whether or not the wicket has been put down.

29.4.1 After a decision to play without bails, the wicket has been put down if the umpire concerned is satisfied that the wicket has been struck by the ball, by the striker's bat, person or items of his clothing or equipment as described in clauses 29.1.1.2, 29.1.1.3 or 29.1.1.4, or by a fielder in the manner described in clause 29.1.1.5.

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

30 BATSMAN OUT OF HIS GROUND

30.1 When out of his ground

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

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

30.2 Which is a batsman's ground

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

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

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

30.2.4 If a ground belongs to one batsman then the other ground belongs to the other batsman, irrespective of his position.

30.3 Position of non-striker

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

31 APPEALS

31.1 Umpire not to give batsman out without an appeal

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

31.2 Batsman dismissed if he is either given out by an umpire, on appeal

or out under these Playing Conditions and leaves the wicket as in clause 31.1.

31.3 Timing of appeals

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

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

31.4 Appeal "How's That?"

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

31.5 Answering appeals

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

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

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

31.6 Consultation by umpires

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

31.7 Batsman leaving the wicket under a misapprehension

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

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

31.8 Withdrawal of an appeal

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

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

32 BOWLED

32.1 Out Bowled

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

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

32.2 Bowled to take precedence

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

33 CAUGHT

33.1 Out Caught

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

33.2 A fair catch

33.2.1 A catch will be fair only if, in every case

Either the ball, at any time

or any fielder in contact with the ball,

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

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

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

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

33.2.2.3 A fielder catches the ball after it has touched the wicket, an umpire, another fielder or the other batsman.

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

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

33.3 Making a catch

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

33.4 No runs to be scored

If the striker is dismissed Caught, runs from that delivery completed by the batsmen before the completion of the catch shall not be scored but any runs for penalties awarded to either side shall stand. Clause 18.11.1 18.12 (Batsman returning to wicket he has left) shall apply from the instant of the completion of the catch.

33.5 Caught to take precedence

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

34 HIT THE BALL TWICE

34.1 Out Hit the ball twice

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

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

34.2 Not out Hit the ball twice

The striker will not be out under this clause if he

34.2.1 Strikes the ball a second or subsequent time in order to return the ball to any fielder.

Note, however, the provisions of clause 37.4 (Returning the ball to a fielder).

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

34.3 Ball lawfully struck more than once

The striker may, solely in order to guard his wicket and before the ball has been touched by a fielder, lawfully strike the ball a second or subsequent time with the bat, or with any part of his person other than a hand not holding the bat. The striker may guard his wicket even if the delivery is a No ball.

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

34.4 Runs permitted from ball lawfully struck more than once

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

The umpire shall

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

34.5 Bowler does not get credit for the wicket

35 HIT WICKET

35.1 Out Hit wicket

35.1.1 The striker is out Hit wicket if, after the bowler has entered the delivery stride and while the ball is in play, his wicket is put down by either the striker's bat or person as described in clauses 29.1.1.2 to 29.1.1.4 (Wicket put down) in any of the following circumstances:

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

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

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

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

35.1.2 If the striker puts his wicket down in any of the ways described in clauses 29.1.1.2 to 29.1.1.4 before the bowler has entered the delivery stride, either umpire shall call and signal Dead ball.

35.2 Not out Hit wicket

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

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

36 LEG BEFORE WICKET

36.1 Out LBW

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

36.1.1 The bowler delivers a ball, not being a No ball

36.1.2 The ball, if it is not intercepted full-pitch, pitches in line between wicket and wicket or on the off side of the striker's wicket

36.1.3 The ball not having previously touched his bat, the striker intercepts the ball, either full-pitch or after pitching, with any part of his person

36.1.4 The point of impact, even if above the level of the bails,

Either is between wicket and wicket

or if the striker has made no genuine attempt to play the ball with the bat, is between wicket and wicket or outside the line of the off stump.

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

36.2 Interception of the ball

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

36.2.2 In assessing 36.1.3, if the bowler's end umpire is not satisfied that the ball intercepted the batsman's person before it touched the bat, the batsman shall be given Not out.

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

36.3 Off side of wicket

The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery. .

37 OBSTRUCTING THE FIELD

37.1 Out obstructing the field

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

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

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

37.1.4 For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

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

37.2 Not out obstructing the field

A batsman shall not be out Obstructing the field if

Obstruction or distraction is accidental, or

Obstruction is in order to avoid injury, or

In the case of the striker, he makes a second or subsequent strike to guard his wicket lawfully as in clause 34.3 (Ball lawfully struck more than once). However, see clause 37.3.

37.3 Obstructing a ball from being caught

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

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

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

37.3.4 Clause 37.3.3 shall not apply if the striker obstructs while instinctively defending his wicket with a lawful second strike.

37.4 Returning the ball to a fielder

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

37.5 Runs scored

When either batsman is dismissed Obstructing the field,

37.5.1 Unless the obstruction prevents a catch from being made, any runs completed by the batsmen before the offence shall be scored, together with any runs awarded for penalties to either side. See clauses 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batsman is dismissed).

37.5.2 If the obstruction prevents a catch from being made, any runs completed by the batsmen shall not be scored but any penalties awarded to either side shall stand.

37.6 Bowler does not get credit

The bowler does not get credit for the wicket.

38 RUN OUT

38.1 Out Run out

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

he is out of his ground and his wicket is fairly put down by the action of a fielder even though No ball has been called, except in the circumstances of clause 38.2.2.2, and whether or not a run is being attempted.

38.2 Batsman not out Run out

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

38.2.1.1 He has been within his ground and has subsequently left it to avoid injury, when the wicket is put down.

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

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

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

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

38.2.2.2 No ball has been called and he is out of his ground not attempting a run and the wicket is fairly put down by the wicket-keeper without the intervention of another fielder.

38.3 Which batsman is out

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

38.4 Runs scored

If either batsman is dismissed run out, the run in progress when the wicket is put down shall not be scored, but any runs completed by the batsmen shall stand, together with any runs for penalties awarded to either side. See clauses 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batsman is dismissed).

38.5 Bowler does not get credit

The bowler does not get credit for the wicket.

39 STUMPED

39.1 Out Stumped

39.1.1 The striker is out Stumped, except as in clause 39.3, if

a ball which is delivered is not called No ball

and he is out of his ground, other than as in clause 39.3.1

and he has not attempted a run

when his wicket is fairly put down by the wicket-keeper without the intervention of another fielder. Note, however clause 27.3 (Position of wicket-keeper).

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

39.2 Ball rebounding from wicket-keeper's person

If the wicket is put down by the ball, it shall be regarded as having been put down by the wicket-keeper if the ball rebounds on to the stumps from any part of the wicket-keeper's person or equipment or has been kicked or thrown on to the stumps by the wicket-keeper.

39.3 Not out Stumped

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

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

40 TIMED OUT

40.1 Out Timed out

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

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

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

40.2 Bowler does not get credit

The bowler does not get credit for the wicket.

41 UNFAIR PLAY

41.1 Fair and unfair play – responsibility of captains

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

41.2 Fair and unfair play – responsibility of umpires

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

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

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

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

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

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

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

41.3 The match ball – changing its condition

Saliva Ban (41.3 – UNFAIR PLAY - Changing the Condition of the Ball) A fielder may, however: 41.3.2.1 polish the ball on his clothing provided that no artificial substance or saliva is used and that such polishing wastes no time. 41.3.7 If the umpires believe that saliva has been applied to the ball, the umpires shall: 41.3.7.1 If it is a first instance during an innings, summon the captain of the fielding side and issue a first warning. 41.3.7.2 If it is a second instance during

an innings, summon the captain of the fielding side and issue a second and final warning and warn the captain of the fielding side that any further such offence by any member of the team during the innings shall result in the award of 5 Penalty runs to the batting side. 41.3.7.3 If it is a third or subsequent instance, award 5 Penalty runs to the batting side. 41.3.7.4 The ball shall not be changed but the umpires shall wipe the ball with an appropriate cloth. 41.3.8 Use of saliva in breach of clause 41.3.2.1 above shall not, in and of itself, be considered an offence under Article 2.14 of the LPL Code of Conduct (Changing the condition of the ball in breach of clause 41.3 of the 20 LPL T/20 Playing Conditions).

Umpires will no longer hold players' clothing Umpires will no longer hold a player's hat/sweater/glasses. Teams will have to manage the clothing and equipment of their players.

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

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

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

A fielder may, however:

41.3.2.1 Polish the ball on his clothing provided that no artificial substance is used and that such polishing wastes no time.

41.3.2.2 Remove mud from the ball under the supervision of an umpire

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

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

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

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

41.3.5.1 Change the ball forthwith.

41.3.5.1.1 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the fielding side, the batsman at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention

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

.41.3.5.2 additionally, the bowler's end umpire shall - award 5 Penalty runs to the opposing side

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

- inform the captain of the batting side as soon as practicable of what has occurred.

The umpires shall then report the matter to the SLC Match Referee who shall take such action as is considered appropriate against the player(s) concerned.

41.3.6 If it is not possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall;

41.3.6.1 Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.

41.3.6.2 The bowler's end umpire shall issue the captain with a first and final warning, and

41.3.6.3 Advise the captain that should there be any further instances of changing the condition of the ball by that team during the remainder of the series; clause 41.3.5.2 above will be adopted, with the captain deemed to be the player responsible for the contravention.

41.4 Deliberate attempt to distract striker

41.4.1 It is unfair for any fielder deliberately to attempt to distract the striker while he is preparing to receive or receiving a delivery.

41.4.2 If either umpire considers that any action by a fielder is such an attempt, he

shall immediately call and signal Dead ball and inform the other umpire of the reason for the call. The bowler's end umpire shall

- award 5 Penalty runs to the batting side.

- inform the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for the action.

Neither batsman shall be dismissed from that delivery nor shall the ball not count as one of the over.

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

41.5 Deliberate distraction, deception or obstruction of batsman

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

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

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

41.5.4 Neither batsman shall be dismissed from that delivery.

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

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

41.5.5.2 If they consider that there has been no offence under clause 42 (Players' conduct), they shall apply each of clauses 41.5.6 to 41.5.10.

41.5.6 The bowler's end umpire shall;

- award 5 Penalty runs to the batting side.

- inform the captain of the fielding side of the reason for this action and as soon as practicable inform the captain of the batting side.

41.5.7 The ball shall not count as one of the over.

41.5.8 Any runs completed by the batsmen before the offence shall be scored, together with any runs for penalties awarded to either side. Additionally, the run in progress shall be scored whether or not the batsmen had already crossed at the instant of the offence.

41.5.9 The batsmen at the wicket shall decide which of them is to face the next delivery.

41.5.10 The umpires may then report the matter to the SLC Match Referee who shall take such action as is considered appropriate against the fielder concerned.

41.6 Bowling of dangerous and unfair short pitched deliveries

41.6.1 Notwithstanding clause 41.6.2, the bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him. The fact that the striker is wearing protective equipment shall be disregarded.

In the first instance the umpire decides that the bowling of short pitched deliveries has become dangerous under 41.6.1

41.6.1.1 The umpire shall call and signal No ball, and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

41.6.1.2 If there is a second instance, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning, which shall apply to that bowler throughout the innings.

41.6.1.3 Should there be any further instance by the same bowler in that innings, the umpire shall

- call and signal No ball

- When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling

- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

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

41.6.1.4 A bowler shall be limited to one fast short-pitched delivery per over

.41.6.1.5 A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease

.41.6.1.6 The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.

41.6.1.7 In addition, a ball that passes above head height of the batsman, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide. See also clause 22.1.1.2

41.6.1.7.1 For the avoidance of doubt any fast short pitched delivery that is called a Wide under this clause shall also count as one of the allowable short pitched deliveries in that over

.41.6.1.8 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in clause 41.6.1.5 above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'No ball' and then tap the head with the other hand

41.6.1.9 If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.

41.6.1.10 if there is a second instance of the bowler being No balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.

41.6.1.11 should there be any further instance by the same bowler in that innings, the umpire shall

- call and signal No ball

- When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling

- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

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

41.6.2 Should the umpires initiate the caution and warning procedures set out in clauses 41.6.1.3, 41.6.1.9 and 41.7, such cautions and warnings are not to be cumulative.

41.7 Bowling of dangerous and unfair non-pitching deliveries

41.7.1 Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed to be unfair, whether or not it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately call and signal No ball.

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman by its speed and direction, it shall be considered dangerous. When the ball is dead the umpire shall caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

41.7.2 Should there be any further instance (where a dangerous non-pitching delivery is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall

- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

Additionally, the umpire shall

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

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

41.7.3 The warning sequence in clauses 41.7.1 and 41.7.2 is independent of the warning and action sequence in clause 41.6.

41.7.4 If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in clause 41.7.1, then the caution and warning in clause 41.7.1 shall be dispensed with. The umpire shall

- Immediately call and signal No ball.
- When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence to the SLC Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.8 Bowling of deliberate front-foot No ball

If the umpire considers that the bowler has delivered a deliberate front-foot No ball, he shall

- Immediately call and signal No ball.
- When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- Inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence to the SLC Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.9 Time wasting by the fielding side

41.9.1 It is unfair for any fielder to waste time.

41.9.2 If either umpire considers that the progress of an over is unnecessarily slow, or time is being wasted in any other way, by the captain of the fielding side or by any other fielder, at the first instance the umpire concerned shall

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then

- warn the captain of the fielding side, indicating that this is a first and final warning.
- inform the batsmen of what has occurred.

41.9.3 If either umpire considers that there is any further waste of time in that innings by any fielder, the umpire concerned shall

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then award 5 Penalty runs to the batting side and inform the captain of the fielding side of the reason for this action.

Additionally the umpire shall inform the batsmen and, as soon as is practicable, the captain of the batting side of what has occurred.

If the umpires believe that the act of time wasting was deliberate or repetitive, they may lodge a report under the LPL Code of Conduct. In such circumstances the Captain and/or any individual members of the fielding team responsible for the time wasting will be charged.

41.10 Batsman wasting time

41.10.1 It is unfair for a batsman to waste time. In normal circumstances, the striker should always be ready to take strike when the bowler is ready to start his run-up.

41.10.2 Should either batsman waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his run-up or when the ball becomes dead, as appropriate, the umpire shall

- warn both batsmen and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batsman.
- inform the other umpire of what has occurred.

- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.10.3 If there is any further time wasting by any batsman in that innings, the umpire shall, at the appropriate time while the ball is dead

- award 5 Penalty runs to the fielding side.

- inform the other umpire of the reason for this action.

- inform the other batsman, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

If the umpires believe that the act of time wasting was deemed to be deliberate or repetitive, they may lodge a report under the LPL Code of Conduct. In such circumstances the batsman concerned will be charged.

41.11 The protected area

The protected area is defined as that area of the pitch contained within a rectangle bounded at each end by imaginary lines parallel to the popping creases and 5 ft/1.52 m in front of each, and on the sides by imaginary lines, one each side of the imaginary line joining the center's of the two middle stumps, each parallel to it and 1 ft/30.48 cm from it.

41.12 Fielder damaging the pitch

41.12.1 It is unfair to cause deliberate or avoidable damage to the pitch. A fielder will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.

41.12.2 If a fielder causes avoidable damage to the pitch, other than as in clause 41.13.1, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then

- caution the captain of the fielding side and indicate that this is a first and final warning. This warning shall apply throughout the innings.

- inform the batsmen of what has occurred.

41.12.3 If, in that innings, there is any further instance of avoidable damage to the pitch, by any fielder, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then

- award 5 Penalty runs to the batting side.

Additionally the umpire shall

- inform the fielding captain of the reason for this action.

- inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together shall report the occurrence to the SLC Match Referee who shall take such action as is considered appropriate against the fielder concerned.

41.13 Bowler running on protected area

41.13.1 It is unfair for a bowler to enter the protected area in his follow-through without reasonable cause, whether or not the ball is delivered.

41.13.2 If a bowler contravenes this clause, at the first instance and when the ball is dead, the umpire shall

- caution the bowler and inform the other umpire of what has occurred. This caution shall apply to that bowler throughout the innings.

- inform the captain of the fielding side and the batsmen of what has occurred.

41.13.3 If, in that innings, the same bowler again contravenes this clause, the umpire shall repeat the above procedure indicating that this is a final warning. This warning shall also apply throughout the innings.

41.13.4 If, in that innings, the same bowler contravenes this clause a third time, when the ball is dead, the umpire shall,

- direct the captain of the fielding side to suspend the bowler immediately from bowling. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. The bowler taken off shall not be allowed to bowl again in that innings.

- inform the other umpire of the reason for this action.

- inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.

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

41.14 Batsman damaging the pitch

41.14.1 It is unfair to cause deliberate or avoidable damage to the pitch. If the striker enters the protected area in playing or playing at the ball, he must move from it immediately thereafter. A batsman will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.

41.14.2 If either batsman causes deliberate or avoidable damage to the pitch, other than as in clause 41.15, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall then

- warn both batsmen that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batsman.

- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.14.3 If there is any further instance of avoidable damage to the pitch by any batsman in that innings, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence.

The bowler's end umpire shall

- disallow all runs to the batting side

- Return any not out batsman to his original end

- signal No ball or Wide to the scorers if applicable.

- award 5 Penalty runs to the fielding side.

- award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).

- Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

The umpires together shall report the occurrence to the SLC Match Referee who shall take such action as is considered appropriate against the batsman concerned.

41.15 Striker in protected area

41.15.1 The striker shall not adopt a stance in the protected area or so close to it that frequent encroachment is inevitable.

The striker may mark a guard on the pitch provided that no mark is unreasonably close to the protected area.

41.15.2 If either umpire considers that the striker is in breach of any of the conditions in clause 41.15.1, if the bowler has not entered the delivery stride, he/she shall immediately call Dead ball, otherwise, wait until the ball is dead; he/she shall then inform the other umpire of the occurrence.

The bowler's end umpire shall then

- warn the striker that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform the non-striker and each incoming batsman.

- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.15.3 If there is any further breach of any of the conditions in clause 41.15.1 by any batsman in that innings, the umpire seeing the contravention shall, if the bowler has not entered his delivery stride, immediately call and signal Dead ball, otherwise, he/she shall wait until the ball is dead and then inform the other umpire of the occurrence.

The bowler's end umpire shall

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

The umpires together shall report the occurrence to the SLC Match Referee who shall take such action as is considered appropriate against the batsman concerned.

41.16 Non-striker leaving his ground early. If the non-striker is out of his ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run him out. Whether the attempt is successful or not, the ball shall not count as one in the over.

If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.

41.17 Batsmen stealing a run

41.17.1 It is unfair for the batsmen to attempt to steal a run during the bowler's run-up.

Unless the bowler attempts to run out either batsman— see clauses 41.16 and 21.4 (Bowler throwing towards striker's end before delivery) – the umpire shall

- call and signal Dead ball as soon as the batsmen cross in such an attempt.
- inform the other umpire of the reason for this action.

The bowler's end umpire shall then

- return the batsmen to their original ends.
- award 5 Penalty runs to the fielding side.
- inform the batsmen, the captain of the fielding side and, as soon as practicable, the captain of the batting side, of the reason for this action.

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

41.18 Penalty runs

41.18.1 When Penalty runs are awarded to either side, when the ball is dead the umpire shall signal the Penalty runs to the scorers. See clause 2.13 (Signals).

41.18.2 Penalty runs shall be awarded in each case where these Playing Conditions require the award, even if a result has already been achieved. See clause 16.6 (Winning hit or extras).

Note, however, that the restrictions on awarding Penalty runs, in clauses 23.3 (Leg byes not to be awarded), 34.4 (Runs scored from ball lawfully struck more than once) and 28.3 (Protective helmets belonging to the fielding side), will apply.

41.18.3 When 5 Penalty runs are awarded to the batting side under any of clauses 24.4 (Player returning without permission), 28.2 (Fielding the ball), or 28.3 (Protective helmets belonging to the fielding side) or under 41.3, 41.4, 41.5, 41.9 or 41.12, then

- they shall be scored as Penalty extras and shall be in addition to any other penalties.
- they are awarded when the ball is dead and shall not be regarded as runs scored from either the immediately preceding delivery or the immediately following delivery, and shall be in addition to any runs from those deliveries.
- the batsmen shall not change ends solely by reason of the 5 run penalty.

41.18.4 When 5 Penalty runs are awarded to the fielding side, under clause 18.5.2 (Deliberate short runs), or under 41.10, 41.14, 41.15 or 41.17, they shall be added as Penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 Penalty runs shall be added to the score in its next innings.

42 PLAYERS' CONDUCT

42.1 Serious misconduct

42.1.1 The umpires shall act upon any serious misconduct. The relevant offences and the corresponding actions by the umpires are identified in clause 42.2.1. These offences correspond with Level 4 offences in the LPL Code of Conduct. Level 1 to Level 3 offences continue to be dealt with separately under the LPL Code of Conduct.

42.1.2 If either umpire considers that a player has committed one of these offences at any time during the match, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.

42.1.3 The umpire concerned shall report the matter to the other umpire and together they shall decide whether an offence has been committed. The umpires may also consult with the third umpire and the match referee, who may review any audio or video replays to confirm whether an offence has been committed. If so, the umpires shall then apply the related sanctions.

42.1.4 If the offence is committed by a batsman, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this clause, the batsmen at the wicket may not deputize for their captain.

42.2 Level 4 offences and action by umpires

42.2.1 Any of the following actions by a player shall constitute

a Level 4 offence:

- threatening to assault an umpire
- making inappropriate and deliberate physical contact with an umpire
- Physically assaulting a player or any other person
- committing any other act of violence.

42.2.2 If such an offence is committed, 42.2.2.1 to 42.2.2.5 shall be implemented.

42.2.2.1 The umpire shall call Time.

42.2.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred

42.2.2.3 The umpires shall instruct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following

42.2.2.3.1 If the offending player is a fielder, no substitute shall be allowed for him. He is to be recorded as Retired – out at the commencement of any subsequent innings in which his team is the batting side.

42.2.2.3.2 If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over

42.2.2.3.3 If the offending player is a batsman he is to be recorded as Retired – out in the current innings, unless he has been dismissed under any of clauses 32 to 39, and at the commencement of any subsequent innings in which his team is the batting side. If no further batsman is available to bat, the innings is completed.

42.2.2.4 As soon as practicable, the umpire shall:

- award 5 Penalty runs to the opposing team
- signal the Level 4 penalty to the scorers - call Play.

42.2.2.5 The umpires shall then report the matter to the SLC Match Referee under the LPL Code of Conduct.

42.3 Captain refusing to remove a player from the field

42.3.1 If a captain refuses to carry out an instruction under 42.2.2.3, the umpires shall invoke clause 16.2 (SLC Match Referee awarding a match).

42.3.2 If both captains refuse to carry out instructions under 42.2.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded as in clause 16.2 and there shall be no result under clause 16.

42.4 Additional points relating to Level 4 offences

42.4.1 If a player, while acting as wicket-keeper, commits a Level 4 offence, clause 24.1.2 shall not apply, meaning that only a nominated player may keep wicket, even if another fielder becomes injured or ill and is replaced by a substitute.

42.4.2 A nominated player who has a substitute will also suffer the penalty for any Level 4 offence committed by the substitute. However, only the substitute will be reported under clause 42.2.2.5.

Appendix -1

INTRODUCTION

The LPL Code of Conduct for Players and Player Support Personnel (the 'Code of Conduct') is adopted and implemented as part of the Lanka Premier league continuing efforts to maintain the public image, popularity and integrity of cricket by providing: (a) an effective means to deter any participant from conducting themselves improperly on and off the 'field-of-play' or in a manner that is contrary to the 'spirit of cricket'; and (b) a robust disciplinary procedure pursuant to which all matters of improper conduct can be dealt with fairly, with certainty and in an expeditious manner.

Unless otherwise indicated, references to Articles and Appendices are to articles and appendices of the Code of Conduct. Words in italicized text in the Code of Conduct are defined terms and their definitions are set out in this Appendix 1.

ARTICLE 1 - SCOPE AND APPLICATION

1.1 All Players and Player Support Personnel are automatically bound by and required to comply with all of the provisions of the Code of Conduct. Accordingly, by their participation (in the case of a Player) or assistance in a Player's participation (in the case of a Player Support Personnel) in a Match, such Players or Player Support Personnel shall be deemed to have agreed:

1.1.1 That it is their personal responsibility to familiarize themselves with all of the requirements of the Code of Conduct, including what conduct constitutes an offence under the Code of Conduct;

1.1.2 to submit to the exclusive jurisdiction of any Match Referee, **The Head of Tournament Technical Committee** of Relevant Tournament/League, The Head of Relevant Tournament/League Committee, convened under the Code of Conduct to hear and determine charges brought (and any appeals in relation thereto) pursuant to the Code of Conduct; and

1.1.3 Not to bring any proceedings in any court or other forum that are inconsistent with the foregoing submission to the jurisdiction of the Match Referee, The Head of Tournament Technical Committee of Relevant Tournament/League, The Head of Relevant Tournament/ League Committee,

1.2 All Players and Player Support Personnel shall continue to be bound by and required to comply with the Code of Conduct until he/she has not participated (in the case of a Player), or assisted a Player's participation (in the case of Player Support Personnel) in a Match for a period of three (3) months and the SLC shall continue to have jurisdiction over him/her under the Code of Conduct thereafter in respect of matters taking place prior to that point.

1.3 Without prejudice to Articles 1.1 and 1.2, The SLC and the Teams shall be responsible for promoting Code of Conduct awareness and education amongst all Players and Player Support Personnel.

1.4 For the avoidance of any doubt:

1.4.1 all Umpires and Match Referees officiating in any Matches are automatically bound by and required to comply with all of the provisions of the LPL Code of Conduct for Umpires and Referees; and

1.4.2 all Players or Player Support Personnel representing any domestic team shall be bound by this LPL Code of Conduct.

ARTICLE 2 - CODE OF CONDUCT OFFENCES

The conduct described in Articles 2.1 to 2.23 amounts to conduct which breaches the Spirit of Cricket and therefore, if committed by a Player or Player Support Personnel, shall amount to an offence by such Player or Player Support Personnel under the Code of Conduct.

COMMENT: Where considered helpful, guidance notes have been provided in text boxes beneath the description of a particular offence. Such notes are intended only to provide guidance as to the nature and examples of certain conduct that might be prohibited by a particular Article and should not be read as an exhaustive or limiting list of conduct that may be prohibited by such Article.

The Code of Conduct offences cover a variety of different behavior's and levels of seriousness. It is not intended to penalize trivial behavior. For the purpose of determining the appropriate sanction for an offence, levels of charging have been assigned for each offence, ranging from Level 1 for conduct of a minor nature, up to Level 4 for conduct of an extremely serious nature. Where an offence is alleged to have been committed, the individual reporting the alleged offence must determine which of the assigned levels of offence is appropriate for the conduct in question. Reports can only be laid at the levels identified in respect of each particular offence below.

For the purposes of the Code of Conduct, the phrase "during a Match" should be interpreted broadly to cover all conduct which takes place at the ground on the day of a Match, and not just conduct which takes place on the field of play. It will therefore include conduct which takes place off the field of play, for example in the changing rooms, or during any of the intervals in the match.

For the avoidance of doubt, the **LPL Technical Committee jurisdiction** to take action against a Player or Player Support Personnel under this Code of Conduct is limited to incidents which take place (i) during, or in relation to, a Match or (ii) during, or in relation to, an SLC Event. In circumstances where a Player or Player Support Personnel is involved in an off-field incident which may warrant action under this Code of Conduct and any code of conduct or disciplinary rules of the Player or Player Support Personnel's Team/Club/ ,**the LPL technical Committee** will consult with the relevant Team/Club/ in order to determine what the most appropriate course of action against the Player or Player Support Personnel should be.

2.1	Excessive appealing during a Match
Note	For the purpose of Article 2,1excessive may include (a) repeated appealing of the same decision (b) repeated appealing of different decisions when the bowler/fielder knows that the batter is out with the intention of placing the umpire under pressure. (c) Charging or advancing towards the umpire in a aggressive manner when appealing or (d) celebrating a dismissal without appealing to the umpire when a decision is required. It is not intended to prevent loud or enthusiastic appealing
Level 1	✓
Level 2	Not Applicable
Level 3	Not Applicable
Level 4	Not Applicable

2.2	Abuse of cricket equipment or clothing, ground equipment or fixtures and fittings during a match
Note	Article 2.2 includes any actions outside the course of normal cricket actions. Such as hitting or kicking the wickets and any actions which deliberately (i.e intentionally), recklessly or negligently (in either case even if accidental) results in damaging to the advertising boards, boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings For example, this offence may be committed, without limitation, when a player swings his bat vigorously in frustration and cause damage to an advertising board.
Level 1	✓
Level 2	Not applicable
Level 3	Not applicable
Level 4	Not applicable

2.3	Use of an audible obscenity during a match
Note	Article 2.3 covers the use of words commonly known and understood to be offensive. Obscene and/or profane (in any language) and which can be heard by the spectators and/or viewing public whether by the way of the stump microphone or otherwise. This conduct may include for example swearing in frustration at one's own play or Fortune.
Level 1	✓
Level 2	Not applicable
Level 3	Not applicable
Level 4	Not applicable

2.4	Disobeying an umpires instruction during a match
Note	Article 2.4 includes any repeated failure to comply with the instruction or directive of an umpire during a match
Level 1	✓
Level 2	Not applicable
Level 3	Not applicable
Level 4	Not applicable

2.5	Using language, actions or gestures which disparage or which could provoke an aggressive reaction from a batter upon his dismissal during a Match
Note	<p>Article 2.5 includes any language, action or gesture used by a player and directed towards a batter upon his dismissal which has the potential to provoke an aggressive reaction from the dismissed batter, whether or not any reaction results or which could be considered to disparage or demean the dismissed batter, regardless of whether the batter himself feels disparaged or demeaned (in other words a send-off). (a) Excessive celebration directed at and in close proximity to the dismissed batter. (b) verbally abusing the dismissed batter, and (c) pointing or gesturing towards the pavilion.</p> <p>Nothing in this article 2.5 is, however, intended to stop players celebrating, in an appropriate fashion, the dismissal of the opposing teams batter.</p>
Level 1	✓
Level 2	Not applicable
Level 3	Not Applicable
Level 4	Not Applicable

2.6	Using a gesture that is obscene, offensive or insulting during a match
Note	<p>Article 2.6 includes, without limitation, obscene gestures which are not directed at another person.</p> <p>When assessing the seriousness of the breach, the following factors (without limitation) shall be taken into the account. (1) the context of the particular situation, and (!!)Whether the gesture is likely to (a) be regarded as obscene (b) give offence or (c) insult another person.</p> <p>This offence is not intended to cover any use of gestures that are likely to offend another person on the basis of their race, religion, gender, colour, descent, national or ethnic origin.</p> <p>Such conduct is prohibited under the LPL anti-racism code and must be dealt with according to the procedures set</p>

	out there in
Level 1	✓
Level 2	Not applicable
Level 3	Not applicable
Level 4	Not applicable

2.7	Public criticism of, or inappropriate comment in relation to an incident occurring on a Match or any Player. Player, Support personnel, Match Official or team participating in any match, irrespective of when such criticism or inappropriate comment is made.
Note	<p>Without limitation, Players and Player support personal will breach article 2.7 if they publicly criticize Match officials or denigrate a player or team against which they have played in relation to incidents which occurred in a match. When assessing the seriousness of the breach, without limitation, the context within which the comments have been made and the gravity of the offending comments must be taken into account.</p> <p>For a player avoidance of doubt, any posting by a player or player support personal of comments on a social media platform (including without limitation, Facebook, Instagram, Twitter, Youtube and LinkedIn) shall be deemed to be "Public" for the purposes of this offence. Consequently a Player or Player support Personnel may breach article 2.7 where they criticize or make an appropriate comment in relation to an incident occurring in an Match or any Player, Player Support Personnel, Match Official or team participating in any Match in any posting they make on any social media platform.</p>
Level 1	✓
Level 2	✓
Level 3	Not applicable
Level 4	Not applicable

2.8	Showing Dissent at an Umpires Decision during a
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Note	<p>match</p> <p>Without Limitation Article 2.8 includes (a) excessive, obvious disappointment with an umpire's decision (b) an obvious delay in resuming play or leaving the wicket. (c) Shaking the head. (d) pointing or looking at the inside edge when given out LBW (e) Pointing to the pad or rubbing the shoulder when caught behind (f) Snatching the cap from the umpire (g) Requesting a referral to the TV umpire (other than in the context of a legitimate request for a referral as may be permitted in such match) and(h) Arguing or entering a prolonged discussion with the umpire about his decision.</p> <p>This offence is not intended to punish a batter by showing his instinctive disappointment at his dismissal.</p> <p>When assessing the seriousness of the breach, the following factors (without limitation) should be considered (1) Whether the conduct contains element of anger or abuse which is directed at the umpire or the umpire's decision. (ii) Whether there is an excessive delay in resuming of play or leaving the wicket, or (iii) Whether there is persistent re-reference to the incidence over time.</p> <p>It shall not be a defense to any charge brought under this article to show that the umpire might have, or in fact did, get any decision wrong.</p>
Level 1	✓
Level 2	✓
Level 3	Not applicable
Level 4	Not applicable

2.9	<p>Throwing a ball (or any other item of Cricket Equipment such as a water bottle) at or near a player, player support Personnel, Umpire, Match Referee or any other third person in an inappropriate and /Or dangerous manner during a Match</p>
	<p>This offence will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion, or from throwing the ball at the stumps or to a team mate when attempting a run out.</p>

Note	When assessing the seriousness of the offence, the following factors (without limitation) shall be taken into account (i) the context of the particular situation, including, without limitation, whether the action was deliberate, reckless, negligent and/or avoidable. (ii) Whether the ball/object struck the other person, (iii) the speed at which the ball/object was thrown and (iv) The distance from which the ball/object was thrown.
Level 1	✓
Level 2	✓
Level 3	Not applicable
Level 4	Not applicable

2.10	<p>Any of the following conduct which constitutes unfair play under clause 41. On LPL T/20 playing conditions</p> <p>2.10.1 Deliberate attempt to distract the striker 2.10.2 Deliberate distraction, deception or obstruction of the striker. 2.10.3 Bowling of dangerous and un fair short pitched deliveries. 2.10.4 Bowling of dangerous and unfair non pitching deliveries. 2.10.5 Bowling of deliberate non pitching deliveries. 2.10.6 Bowling of deliberate front foot no balls. 2.10.7 Time wasting by any player or team. 2.10.8 Fielder causing deliberate or avoidable damage to the pitch. 2.10.9 Bowler running on protected area. 2.10.11 Striker in protected area. 2.10.12 Batter stealing a run 2.10.13 Unfair actions not covered elsewhere in clause 41 of the SLC standard multi days match ,Oneday Match and T/20 Match Playing Conditions</p>
Note	<p>The offence supplements and does not replace LPLT/20 conditions clauses 41.4 to 41.19</p> <p>When assessing the seriousness of the offence, the following factors (without limitation) shall be taken into account (i) the context of the particular situation including without limitation and where relevant, whether the action was deliberate, reckless, negligent and/or avoidable(ii) the potential of the action to injure an opponent and (iii) the</p>

	degree of advantage offered by the unfair play.
Level 1	✓
Level 2	✓
Level 3	Not applicable
Level 4	Not applicable

2.11	Any attempt to manipulate a Match for inappropriate strategic or tactical reasons
Note	<p>Article 2.11 is intended to prevent the manipulation of Matches for inappropriate strategic or tactical reasons (such as when a team deliberately loses a pool match in the LPL event in order to affect the standings of other teams in that LPL event). It might also apply to the inappropriate manipulation of a net run rate or accumulation of bonus points or otherwise.</p> <p>Article 2.11 is not intended to cover any corrupt or fraudulent acts (including any/or related betting activity).Such conduct is prohibited under the LPL Anti-Corruption code and must be dealt with according to the procedures set out therein.</p> <p>The team captain of any team guilty of such conduct shall be held responsible (and subject to sanction) for any offence found to have been committed under this article.</p>
Level 1	Not Applicable
Level 2	✓
Level 3	Not applicable
Level 4	Not applicable

2.12	Inappropriate physical contact with a Player, Player Support Personnel, Umpire, Match Referee or any other person including a spectator during a Match
Note	<p>Any form of inappropriate physical contact is prohibited in cricket without limitation.</p> <p>Ehen assessing the seriousness of the breach, the following factors (without limitation) shall be taken into account.(i)the context of the Particular situation, including</p>

	without limitation whether the contact was deliberate(that is intentional. Reckless, negligent and/or avoidable.(ii)the force of the contact (iii) any resulting an injury to the person with whom contact was made, and (iv) the person with whom contact was made.
Level 1	✓ (Level 1 is available only in the case of contact with players, Players Support Personnel or any other person
Level 2	✓ (Level 2 is available only in the case of contact with Players, Players Support Personnel or any other person.
Level 3	✓ (Level 3 is available only in the case of contact with the Umpires and Match Referee)
Level 4	✓ (Level 4 is available only in the case of contact with Umpires and Match Referee,

2.13	personal abuse of a player, Player support Personnel, Umpire or Match Referee during a match
Note	<p>Article 2.13 is intended to cover a Player or Player support Personnel directing language of a personal , insulting Obscene and/or offensive nature at any Player, Player support personnel, Umpire or Match Referee during a match. It is also intended to cover language, obscene and/or offensive nature relating to a family member of a player. Player support personnel Umpire and Match Referee at whom is directed.</p> <p>When considering the seriousness of the breach, the following factors (without limitation) shall be considered (i) whether such language was excessive and/or orchestrated and (ii) the person at whom language was directed. That is whether they were a player, player support personal, umpire or match referee or other person.</p> <p>This offence is not intended to cover any use of language that is likely to offend another person on the basis of their race, religion, gender, colour, descent, national or ethnic origin.</p>

	Such conduct is prohibited under the SLCs Anti-Racism Code and must be dealt with according to the procedures set out therein.
Level 1	Not applicable
Level 2	✓ (Level 2 is not available in this case of personal abuse of an Umpire or Match Referee)
Level 3	✓ (Level 3 is available in all cases)
Level 4	Not applicable

2.14	Changing the condition of the ball in breach of clause 41.3 of the LPL Playing Conditions
Note	<p>This offence supplements and does not replace LPL standard match playing conditions</p> <p>Any actions (Likely to alter the condition of the ball which are not specifically permitted under clause 41.3.2 may be regarded as unfair. The following actions shall therefore, not be permitted (this list of actions is not exhaustive but included for illustrative purposes). (a) Deliberately throwing the ball into the ground for the purpose of roughening it up. (b) Applying any artificial substance for any purpose other than to polish the ball. (c) Lifting or otherwise interfering with any of the seams of the ball and (d) scratching the surface of the ball with finger or thumb nails or any implements.</p> <p>The Umpires shall use their Judgment to apply the principal that action taken to maintain or enhance, the condition of the ball provided no artificial substances are used. Any actions taken with the purpose of damaging the condition of the ball or accelerating the deterioration of the condition of the ball shall not be permitted.</p>
Level 1	Not applicable
Level 2	Not applicable
Level 3	✓
Level 4	Not applicable

2.15	Attempting to gain unfair advantage during a
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	match
Note	<p>Article 2.15 is intended to cover any attempts to cheat or gain an unfair advantage during a Match (other than conduct prohibited under article 2.11 or 2.14 of the code of conduct or the LPL anti-corruption code). It includes without limitation (a) deliberate attempts to deceive an umpire (for example by claiming a catch when the Player concerned knew he had not caught the ball cleanly). (b) Any attempts by a player on the field of play seek assistance from any person off the field of play in order to decide whether to request a referral to the TV umpire or (c) taking a foreign object on to the field whose most likely reason for being there is to change the condition of the ball.</p> <p>When assessing the seriousness of the breach, consideration should be given to whether the conduct was deliberate, reckless and/or negligent on the part of the relevant player or Support personnel.</p>
Level 1	Not applicable
Level 2	Not Applicable
Level 3	✓
Level 4	Not applicable

2.16	Intimidation of an umpire or Match Referee whether by language or conduct (including gestures) during a Match
Note	<p>Article 2.16 is intended to cover any form or intimidation of an umpire or Match Referee. It includes without limitation (a) Any form of continual verbal or physical harassment (b) any form of intentional behavior that would cause the person at whom is directed to fear injury or harm and (c) Attempts to impede or block movement</p>
Level 1	Not applicable
Level 2	Not applicable
Level 3	✓
Level 4	Not applicable

2.17	Threat of assault on another Player, Player Support personnel. Umpire or Match Referee or any other person including a spectator
Note	Without limitation, Players or Player Support Personnel will breach the article 2.17 if they do or say anything which would cause the Player, Player Support Personnel, Umpire ,Match Referee or other person to whom such action was directed to fear harmful or offensive contact, for example and without limitation, threatening to hit the relevant individual while at the same time raising a fist or threatening to physically harm another players family
Level 1	Not applicable
Level 2	Not applicable
Level 3	✓ (Level 3 is available in the case of threat of assault on anyone other than the umpire of Match Referee
Level 4	✓ (Level 4 is available in the case of threat of assault on Umpires and Match Referee only, not available in the case of threat of assault on any Player or Player Support Personnel or other person)

2.18	Physical assault of another Player, Player support Personnel, Umpire, Match Referee or any other person including a spectator during a Match
Note	Without limitation, Players or player Support Personnel will breach the article 2.18 if they intentionally or recklessly cause the Player, Player Support Personnel, Umpire, Match referee or other person bodily harm or injury
Level 1	Not applicable
Level 2	Not Applicable
Level 3	Not applicable
Level 4	✓

2.19	Any act of violence on the field of play during a match
Note	Without Limitation, Player or Player Support Personnel will breach this article 2.19 if they kick or fight or punch another player, player support personnel ,umpire, Match Referee or any other person including a spectator.

Level 1	Not applicable
Level 2	Not applicable
Level 3	Not applicable
Level 4	✓

2.20	Conduct that is contrary to the spirit of the game.
Note	<p>Article 2.20 is intended to cover all types of conduct that is contrary to the spirit of the game and which is not specifically and adequately covered by the specific offences set out elsewhere in this Code of Conduct.</p> <p>By the way of example, Article 2.20 may (depending upon the seriousness and context of the breach) prohibit, without limitation, the following) (a) The use of an illegal bat or illegal wicket keeping gloves and (b) failure to comply with the provisions of clause 6.3 of the LPL playing conditions.</p> <p>When assessing the seriousness of the offence, the context of the particular situation, and whether it was deliberate, reckless, negligent, avoidable and/or accidental shall be considered. Further the person lodging the report shall determine where on the range of severity the conduct lays(with the range of severity starting at conduct of minor nature and hence a level 1 offence) upto conduct of a extremely serious nature(and hence a Level 4 offence)</p>
Level 1	✓
Level 2	✓
Level 3	✓
Level 4	✓

2.21	Conduct that brings the game to disrepute
	<p>Article 2.21 is intended to cover all types of conduct that bring the game to disrepute and which is not specifically and adequately covered by the specific offences set out elsewhere in the Code of Conduct, including article 2.20</p> <p>By the way of example, Article 2.21 may (depending on the seriousness and the context of the breach) prohibit without limitation the following (a) Public acts of misconduct (b) unruly public behavior and (c)</p>

Note	<p>inappropriate comments which are detrimental to the interests of the game.</p> <p>When assessing the seriousness of the offence the context of the particular situation and whether it is deliberate, reckless, negligent, avoidable and/or accidental shall be considered. Further the person lodging the report shall determine where on the range of severity the conduct lays (within the range of severity starting at conduct of minor nature and hence a level 1 offence) up to conduct of an extremely serious nature and hence a level 4 offence</p>
Level 1	✓
Level 2	✓
Level 3	✓
Level 4	✓

2.22	Breach of LPL clothing and Equipment Regulations during a Match, save for breaches relating 'commercial logo or a Player Bat logo as those terms are defined therein
Note	<p>For the avoidance of doubt there shall be no requirement that the umpire must provide a warning to the offending person to remove or cover up a prohibited logo before a breach of this Article can be established.</p> <p>It shall be a defence to a charge brought under this Article to show that a player or player support personnel was required by his team</p>
Level 1	✓
Level 2	Not applicable
Level 3	Not applicable
Level 4	Not applicable

2.23 Minimum over Rate Offences:

Failure by a fielding team participating in a Match to meet the Minimum Over Rate requirements contained in Appendix 1 constitutes a "Minimum Over Rate Offence" under this Code of Conduct by each of the Players in that fielding team.

Note: Subjective intent on behalf of the fielding team, or any member thereof, to waste time is not required. It is sufficient to establish that the minimum over rate was not met. To avoid liability under this offence the fielding team would need to establish, on the balance of probabilities, that the short fall was factors beyond their control and that the time allowances permitted by the Match Officials in calculating the required over rate was not sufficient. The presence or absence of subjective intent and the extent of the short fall shall be relevant in relation to the issue of penalty.

ARTICLE 3 - REPORTING AN ALLEGED OFFENCE UNDER THE CODE OF CONDUCT

Where a Minimum over Rate Offence may have occurred, see Appendix 1 for the reporting process, disciplinary process and sanctions that are to be applied.

3.1 Any one of the following individuals can report an alleged offence under the Code of Conduct (other than Minimum Over Rate Offences - as to which see Appendix 1) by lodging a report in the manner described in Article 3.2, below (a "Report"):

3.1.1 An Umpire that officiated in the Match during which the alleged offence was committed;

3.1.2 the CEO/Team Manager of either of the two Team whose representative teams participated in the Match during, or in relation to which, the alleged offence was committed, or his/her designee (provided that the identity of such designee is advised to the **LPL Technical Committee by the Team**/Club/ in advance of, or at least at the same time as, the Report is lodged);

3.1.3 The LPL Tournament Director or his representative

3.1.4 provided it is a Level 4 Offence that is alleged to have been committed (or a Level 1 Offence, Level 2 Offence or Level 3 Offence in relation to which the Match Referee was the victim of the alleged offence), the Match Referee that was appointed to officiate in the Match during which the alleged offence was committed. (For the avoidance of any doubt, the Match Referee is not entitled to lodge a Report in relation to an alleged Level 1 Offence, Level 2 Offence or Level 3 Offence unless he/she was the victim of the alleged offence).

3.2 All Reports must be completed on Form "Rep 1" (or such other form as may be made available for such purpose by the **LPL Technical committee from time to time**). All Reports must be signed and dated by the person lodging the Report as follows:

3.2.1 Where the Report is lodged by an Umpire (pursuant to Article 3.1.1):

3.2.2 Where the Report is lodged by the CEO/Team Manager of either of the two Team (pursuant to Article 3.1.2);

Level of Offence	On or Off Field	Reporting Deadline	Report lodged with
Level 1 & 2	On Field	Eighteen hours (18) from close of days play in the relevant match	Match Referee
	Off Field	Eighteen hours (18) after (a) the commission of the alleged offence or (b) the alleged offence was brought to his attention, save that the report cannot be lodged more than 7 days after the conclusion of the relevant match	
Level 3	On or Off field	Eighteen (18) hours after (a) the commission of the alleged offence or (b) The alleged offence was brought to his attention save that the report cannot be lodged more than 7 days after the conclusion of the relevant match	MatchReferee
Level 4	On or Off field	Thirty (36) hours after the conclusion of the relevant match	Head of Tournament Technical committee of tournament

3.2.2 Where the report is lodged by the CEO/Team Manager of either of the two team (pursuant to article 3.1.2)

Level of Offence	On or Off Field	Reporting Deadline	Report lodged with
	On Field	Eighteen hours (18) from close of days play in the relevant match	
	Off Field	Twenty four hours (24) after (a) the commission of the	

Level 1 & 2		alleged offence or (b) the alleged offence was brought to his attention, save that the report cannot be lodged more than 7 days after the conclusion of the relevant match	Match Referee
Level 3	On or Off field	Twenty four (24) hours after (a) the commission of the alleged offence or (b) The alleged offence was brought to his attention save that the report cannot be lodged more than 7 days after the conclusion of the relevant match	Match Referee
Level 4	On or Off field	Thirty (36) hours after the conclusion of the relevant match	Head of Tournament Technical committee of tournament

3.2.3 Where report is lodged by the LPL Tournament Director or his representative (pursuant to Article 3.1.3

Level of Offence	On or Off Field	Reporting Dead line	Report lodged with
Level 1,2 and 3	On or Off Field	Thirty 936) hours after the alleged offence is brought to his attention	Match Referee
Level 4	On or Off Field	Thirty six (36) hours after the alleged offence is brought to his attention	Head of Tournament technical Committee

3.2.4 Where report is lodged by the Match Referee (pursuant article 3.1.4

Level 1,2 and 3	On or Off Field	Eighteen (18) hours after (a) The commission of the alleged offence or (b) the alleged offence was brought to his attention save that the report cannot be lodged more than 7 days after the conclusion of the relevant match	Head of Tournament Technical Committee of Tournament
Level 4	On or Off Field	Thirty six (36) hours after the alleged offence is brought to his attention	

Note: For the purpose of Article 3.2.1 to 3.2.4 above, Reports should be lodged as soon as reasonably practicable.

The time limits set out in the above tables constitute the latest time by which a report can be lodged.

In all circumstances where a Report is to be lodged with the Match Referee if, for logistic reasons it is impractical to lodge a report with the Match Referee, it shall be lodged with the **LPL Head of Tournament Technical Committee** of the tournament/League with in the same dead line.

3.3 Where it is alleged that a Player or Player Support Personnel has committed more than one offence under the Code of Conduct during, or in relation to a Match or during, or in relation to the Event (whether on the field of play or otherwise), whether arising out of the same set of facts or otherwise, then a separate Report should be filed in accordance with this Article 3 for each of the offences that are alleged to have been committed.

Note:For the avoidance of doubt, only one report should be laid per offence. As such, the incident in question could fall within more than one offence under Article 2 for example Article 2.7 (Public criticism or inappropriate comment) and Article 2.2.1 (conduct that brings the game into disrepute) a report should be laid only in respect of the offence which most specifically covers the relevant conduct (in the example above, Article 2.7) and not both offences.

ARTICLE 4 - NOTIFICATION PROCEDURE

Level 1 Offences, Level 2 Offences, Level 3 Offences and Minimum Over Rate Offences:

4.1 Where a Match Referee receives a Report lodged under Articles 3.2.1., 3.2.2, 3.2.3, 3.2.4 or Article 3.2 of Appendix 1 (in the case of Minimum Over Rate Offences), he/she must review the Report and determine whether the Player or Player Support Personnel named in the Report has a case to answer in relation to the offence identified in the Report. Where the Match Referee determines that there is a case to answer, he/she must promptly provide a copy of the Report, together with a completed Form "Not 1", (such documents comprising the 'Notice of Charge'), to the following individuals:

4.1.1 the Player or Player Support Personnel named in the Report, or, where appropriate in the case of an offence under either Article 2.11 (manipulating a Match), 2.14 (changing the condition of the ball), or 2.23 (failure to meet the Minimum Over Rate), the relevant Team Captain; and

4.1.2 The Team Manager of the relevant Player or Player Support Personnel named in the Report.

4.2 Where **the LPL Head of Technical Committee of Tournament**/League receives a Report lodged under Article 3.2.4, He must review the Report and determine whether the Player or Player Support Personnel named in the Report has a case to answer in relation to the offence identified in the Report. Where **the Head of Technical Committee of**Tournament determines that thereis a case to answer, he/she must promptly provide a copy of the

Report, together with a completed Form "Not 1" (such documents comprising the 'Notice of Charge'), to the following individuals:

4.2.1 the Player or Player Support Personnel named in the Report, or, where appropriate in the case of an offence under either Article 2.11 (manipulating a Match), 2.14 (changing the condition of the ball), or 2.22 (failure to meet the Minimum Over Rate), the relevant Team Captain; and

4.2.2 The Team Manager of the relevant Player or Player Support Personnel named in the Report.

4.3 The Notice of Charge shall specify that the Player or Player Support Personnel shall have the following three options:

4.3.1 He may admit the offence charged and accede to the proposed sanction specified in the Notice of Charge (which sanction shall be strictly at the Match Referee's discretion, but at all times within the appropriate range for the level of offence). In such circumstances, and provided that such admission has been received by the Match Referee prior to the commencement of the hearing at the time/place specified in the Notice of Charge, the hearing before the Match Referee shall not be required and no further action shall be taken; or

4.3.2 he may admit the offence charged but dispute the proposed sanction specified in the Notice of Charge, in which case the matter shall proceed to a hearing in accordance with Article 5.1.1; or

4.3.3 he/she may deny the offence charged, in which case the matter shall proceed to a hearing in accordance with Article 5.1.1.

Level 4 Offences:

4.4 Where the **LPL Head of Technical Committee of Tournament**/League receives a Report lodged under Articles 3.2.1, 3.2.2, 3.2.3. or 3.2.4 he must promptly conduct a review to determine whether the Player or Player Support Personnel named in the Report has a case to answer in relation to the specific type and/or level of offence identified in the Report (i.e. to determine, in the opinion, whether the specific type and level of offence noted in the Report is properly identified when reviewed against the conduct complained of).

4.5 If the initial review of the Report reveals that there is no case to answer in relation to the specific type and/or level of offence, then **the Technical Committee** shall notify the person who filed the Report of that fact, advising them of the reasons that such a determination has been made and, where applicable, providing guidance on which specific type and level of offence the Technical Committee considers to be appropriate. Upon receipt of such a decision, the person who filed the Report shall, notwithstanding the provisions of Article 3.2 and having considered the **Technical Committee's** guidance in good faith, within a period of twenty-four (24) hours from the time of notification by the Technical Committee, **notify the Technical Committee** whether he wishes to: (a) revise the specific type and/or level of the offence charged, in which case a revised Report must be lodged with the Head of **Tournament Technical Committee** within such twenty-four (24) period;

(b) Proceed on the basis of the original Report lodged; or

(c) Withdraw the Report.

4.6 If the initial review of the Report reveals that there is a case to answer, or a revised Report is lodged with the Head of Tournament Technical Committee pursuant to Article 4.5, **then the Technical Committee** shall promptly provide a copy of the Report, together with a completed Form "Not 1" (such documents comprising the 'Notice of Charge') to the following individuals:

4.6.1 The Player or Player Support Personnel named in the Report; and

4.6.2 The Team Manager of the relevant Player or Player Support Personnel named in the Report; and

4.6.3 The Owner/CEO of the Team/Club/ to which the relevant Player or Player Support Personnel is affiliated.

4.7 The Notice of Charge shall specify that the Player or Player Support Personnel shall have the following options:

4.7.1 He may admit the offence charged and accede to the proposed sanction specified in the Notice of Charge (which sanction shall be strictly at the **Technical Committee's** discretion, but at all times within the appropriate range for the level of offence). In such circumstances, and provided that such admission has been received by the Head of Tournament Technical Committee of Tournament/League prior to the commencement of the hearing at the time/place specified in the Notice of Charge, the hearing before the **Technical Committee** shall not be required and no further action shall be taken, or

4.7.2 He may admit the offence charged but dispute the proposed sanction specified in the Notice of Charge, in which case the matter shall proceed to a hearing in accordance with Article 5.1.2; or

4.7.3 He may deny the offence charged, in which case the matter shall proceed to a hearing in accordance with Article 5.1.2.

ARTICLE 5 - THE DISCIPLINARY PROCEDURE

Note : Where a Match Referee appointed to adjudicate any matter brought under this Code of Conduct is not physically present at the relevant match (and therefore required to perform his duties remotely) or his appointment to that League/Tournament of Matches has ended and thus he is no longer in the same location at the teams, then all hearing arising under Article 5.1 will be held by telephone conference or video conference (if available) are to be interpreted accordingly

5.1 Where a matter proceeds to a hearing:

5.1.1 Under Article 4.3.2 or 4.3.3, then, subject to Article 5.7, the case shall be referred to the Match Referee for adjudication in accordance with the procedure described in Article 5.2.

5.1.2 Under Article 4.7.2 or 4.7.3, then subject to Article 5.8, the case shall be referred to Technical Committee

Subject to the discretion of the Match Referee or **Technical Committee** to order otherwise for good cause shown by the Player or Player Support Personnel, the hearing will take place at the time specified in the Notice of Charge (which should, in the absence of exceptional circumstances, be no more than twenty-four (24) hours after the receipt by the Player or Player Support Personnel of the Notice of Charge) and in the country in which the alleged offence was committed. For the avoidance of doubt, nothing in this Article 5.2.1 prevents a hearing from being convened at a time during which the Match in relation to which the alleged offence took place, remains in progress.

for adjudication in accordance with the procedure described in Article 5.2.

5.2 Disciplinary Procedure

5.2.1 The procedure followed at the hearing shall be at the discretion of the **Match Referee or Head of Tournament** Technical Committee, provided that the hearing is conducted in a manner which offers the Player or Player Support Personnel with a fair and reasonable opportunity to present evidence (including the right to call and to question witnesses by telephone or video-conference where necessary), address the Match Referee or **Technical Committee** and present his/her case.

5.2.2 Where video evidence of the alleged offence is available at the hearing before the Match Referee or Technical Committee, then it may be relied upon by any party, provided that all other parties shall have the right to make such representations in relation to it that they may see fit.

5.2.3 Unless exceptional circumstances apply, each of the following individuals must attend any hearing before the Match Referee or **Technical Committee**: (a) the Player or Player Support Personnel who has been charged with the alleged offence; and (b) the person who lodged the Report (or, in the case of the LPL Tournament Director, his/her representative/nominee). Where any such individual has a compelling justification for his non-attendance, then they shall be given the opportunity to participate in the hearing before the Match Referee or **Technical Committee** by telephone or video conference (if available). Without prejudice to the Player or Player Support Personnel's ability to call and to question such witnesses as may be necessary and/or to be represented by such other person of his/her own choosing pursuant to Article 5.2.5, one of the Team Captain, Team Vice-Captain or Team Manager of the team that the Player or Player Support Personnel represents may also attend such hearing before the Match Referee or Technical Committee to provide additional support and assistance to the Player or Player Support Personnel.

5.2.4 Each of the individuals described in Article 5.2.5(a) and (b) shall have the right (at his/her or its own expense) to be represented at the hearing before the Match Referee or **Technical Committee** by such representative (including legal counsel) of his/her or its own choosing. Where the person lodging the Report is an Umpire or Match

Referee that officiated in the Match in question or the LPL Tournament Director, then such person shall be entitled to be represented prior to, and during, the hearing (if he/she considers necessary) by a representative of the **LPL Technical Committee**. In the case of a Level 4 Offence only, where the person lodging the Report is the CEO of

one of the Team involved in the relevant Match (or his/her designee), such individual (or his/ her representative) shall have the right to make oral submissions in support of the charge at the hearing.

5.2.5 The non-attendance of any Player or Player Support Personnel or his/her representative at the hearing, shall not prevent the Match Referee or Technical Committee from proceeding with the hearing in his/her absence and issuing a ruling in relation to the offence charged.

5.2.6 At the end of a hearing, where the Match Referee or **Technical Committee** considers that further evidence is necessary or further time is required to consider the evidence that has been presented, he/she shall adjourn the hearing for an appropriate period of time and make such directions as may be necessary.

5.2.7 Alternatively, at the end of a hearing:

5.2.7.1 Brought under Article 4.3.2:

(a) as soon as possible after the conclusion of the hearing (and, in any event, no later than twenty-four (24) hours thereafter), the Match Referee or **Technical Committee** will confirm the Player or Player Support Personnel's admission that he/she had committed a Code of Conduct offence and announce his/her decision in writing, with reasons, setting out:

(b) What sanctions, if any, are to be imposed (including any fine and/or period of suspension); (b) the date that any period of suspension shall come into force and effect; and (c) any rights of appeal that may exist pursuant to Article 8.

5.2.7.2 Brought under Article 4.3.3 (or where the Player or Player Support Personnel has failed to respond in a timely fashion to the Notice of Charge):

(a) The Match Referee or **Technical Committee** shall adjourn the hearing (for a period of no less than ten (10) minutes and no more than two (2) hours), following which he will reconvene the hearing and verbally announce his/her finding as to whether a Code of Conduct offence has been committed;

(b) where the Match Referee or Technical Committee determines that a Code of Conduct offence has been committed, the Player or Player Support Personnel may request a short adjournment (of no more than thirty (30) minutes) to prepare any submissions that he/she might wish to make in relation to the appropriate sanction that ought to be applied; and

(c) As soon as possible after the conclusion of the hearing (and, in any event, no later than twenty-four (24) hours thereafter), the Match Referee or **Technical Committee** will announce his/her decision in writing, with reasons, setting out: (a) the finding as to whether a Code of Conduct offence had been committed; (b) what sanctions, if any, are to be imposed (including any fine and/or period of suspension); (c) the date that any period of suspension shall come into force and effect; and (d) any rights of appeal that may exist pursuant to Article 8.

5.2.8 The Match Referee shall have the discretion to announce the substance of his decision prior to the issue of the written reasoned decision referred to in Article 5.2.9.

5.2.9 A copy of the written reasoned decision will be provided to the Player or Player Support Personnel, the Owner/CEO/Team Manager of the Player or Player Support Personnel's Team/Club/ , and the Head of the relevant Tournament/Technical Committee.

5.2.10 Subject only to the rights of appeal under Article 8, the Match Referee's or **Technical Committee** 's decision shall be the full, final and complete disposition of the matter and will be binding on all parties.

General Principles of Procedure

5.3 Where a Report is filed by more than one of the individuals described in Article 3.1 in relation to the same alleged offence under the Code of Conduct, then the Player or Player Support Personnel alleged to have committed the offence will only be served with one Notice of Charge in accordance with the procedures set out in Article 4. However, all persons who filed a Report (or, in the case of the LPL Tournament Director, his/her representative/ nominee) in relation to the alleged offence are required to attend the hearing before the Match Referee or **Technical Committee** unless there is a compelling justification for his non-attendance, in which case they shall be given the opportunity to participate in the hearing by telephone or video conference (if available).

5.4 Where two or more Players or Player Support Personnel are alleged to have committed offences under the Code of Conduct, they may both be dealt with at the same hearing where the proceedings arise out of the same incident or set of facts, or where there is a clear link between separate incidents, as follows:

5.4.1 any number of Level 1 Offences and/or Level 2 Offences and/or Level 3 Offences can all be determined by a Match Referee at the same hearing; and

5.4.2 any number of Level 4 Offences can all be determined by a Technical Committee at the same hearing; and

5.4.3 a Level 1 Offence and/or Level 2 Offence and/or Level 3 Offence can be determined by a **Technical Committee** at the same hearing as a Level 4 Offence; but

5.4.3 a Level 4 Offence cannot be determined by a Match Referee at the same hearing as a Level 1 Offence or a Level 2 Offence or a Level 3 Offence, and separate proceedings should therefore be issued in relation to each alleged offence.

5.5 Where a Player or Player Support Personnel is alleged to have committed more than one breach of the Code of Conduct during, or in relation to the same Match, then all of the alleged offences may be dealt with at the same hearing, as follows:

5.5.1 any number of Level 1 Offences and/or Level 2 Offences and/or Level 3 Offences can all be determined by a Match Referee at the same hearing; and

5.5.2 any number of Level 4 Offences can all be determined by a Technical Committee at the same hearing; and

5.5.3 a Level 1 Offence and/or Level 2 Offence and/or Level 3 Offence can be determined by a **Technical Committee** at the same hearing as a a Level 4 Offence; but

5.5.3 a Level 4 Offence cannot be determined by a Match Referee at the same hearing as a Level 1 Offence or a Level 2 Offence or a Level 3 Offence, and separate proceedings should therefore be is- sued in relation to each alleged offence.

5.6 Any failure or refusal by any Player or Player Support Personnel to provide assistance to a Match Referee or the Technical Committee in connection with any charge made pursuant to this Code of Conduct may constitute a separate offence (depending upon the seriousness and context of such failure or refusal) under Articles 2.1.8, 2.2.11, 2.3.3 or 2.4.4 of the Code of Conduct.

5.7 Where a Match Referee is, or becomes unwilling or unable to hear a case (for example, where he finds himself in a position of conflict), then the Head of the relevant Tournament/League Technical Committee have the discretion to appoint a member from the **Technical Committee** (who shall have had no prior involvement with the case) as a replacement to the Match Referee and all of the remaining procedure will apply accordingly.

5.8 Where the relevant Tournament/League **Technical Committee** is, or becomes unwilling or unable to hear or resolve a case (for example, where its find itself in a position of conflict), then the Head of the relevant Tournament/League Committee will hear the case and all of the remaining procedure will apply accordingly.

5.9 Where the Head of the relevant Tournament/League Committee is, or becomes unwilling or unable to hear or resolve a case (for example, where he finds himself in a position of conflict), then he will refer the case to the Technical Committee to take necessary actions to resolve the case. **The LPL Technical Committee** will hear the case and all of the remaining procedure will apply accordingly.

ARTICLE 6 - STANDARD OF PROOF AND EVIDENCE

6.1 Unless otherwise described herein, the standard of proof in all cases brought under the Code of Conduct shall be whether the Match Referee or the **Technical Committee** is comfortably satisfied, bearing in mind the seriousness of the allegation that is made, that the alleged offence has been committed. This standard of proof in all cases shall be determined on a sliding scale from, at a minimum, a mere balance of probability (for the least serious offences) up to proof beyond a reasonable doubt (for the most serious offences).

6.2 The Match Referee or the **Technical Committee** shall not be bound by judicial rules governing the admissibility of evidence. Instead, facts relating to an offence committed under the Code of Conduct may be established by any reliable means, including admissions.

6.3 The Match Referee or the **Technical Committee** may draw an inference adverse to the Player or Player Support Personnel who is asserted to have committed an offence un- der the Code of Conduct based on his/ her refusal, without compelling justification, after a request made in a reasonable time in advance of the hearing, to

appear at the hearing (either in person or telephonically as directed by the Match Referee **or the Technical Committee**) and/or to answer any relevant questions.

ARTICLE 7 - SANCTIONS ON PLAYERS AND PLAYER SUPPORT PERSONNEL

Note: The aim of sanctioning regime under the Code of Conduct is to (a) sanction those players or player support personnel found to have committed an offence under the code of conduct and (b) to act as deterrent to other payers and support personnel to deter them from conducting themselves improperly on and off the field of play. The LPL Tournament Director believes that the threat of suspension is the strongest deterrent to bring about a change in behavior, hence the system of accumulated De merit points which is included in the code of conduct.

7.1 Where a Match Referee or Technical Committee determines that an offence under the Code of Conduct has been committed, he/she will be required to impose an appropriate sanction on the Player or Player Support Personnel.

7.2 In determining the appropriate sanction, the Match Referee or **Technical Committee** shall take into account any factors that he/she deems relevant and appropriate to the mitigation or aggravation of the nature of the Code of Conduct offence before determining, in accordance with the table set out in Article 7.3 below, what the appropriate sanction(s) should be.

7.3 In addition to sanctions imposed by a Match Referee or **Technical Committee** under Article 7.2 above, Demerit Points will be imposed upon a Player or Player Support Personnel found to have committed an offence under the Code of Conduct. The number of Demerit Points imposed will be calculated by reference to the sanction imposed for the particular offences, as set out in the following table.

Level Offence	Range of Permissible Sanctions	Demerit points	
Level 1	Warning and/or the imposition of a fine up to 50% of the applicable match fee	Warning or 0-25 % fine	01
		26-50 %	02
Level 2	The imposition of fine of between 50-100 % of the match fee and/or up to two (2) Suspension Points	50-100% fine or one Suspension	03
		2 Suspension Point	04
Level 3	The imposition of between four (4) and 12 suspension point	4-5 Suspension Points	05
		6-8 Suspension Points	06
Level 4	The imposition of 8 suspension points or a fixed period time or up to one year of time	08 Suspension points	07
		Fixed period of suspension	

		between 8 suspension points	
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NOTE: For the purposes of this Sanction table, Match Fee means the /Tournament League Fee (in relation to players and as defined in the Player Contract) or salary/other remuneration (in relation to Support Staff) payable to him/her in respect of the relevant edition/year (as appropriate) divided by 10

Demerit Points will remain on a Player or Player Support Personnel’s disciplinary record for rest of the tournament from their imposition following which they shall be immediately expunged.

7.4 Each time a Player or Player Support Personnel is found to have committed an offence under the Code of Conduct and a sanction is imposed by a Match Referee or **Technical Committee**, corresponding Demerit Points as per the table in Article 7.3 above shall be added to the Player or Player Support Personnel’s record and accumulated with any existing Demerit Points imposed on the Player or Player Support Personnel.

7.5 Where a Player or Player Support Personnel accumulates a total of four or more Demerit Points as set out in the table below, these Demerit Points shall be converted into Match Suspension as follows:

Demerit points will remain on a player or support personnel’s disciplinary record for a period of twenty four (24) months from their imposition.

Accumulated Demerit Points	Corresponding Suspension Points
04-07	02
08-11	04
12 and above	08

7.6 Notice of the amount of Demerit Points imposed and the accumulated total, together with any resulting Match Suspension, will be communicated by the **Technical Committee**, as soon as is reasonably practicable, to the Player or Player Support Personnel at the same time as notice is provided to the Owner/Chairman/CEO of the Player or Player Support Personnel’s Club/Team/ of the commission of the offence and resulting sanction. Any resulting Match Suspension imposed on the basis of accumulated Demerit Points shall be applied in accordance with the principles set down in Article 7.8 below and shall take effect immediately upon notice of the same to the Player or Player Support Personnel.

7.7 Any Match Suspension imposed on a Player or Player Support Personnel through the accumulation of Demerit Points will be applicable in addition to, and, for the avoidance of doubt, not in place of, any Match Suspension imposed by the Match Referee or **Technical Committee** pursuant to Article 7.2 above. However, any such period of suspension shall run concurrently (not cumulatively) with any period of suspension imposed by the Match Referee or Technical Committee.

7.8 Where Match Suspension are imposed against a Player or Player Support Personnel (whether by a Match Referee or Technical Committee, or through the accumulation of Demerit Points in accordance with Article 7.5 above), then such Match Suspension will be applied in accordance with the following principle:

7.8.1 where a Player or Player Support Personnel has his/ her Match Suspension applied to a Match that is subsequently cancelled, postponed or otherwise abandoned prior to the actual day on which it is scheduled to take place, then such Match Suspension must be reallocated to the next subsequent Matches in which the Player is most likely to participate in or the Player Support Personnel is most likely to assist the participation of a Player in. Where a Match is cancelled, postponed or otherwise abandoned at any time on the actual day on which it is scheduled to take place, then the Match Suspension will remain allocated to that Match, irrespective of such cancellation, postponement or abandonment.

7.9 For the avoidance of any doubt:

7.9.1 The Match Referee or *Technical Committee* will have no jurisdiction to adjust, reverse or amend the results of any Match;

7.9.2 where a Player or Player Support Personnel is found guilty of committing two separate Code of Conduct offences that do not relate to the same incident or set of circumstances arising during a Match and sanctioned separately for each offence, then any sanctions should run cumulatively (and not concurrently);

7.9.3 where a Player or Player Support Personnel is found guilty of committing two Code of Conduct offences in relation to the same incident or set of circumstances arising during a Match and sanctioned separately, then any sanctions imposed should run concurrently (and not cumulatively);

7.9.4 Nothing in this Code of Conduct shall permit Plea Bargaining in relation to any alleged offence committed under this Code of Conduct;

7.9.5 where the Match Referee or **Technical Committee** finds a Player or Player Support Personnel not guilty of the offence allegedly committed under the Code of Conduct, then it remains open to him/her, at his/her discretion, to find the Player or Player Support Personnel guilty of an offence of a lower level than that with which he/she has been charged. For example, where a Player or Player Support Personnel has been charged with (but been found not guilty of) 'showing dissent at an Umpire's decision' (Article 2.8) at Level 2, the Match Referee may, instead, find the Player or Player Support Personnel guilty of the same offence at Level 1 and impose an appropriate sanction; and

7.9.6 where a fine is imposed against a Player or Player Support Personnel, then such fine must be paid:

(a) by the Player or Player Support Personnel (and not any other third party; (b) to the Player or Player Support Personnel's Team (for onward transmission to the SLC) by a maximum of three days of receipt of the decision imposing the fine. Should any fine not be paid to SLC within such deadline, the Player or Player Support Personnel may not play, coach or otherwise participate or be involved in any capacity in any Match until such payment has been satisfied in full.

7.10 Where a Player or Player Support Personnel has been suspended for a fixed period of time, he/she may not play, coach or otherwise participate or be involved in any capacity in the Match(es) take place during the fixed period of his/her suspension.

NOTE: For the avoidance of any doubt, a Player or (where relevant) Player Support Personnel who has been suspended for a fixed period of time shall not, during the Matches which are covered by the period of his/her suspension:

- a) Be nominated as, or carry out any of the duties or responsibilities of, a substitute fielder; or
- b) Enter any part of the playing area (which shall include, for the avoidance of doubt, the field of play and the area between the boundary and perimeter boards) at any time, including during any scheduled or unscheduled breaks in play.

In addition, Player Support Personnel so sanctioned shall not be permitted to enter the players' dressing room (including the viewing areas) during any Match covered by the period of his/her suspension. Players so sanctioned will, however, be permitted to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the relevant Match is not within the player area described in (b) above (for example, no such Player shall be permitted access to an on-field 'dug-out').

Finally, any Player or Player Support Personnel so sanctioned shall not be prevented from attending any post-match ceremonies or presentations taking place anywhere on the field of play or otherwise following the conclusion of a Match covered by the period of his/her suspension unless the suspension have been imposed in respect of a Level 3 or Level 4 Offence under this Code of Conduct. In such circumstances, the Player or Player Support Personnel shall not be permitted to attend such ceremonies or presentations.

7.11 Once any fixed period of suspension has expired, the Player or Player Support Personnel will automatically become re-eligible to participate (in the case of a Player) or assist the participation (in the case of a Player Support Personnel) in Matches provided that he/she has paid, in full, all amounts forfeited under the Code of Conduct, including any fines that may have been imposed against him.

ARTICLE 8 – APPEALS

Note: For the avoidance of doubt, the right of appeal will be determined by reference to the level of offence which the decision of the match referee or **Technical Committee** (as applicable) relates to, and not necessarily the level of offence originally reported.

By the way of example the Head of **Technical Committee** may have been determine a Level 4 offence, but in coming to his decision has exercised the right afforded to him in Article 7.9.5 and found the player or Player Support Personnel concerned not guilty of the level 4 offence but guilty of a level 3 offence. IN such circumstances, the right of appeal shall be determined on the basis of the Level 3 offence and thus in accordance with Article 8.2

In circumstances where the application of this note would lead to the same level of adjudicator hearing the appeal as

heard the first instance case, then the relevant adjudicatory body shall be the higherbody. By the way of example, in the example listed above, an Appeal Panel would have the jurisdiction to hear the appeal against the Level 3 Offence even though technically under the Code of Conduct **technical committee** would hear the appeal, as the first instance hearing was held before a technical Committee. The terms of this article 8 should therefore be construed accordingly

8.1 Appeals from decisions in relation to a Level 1 Offence

8.1.1 Decisions made under the Code of Conduct by a Match Referee in relation to a Level 1 Offence shall be non-appealable and shall remain the full and final decision in relation to the matter.

8.2 Appeals from decisions in relation to: (a) a Level 2 or Level 3 Offence; or (b) a Minimum over Rate Offence

8.2.1 Decisions made under the Code of Conduct by a Match Referee in relation to: (a) a Level 2 or Level 3 Offence; or (b) a Minimum over Rate Offence, may be challenged solely by appeal as set out in this Article 8.2. Such decision shall remain ineffect while under appeal unless any Technical Committee properly convened to hear the appeal orders otherwise.

8.2.2 The only parties who may appeal a decision of this nature shall be: (a) the Player or Player Support Personnel found guilty of the offence or, where appropriate in the case of an offence under either Article 2.11 (manipulation of a Match), 2.14 (changing the condition of the ball), or 2.23 (failure to meet the Minimum Over Rate), the relevant Team Captain; (b) the person who lodged the Report pursuant to Article 3,1; and (c) the LPL Tournament Director (or his/her designee).

8.2.3 Any notice to appeal under this Article must be lodged with the Head of **Technical Committee** of Tournament within 24 hours of receipt of the written decision of the Match Referee. In all cases, a copy of such notice will also be provided to the Owner/Chairman/CEO of the Team/Club/ to which the Player or Player Support Personnel is affiliated and the person who lodged the Report pursuant to Article 3.1. Thereafter, the following will apply:

8.2.3.1 Upon filing a Notice of Appeal pursuant to this Article 8.2, the party appealing the decision shall pay to the SLC an appeal fee of US\$1000 (the "Appeal Fee"). In circumstances where the appeal is successful (i.e. where either the sanction originally imposed is reduced, and/ or the decision on guilt is overturned), the Appeal Fee shall be refunded to the appealing party.

8.2.3.2 within 24 hours of receipt of a notice to appeal: (a) the **LPL Technical Committee of Tournament**/League will hear the appeal sitting alone; and

(a) The Match Referee will provide a written statement to the LPL Head of Tournament Technical Committee of Tournament setting out any relevant facts (to be copied to the Player or Player Support Personnel).

8.2.3.3 The provisions of Articles 5.1 and 5.2 applicable to proceedings before the Match Referee, shall apply mutatis mutandis (ie with changes deemed to have been made as required to reflect the different context) to appeal hearings before the Technical Committee.

8.2.3.4 The Technical Committee shall hear and determine all issues arising from any matter which is appealed pursuant to this Article on a de novo basis, ie he/ she shall hear the matter over again, from the beginning, without being bound in any way by the decision being appealed. For the avoidance of doubt, the **Technical Committee** shall have the power to increase or decrease, amend or otherwise substitute a new decision on the appropriateness (or otherwise) of the sanction imposed at first instance, provided that any new sanction must be within the permitted range of sanctions set out in the table in Article 7.3 (or, where applicable, Article 4 of Appendix 1).

8.2.3.5 Appeal hearings pursuant to this Article

8.2 should be completed expeditiously. Save where all parties agree or fairness requires otherwise, the appeal hearing shall be commenced no later than 48 hours after the appointment of the **Technical Committee**. It shall be open to the Technical Committee, in their discretion, to determine that the matter (or any part thereof) be dealt with by way of written submissions **only**.

Decisions made under the Code of Conduct by a Technical Committee in relation to a Level 4 Offence may be challenged solely by appeal as set out in this Article 8.3. Such decision shall remain in effect while under appeal unless any properly convened Appeal Panel orders otherwise.

8.2.3.6 Any decision made by the **Technical Committee** under this Article 8.2, shall be the full, final and complete disposition of the matter and will be binding on all parties.

8.3 Appeals from decisions in relation to a Level 4 Offence

8.3.1 Decisions made under the *Code of Conduct* by a **Technical Committee** in relation to a *Level 4 Offence* may be challenged solely by appeal as set out in this Article 8.3. Such decision shall remain in effect while under appeal unless any properly convened *Appeal Panel* orders otherwise.

8.3.2 The only parties who may appeal a decision made in relation to a Level 4 Offence shall be:

(a) the Player or Player Support Personnel found guilty of the offence; (b) the person who lodged the Report pursuant to Article 3.1; and (b) the LPL Tournament Director

8.3.3 Any notice to appeal under this Article must be lodged with the Head of relevant Tournament/ League within 48 hours of receipt of the written decision of the **Technical Committee**. In all cases, a copy of such notice will also be provided to the Owner/CEO/Team Manager of the Team/Club/ to which the Player or Player Support Personnel is affiliated. Thereafter, the following will apply:

8.3.3.1 Upon filing a Notice of Appeal pursuant to this Article 8.3, the party appealing the decision shall pay to the SLC an Appeal Fee of 1000 USD\$. In circumstances where the appeal is successful, the Appeal Fee shall be refunded to the appealing party.

8.3.3.2 Within seventy-two (72) hours of receipt of a notice to appeal: (a) the Head of relevant Tournament/League appoint a 3 (three)-Member Appeal Panel headed by him to hear the appeal; and will provide a written statement to

the LPL Technical Committee setting out any relevant facts (to be copied to the Player or Player Support Personnel).

8.3.3.3 The provisions of Articles 5.1 and 5.2, applicable to proceedings before the Head of Apple Panel, shall apply mutatis mutandis (ie with changes deemed to have been made as required to reflect the different context) to appeal hearings before the Appeal Panel.

8.3.3.4 Where required in order to do justice (for example to cure procedural errors at the first instance hearing), the appeal shall take the form of a re-hearing de novo of the issues raised by the case. In all other cases, the appeal shall not take the form of a de novo hearing but instead shall be limited to a consideration of whether the decision being appealed was erroneous.

8.3.3.5 Appeal hearings pursuant to this Article 8.3 should be completed expeditiously. Save where all parties agree or fairness requires otherwise, the appeal hearing shall be commenced no later than 72 hours after the appointment of the Appeal Panel. It shall be open to the Appeal Panel, in its discretion, to determine that the matter (or any part thereof) be dealt with by way of written submissions only.

8.3.3.6 Any decision made by the Appeal Panel under this Article 8.3, shall be the full, final and complete disposition of the matter and will be binding on all parties.

8.4 No appeal in relation to an accepted sanction

8.4.1 For the avoidance of doubt, where a Player or Player Support Personnel admits the offence charged and accedes to the proposed sanction specified in the Notice of Charge in accordance with the procedure described in Articles 4.3.1 or 4.7.1, the Player or Player Support Personnel waives his/her right to any appeal against the imposition of such a sanction.

ARTICLE 9 - RECOGNITION OF DECISIONS

9.1 Any hearing results or other final adjudications under the Code of Conduct shall be recognized and respected by all relevant parties upon receipt of notice of the same, without the need for any further formality. LPL relevant committees and all relevant Teams shall take necessary steps available to it to enforce and give effect to such decisions.

9.2 It shall be a condition of participation of SLC's any competition that all Participating Teams shall comply with the Code of Conduct.

ARTICLE 10 - AMENDMENT AND INTERPRETATION OF THE CODE OF CONDUCT

10.1 The Code of Conduct may be amended from time to time by the Executive Board of the LPL, with such amendments coming into effect on the date specified by the Director of LPL tournament.

10.2 The headings used for the various Articles of the Code of Conduct are for the purpose of guidance only and shall not be deemed to be part of the substance of the Code of Conduct or to inform or affect in any way the language of the provisions to which they refer.

10.3 The Code of Conduct shall come into full force and effect from the 1st of August 2020 (the 'Effective Date'). It shall not apply retrospectively to matters pending before the Effective Date; provided, however, that any case pending prior to the Effective Date, or brought after the Effective Date but based on an offence that is alleged to have occurred before the Effective Date, shall be governed by the predecessor version of the Code of Conduct in force at the time of the alleged offence, subject to any application of the principle of *lex mitior* by the hearing panel determining the case.

10.4 If any Article or provision of this Code of Conduct is held invalid, unenforceable or illegal for any reason, the Code of Conduct shall remain otherwise in full force apart from such Article or provision which shall be deemed deleted insofar as it is invalid, unenforceable or illegal.

APPENDIX 2

MINIMUM OVER RATE REQUIREMENTS, CALCULATION, REPORTING AND DISCIPLINARY PROCESS AND SANCTIONS

1. MINIMUM OVER RATE

The minimum over rate to be achieved by the fielding team in all Matches shall be as set out in the playing conditions to the relevant Match (the 'Minimum Over Rate').

2. CALCULATING THE ACTUAL OVER RATE

2.1 The actual over rate will be calculated at the end of each Match by those Umpires appointed to officiate the match. In the case of multi-days Matches, the actual over rate will be the average rate which is achieved by the fielding team across both of the batting team's innings.

2.2 In calculating the actual over rate for a Match, allowances will be given for the actual time lost as a result of any of the following:

2.2.1 Treatment given to a Player by authorized medical personnel on the field of play;

2.2.2 A Player being required to leave the field as a result of a serious injury;

2.2.3 All TV Umpires referrals and consultations;

2.2.4 Time wasting by the batting side (which may, in addition, constitute a separate offence pursuant to Article 2.20); and

2.2.5 All other circumstance that are beyond the control of the fielding team.

2.3 In addition, the following time allowances will only be given in:

2.3.2 Twenty20 Matches:

- a) 1 minute for every 3 full overs that an innings is reduced by as a result of any delay and/or interruption in play.
- b) An additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings.

3. Procedure

3.1 Where the actual over rate is calculated by the umpires as being equal to or in excess of the minimum Over rate, no further action shall be taken.

3.2 Where the actual over rate is calculated by the umpires as being less than the minimum over rate, the following shall apply.

3.2.1 only the that officiated the match during the alleged offence was committed can report such an offence to the Match referee and such report which must be completed on Form " Rep 1" must be lodged with the Match Referee within 18 hours of the close of day's play in the relevant match.

3.2.2 thereafter, the Match Referee shall promptly consult with the Umpires and shall be entitled, after such consultation, to make such amendments to the actual over rate calculation as he deems appropriate in the circumstances to reflect those circumstances that are beyond the control of the fielding team (including, but not limited to those set out in Article 2 of this Appendix).

3.2.3 where the Match Referee confirms that the Minimum Over Rate has not been achieved by the fielding side in any Match, this shall constitute an offence under either Article 2.23 of the Code of Conduct and the Match Referee will promptly issue a Notice of Charge in accordance with Article 4.1 of the Code of Conduct (with the Team Captain being charged on behalf of all the Players in the fielding side as well as him/herself) and the matter will be thereafter be adjudicated by the Match Referee in accordance with the procedure set out in Article 5.

4 APPLICABLE SANCTIONS FOR A MINIMUM OVER RATE OFFENCE

4.1 For the purposes of Minimum Over Rate Offences only, the table at Article 7.3 of the Code of Conduct shall be replaced with the following:

Breached	Charge	Range of permissible Sanctions
Over rate offence	All 11 players in the fielding team	20% of Match fee per over short of

Article 2.2.3		Minimum over rate; Subject to a maximum cap of 100% of match fee
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NOTE: For the purposes of this Sanction table, Match Fee means the League Fee (in relation to players and as defined in the Player Contract) or salary/other remuneration (in relation to Support Staff) payable to him in respect of the relevant edition/year (as appropriate) divided by 10

4.2 For the avoidance of doubt, Demerit Points shall not be applied in respect of any Minimum Over Rate Offence

5.LPL ANTI-DOPING CODE

SLC ANTI-DOPING CODE

SLADA Anti-Doping Testing Procedure (refer LPL Hand Book) , should be read in conjunction with the latest ICC Anti-Doping Code, Article 1 to 18 including the annexures("Definitions , Prohibited List , Cricket Testing protocols") published in

www.icc-cricket.com

6.SLC –Anti Corruption Code / PMOA Minimum Standards

Please refer Lanka Premier League Hand Book

Appendix 3

Decision Review System (DRS) and Third Umpire Protocol

1 General

1.1 Minimum requirements for use of DRS and appointment of third umpire

1.1.1 The camera specification set out below shall be mandatory as a minimum requirement.

1.1.2 Where the camera specification set out above is provided, a third umpire shall be appointed to the match.

1.1.3 The table below summaries the minimum requirements for DRS to be used, and the regulations around the appointment of the third umpire:

	Third umpire Non DRS	DRS
Minimum requirement	Camera Specification detailed in 1.1.1	Cameras -Specification detailed in paragraph 1.1.1 Technology -Approved ball tracking technology -Approved sound –based edge detection technology
Third umpire Jurisdiction	Umpire reviews only	Umpire reviews and player reviews
Replays that can be used	The third umpire shall only have access to replays of any camera images. Other technology which may be in use by the broadcaster for broadcast purpose(for example ball tracking technology sound-based edge detection technology, and heat based edge technology) shall not be used during umpire reviews	Any replay, stump microphone audio or technology detailed in paragraph 3.8.1 below

1.1.4 The SLC shall ensure that a separate room is provided for the third umpire and that he has access to the television equipment and technology (where DRS is used) so as to be in the best position to facilitate the referral and/or consultation processes referred to in paragraphs 2 (Umpire Review) and 3 (Player Review) below.

2 Umpire Review

In the circumstances detailed in paragraphs 2.1, 2.2, 2.3 and 2.4 below, the on-field umpire shall have the discretion to refer the decision to the third umpire or, in the case of paragraphs 2.2, and 2.4, to consult with the third umpire before making the decision. Save for requesting the umpire to review his/her decision under paragraph 3 (Player Review) below, players may not appeal to the on-field umpires to use the Umpire Review. Breach of this provision may constitute dissent and the player may be subject to disciplinary action under the SLC Code of Conduct for Players and Player Support Personnel.

2.1 Run Out, Stumped, Bowled and Hit Wicket Decisions

2.1.1 The relevant on-field umpire shall be entitled to refer an appeal for run-out, stumped, bowled or hit wicket to the third umpire.

2.1.2 An on-field umpire wishing to refer a decision to the third umpire shall signal to the third umpire by making the shape of a TV screen with his/her hands.

2.1.3 In the case of a referral of a bowled, hit wicket or stumped decision, the third umpire shall first check the fairness of the delivery (all modes of No ball except for the bowler using an Illegal Bowling Action, subject to the proviso that the third umpire may review whether the bowler has used a prohibited Specific Variation under Article 6.2 of the Illegal Bowling Regulations). If the delivery was not a fair delivery the third umpire shall indicate that the batsman is Not out and advise the on-field umpire to signal No ball. See also paragraph 2.5 below.

2.1.4 Additionally, if the third umpire finds the batsman is Out by another mode of dismissal (excluding LBW), or Not out by any mode of dismissal (excluding LBW), he/she shall notify the on-field umpire so that the correct decision is made.

2.1.5 If the third umpire decides that the batsman is out, a red light shall be displayed; if the third umpire decides that the batsman is Not out, a green light shall be displayed. Should the third umpire be temporarily unable to respond, a white light (where available) shall remain illuminated throughout the period of interruption to signify to the on-field umpires that Umpire Reviews are temporarily unavailable, in which case the decision shall be taken by the on-field umpire. As an alternative to the red/green light system, the replay screen (where available) may be used for the purpose of conveying the third umpire's decision, in line with the SLC Big Screen Policy.

2.2 Caught Decisions, Obstructing the Field

2.2.1 Where the bowler's end umpire is unable to decide upon a Fair Catch or a Bump Ball, or if, on appeal from the fielding side, the batsman obstructed the field, he/she shall first consult with the striker's end umpire.

2.2.2 Should both on-field umpires require assistance from the third umpire to make a decision, the bowler's end umpire shall firstly take a decision on-field after consulting with the striker's end umpire, before consulting by two-way radio with the third umpire. Such consultation shall be initiated by the bowler's end umpire to the third umpire by making the shape of a TV screen with his/her hands, followed by a Soft Signal of Out or not out made with the hands close to the chest at chest height. If the third umpire advises that the replay evidence is inconclusive, the on-field decision communicated at the start of the consultation process shall stand.

2.2.3 The third umpire shall determine whether the batsman has been caught, whether the delivery was a Bump Ball, or if the batsman obstructed the field. However, in reviewing the television replay(s), the third umpire shall first check the fairness of the delivery for all decisions involving a catch (all modes of No ball except for the bowler using an Illegal Bowling Action, subject to the proviso that the third umpire may review whether the bowler has used a prohibited Specific Variation under Article 6.2 of the Illegal Bowling Regulations) and whether the batsman has hit the ball. If the delivery was not a fair delivery or if it is clear to the third umpire that the batsman did not hit the ball

he/she shall indicate to the bowler's end umpire that the batsman is Not out caught, and in the case of an unfair delivery, advise the bowler's end umpire to signal No ball. See also paragraph

2.5 below. Additionally, if it is clear to the third umpire that the batsman is Out by another mode of dismissal (excluding LBW), or Not out by any mode of dismissal (excluding LBW), he/she shall notify the bowler's end umpire so that the correct decision can be made.

2.2.4 The third umpire shall communicate his/her decision as set out in paragraph 2.1.5.

2.3 Boundary Decisions

2.3.1 The bowler's end umpire shall be entitled to refer to the third umpire for a decision on:

2.3.1.1 whether a four or six has been scored

2.3.1.2 whether a fielder had any part of his/her person in contact with the ball when he touched the boundary; or

2.3.1.3 whether the fielder had any part of his/ her person in contact with the ball when he had any part of his person grounded beyond the boundary.

2.3.2 A decision shall be made immediately and cannot be changed thereafter.

2.3.3 If the television evidence is inconclusive as to whether or not a boundary has been scored, the default presumption shall be in favour of no boundary being awarded.

2.3.4 Where the bowler's end umpire wishes to use the assistance of the third umpire in this circumstance, he/she shall communicate with the third umpire by use of a two-way radio and the third umpire shall convey his/her decision to the bowler's end umpire by the same method.

2.3.5 The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows a boundary line infringement or incident that appears not to have been acted upon by the on-field umpires.

2.4 Batsmen Running to the Same End

2.4.1 Where both batsmen have run to the same end and the on-field umpires are uncertain over which batsman made his/her ground first, the on-field umpires may consult with the third umpire.

2.4.2 The procedure set out in paragraph 2.3.4 shall apply.

2.5 No Balls

2.5.1 If the bowler's end umpire is uncertain as to the fairness of the delivery following a dismissal, either affecting the validity of the dismissal or which batsman is dismissed, he/she shall be entitled to request the batsman to delay

leaving the field and to check the fairness of the delivery with the third umpire. Communication with the third umpire shall be by two-way radio.

2.5.2 The third umpire shall check all modes of No ball except for the bowler using an Illegal Bowling Action (subject to the proviso that the third umpire may review whether the bowler has used a prohibited Specific Variation under Article 6.2 of the Illegal Bowling Regulations). The third umpire shall apply clause 21.5 when deciding whether a No ball should have been called (and must therefore be satisfied that none of the three conditions in clause 21.5 have been met before calling a No ball).

2.5.3 If the delivery was not a fair delivery, the bowler's end umpire shall indicate that the batsman is Not out and signal No ball (except in the case of a dismissal for obstructing the field, which may still be effected despite a No ball being called, in which case the bowler's end umpire shall indicate that the relevant batsman is Out and additionally call a No ball).

2.5.4 If a No ball is called following the check by the third umpire, the batting side shall benefit from the reversal of the dismissal and the one run for the No ball, but shall not benefit from any runs that may subsequently have accrued from the delivery had the on-field umpire originally called a No ball. Where the batsmen crossed while the ball was in the air before being caught, the batsmen shall remain at the same ends as if the striker had been dismissed, but no runs shall be credited to the striker even if one (or more) runs were completed prior to the catch being taken.

2.6 Cameras On or Over the Field of Play

2.6.1 The on-field umpires shall be entitled to refer to the third umpire for a decision as to whether the ball has at any time during the normal course of play come into contact with any part of the camera, its apparatus or its cables above the playing area, as contemplated in clause 20.1.3.

2.6.2 Where an on-field umpire wishes to use the assistance of the third umpire in this circumstance, he/she shall communicate with the third umpire by use of a two-way radio and the third umpire shall convey his/her decision to the bowler's end umpire by the same method.

2.6.3 A decision shall be made immediately and cannot be changed thereafter. If the television evidence is inconclusive as to whether or not the ball has come into contact with any part of the camera, its apparatus or its cables above the playing area, the default presumption shall be in favour of no contact having been made.

2.6.4 The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows the ball to have been in contact with any part of the camera or its cables above the playing area as envisaged under this paragraph.

3 Player Review

The following paragraphs shall operate in addition to and in conjunction with paragraph 2 (Umpire Review).

3.1 Circumstances in which a Player Review may be requested

3.1.1 A player may request a review of any decision taken by the on-field umpires concerning whether or not a batsman is dismissed, with the exception of 'Timed Out' (Player Review).

3.1.2 No other decisions made by the umpires are eligible for a Player Review with the exception of Fair Catch/Bump Ball (even after the third umpire has been consulted and the decision communicated).

3.1.3 Only the batsman involved in a dismissal may request a Player Review of an Out decision and only the captain (or acting captain) of the fielding team may request a Player Review of a Not out decision.

3.1.4 A decision concerning whether or not a batsman is dismissed that could have been the subject of a Umpire Review under paragraph 2 is eligible for a Player Review as soon as it is clear that the on- field umpire has chosen not to initiate the Umpire Review.

3.2 The manner of requesting the Player Review

3.2.1 The request shall be made by the player making a 'T' sign with both forearms at head height.

3.2.2 The total time elapsed between the ball becoming dead and the review request being made shall be no more than 15 seconds. The only exception permitted shall be when an Umpire Review for Fair Catch or Bump Ball (as permitted in paragraph 2.2 above) is required to answer an appeal for a caught decision, in which case either team is able to request a Player Review of that caught decision within 15 seconds of the decision being communicated. The bowler's end umpire shall provide the relevant player with a prompt after 10 seconds if the request has not been made at that time and the player shall request the review immediately thereafter. If the on-field umpires believe that a request has not been made within the 15 second time limit, they shall decline the request for a Player Review.

3.2.3 The captain may consult with the bowler and other fielders, and the two batsmen may consult with each other prior to deciding whether to request a Player Review. Under no circumstances is any player permitted to query an umpire about any aspect of a decision before deciding on whether or not to request a Player Review. If the on-field umpires believe that the captain or either batsman has received direct or indirect input emanating other than from the players on the field, then they may at their discretion decline the request for a Player Review. In particular, signals from the dressing room must not be given.

3.2.4 No replays, either at normal speed or slow motion, shall be shown on a big screen to spectators until the 15 second time limit allowed for requesting a Player Review has elapsed. The only exception to this provision is where a Player Review of a caught decision is requested after the Umpire Review of a Fair Catch or Bump Ball has concluded, as detailed in paragraph 3.2.2 above (due to the fact that replays may have been shown on the big screen during that Umpire Review process).

3.2.5 Where either on-field umpire initiates an Umpire Review, this does not preclude a player seeking a Player Review of a separate incident from the same delivery. The request for a Player Review may be made after the Umpire Review, provided the request is still within the 15 second time limit described in paragraph 3.2.2 above. (See paragraphs 3.9.2 and 3.9.3 below for the process for addressing both an Umpire and Player Review).

3.2.6 A request for a Player Review cannot be withdrawn once it has been made.

3.3 The process of consultation

3.3.1 On receipt of an eligible and timely request for a Player Review, the relevant on-field umpire shall make the sign of a shape of a TV screen with his/ her hands in the normal way.

3.3.2 The relevant on-field umpire shall initiate communication with the third umpire by confirming;

3.3.2.1 That a Player Review has been requested,

3.3.2.2 The mode of dismissal for which the relevant on-field umpire adjudicated the appeal,

3.3.2.3 The decision that has been made (Out or Not out), and;

3.3.2.4 For LBW appeals, where relevant, if the bowler's end umpire believed that the striker made no genuine attempt to play the ball with the bat (the default presumption of the third umpire in the absence of any information on this point from the bowler's end umpire shall be that a genuine attempt to play the ball with the bat was made).

3.3.3 A two-way consultation process shall begin to investigate whether there is anything that the third umpire can see or hear which would indicate that the on-field umpire should change his/her original decision.

3.3.4 The third umpire shall not withhold any factual information which may help in the decision making process. In particular, in reviewing a dismissal, if the third umpire believes that the batsman may instead be out by any other mode of dismissal; he/she shall advise the on-field umpire accordingly. The process of consultation described in this paragraph in respect of such other mode of dismissal shall then be conducted as if the batsman has been given Not out.

3.3.5 The third umpire shall initially check all modes of No ball except for the bowler using an Illegal Bowling Action (subject to the proviso that the third umpire may review whether the bowler has used a prohibited Specific Variation under Article 6.2 of the Illegal Bowling Regulations), where appropriate advising the on-field umpire accordingly.

3.3.6 If despite the available technology, the third umpire is unable to decide with a high degree of confidence whether the original on-field decision should be changed, then he/she shall report that the replays are 'inconclusive', and that the on-field decision shall stand. The third umpire shall not give answers conveying likelihoods or probabilities.

3.3.7 In circumstances where the television technology (all or parts thereof) is not available to the third umpire or fails for whatever reason, the third umpire shall advise the on-field umpire of this fact but still provide any relevant factual information that may be ascertained from the available television replays and other technology.

3.3.8 The on-field umpire shall then make his/her decision based on the information provided by the third umpire, any other factual information offered by the third umpire and his/her recollection and opinion of the original incident.

3.3.9 The on-field umpire shall reverse his/her decision if the nature of the supplementary information received from the third umpire leads him/her to conclude that his/her original decision was incorrect.

3.4 Review of LBW Decisions

3.4.1 In assessing whether a batsman is Out LBW in accordance with clause 36, the third umpire shall first judge whether the delivery is fair (as set out in clause 36.1.1), and second, whether or not the ball has touched the bat before being intercepted by any part of the striker’s person (as set out in clause 36.1.3)

3.4.2 If the batsman is still eligible to be Out, the ball- tracking technology shall then present three pieces of information to the third umpire relating to the path of the ball:

- 3.4.2.1 The point of pitching (where applicable) (PITCHING)
- 3.4.2.2 The position of the ball at the point of first interception (IMPACT)
- 3.4.2.3 Whether the ball would have hit the wick- et (WICKET)

3.4.3 This Decision Review System (DRS) and Third Umpire Protocol includes a category of Umpire’s Call, which shall be the conclusion reported where the technology indicates a marginal decision in respect of either the point of first interception or whether the ball would have hit the stumps.

3.4.4 PITCHING

3.4.4.1 The interpretation of “pitches in line between wicket and wicket” in clause 36.1.2 shall refer to the position of the Centre of the ball at the point of pitching, in relation to the Pitching Zone.

3.4.4.2 The Pitching Zone is defined as a two dimensional area on the pitch between both sets of stumps with its boundaries consisting of the base of both sets of stumps and a line between the outside of the outer stumps at each end.

3.4.4.3 Where applicable, the ball-tracking technology shall report that the ball pitched in one of the following three areas in relation to the Pitching Zone:

In Line	The Centre of the ball was inside the pitching Zone
Outside OFF	The Centre of the ball was outside, and to the off side of the pitching Zone
Outside Leg	The Centre of the ball was outside, and to the leg side of the Pitching Zone

3.4.4.4 Subject to the satisfaction of the other elements of clause 36.1, the batsman can be Out if the ball-tracking technology re- ports that the ball pitched Outside Off or In Line, but the batsman shall be Not out if the ball pitched Outside Leg.

3.4.5 IMPACT

3.4.5.1 The interpretation of “the (first) point of impact, even if in above the level of the bails, is between wicket and wicket” in clause 36.1.4 shall refer to position of the ball at the point of first interception, in relation to the Impact Zone.

3.4.5.2 The Impact Zone is defined as a three dimensional space extending between both wickets to an indefinite height and with its boundaries consisting of a line between the outside of the outer stumps at each end.

3.4.5.3 The ball-tracking technology shall report that the point of first interception was in one of the following categories in relation to the Impact Zone:

In Line	The Centre of the ball was inside the impact zone
Umpires call	Some part of the ball was inside the impact zone but the Centre of the ball was outside the impact zone, with the further sub-category of Umpires call (off side) where the Centre of the ball was to the off side of the impact zone and the bowlers end umpire communicates to the third umpire that no genuine attempt to play the ball was made by the batsman
Outside	No part of the ball was inside the impact zone, with the further sub-categories of Outside (off) and Outside (leg) to indicate the location of the point of first interception in relation to the impact zone when the bowlers end umpire communicate to the third umpire that no genuine attempt to play the ball was made by the batsman.

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3.4.5.4 Where a Not out decision is being re- viewed, and it is judged that the batsman has made a genuine attempt to play the ball, the ball-tracking technology must report that the point of first interception was In Line for the batsman to be eligible to be given Out, otherwise the batsman shall remain Not out.

3.4.5.5 Where a Not out decision is being re- viewed, and it is judged that the batsman has made no genuine attempt to play the ball, the ball-tracking technology must re- port that the point of impact was In Line, or Umpire’s Call (off side), or Outside (off) for the batsman to be eligible to be given Out, otherwise the batsman shall remain Not out.

3.4.5.6 Where an Out decision is being reviewed, and it is judged that the batsman has made a genuine attempt to play the ball, the ball-tracking technology must report that the point of first interception was Outside for the decision to be reversed to Not out, otherwise the batsman shall remain eligible to be given Out.

3.4.5.7 Where an Out decision is being reviewed, and it is judged that the batsman has made no genuine attempt to play the ball, the ball-tracking technology must report that the point of first interception was Outside (leg) for the decision to be reversed to Not out, otherwise the batsman shall remain eligible to be given Out.

3.4.6 WICKET

3.4.6.1 The interpretation of whether “the ball would have hit the wicket” in clause 36.1.5 shall refer to the position of the ball as it either hits or passes the wicket, in relation to the Wicket Zone.

3.4.6.2 The Wicket Zone is defined as a two dimensional area whose boundaries are the outside of the outer stumps, the base of the stumps and the bottom of the bails.

3.4.6.3 The ball-tracking technology shall report whether the ball would have hit the wicket with reference to the following three categories:

Hitting	The ball was hitting the wicket and the Centre of the ball was inside the wicket zone
Umpires call	The ball was hitting the wicket but the Centre of the ball was not inside the wicket zone
	The ball was missing the wicket.
Missing	

3.4.6.4 Where a Not out decision is being reviewed, the ball-tracking technology must report that the ball was hitting for the batsman to be eligible to be given Out, otherwise the batsman shall remain Not out.

However, where the evidence shows that the ball was Hitting, the point of first interception was In Line, and the ball pitched In Line or Outside Off, but that:

- The point of first interception was 300cm or more from the stumps; or
- The point of first interception was more than 250cm but less than 300cm from the stumps and the distance between the point of pitching and the point of first interception was less than 40cm, the on-field decision shall stand (that is, Not out).

3.4.6.5 Where an Out decision is being reviewed, the ball-tracking technology must report that the ball was missing for the on-field decision to be reversed to Not out, otherwise the batsman shall remain eligible to be given Out.

3.4.7 When the ball strikes the batsman on the full, and the evidence provided by the ball-tracking technology indicates that the ball would have pitched before striking or passing the wicket, there will be no information available from that delivery that will allow the ball-tracking technology to accurately predict the height of the ball after pitching.

3.4.8 With regard to determining whether the ball would have hit the wicket under these circumstances, the ball-tracking technology shall project the line of the ball in accordance with clause 36.2.3 (it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not), and display the simulated path of the ball from directly above the wicket.

3.4.9 The third umpire shall advise the bowler's end umpire only on the point of first interception and whether the ball would have hit the stumps (in line with the process set out in paragraph 3.4 above), but shall make no comment on the predicted height of the ball after pitching, which shall remain a judgment of the bowler's end umpire.

3.5 The process for communicating the final decision

3.5.1 For Player Reviews concerning potential dismissals, the relevant on-field umpire shall indicate Out by raising his/her finger above his/her head in a normal yet prominent manner or indicate Not out by the call of 'not out' and by crossing his/her hands in a horizontal position side to side in front and above his/her waist three times. Where the decision is a reversal of the on-field umpire's previous decision, he/she shall make the 'revoke last signal' indication immediately prior to the above.

3.5.2 If the mode of dismissal is not obvious or not the same as that on which the original decision was based, then the umpire shall advise the scorers via the third umpire.

3.6 Number of Player Review requests permitted

3.6.1 In each innings, each team shall be allowed to make a maximum of **One** (01) Player Review request that is categorized as 'Unsuccessful' (as set out in paragraph 3.6.3 below).

3.6.2 Where a request for a Player Review results in the original on-field decision being reversed, then the Player Review shall be categorized as 'Successful' and shall not count towards the innings limit.

3.6.3 Where a request for a Player Review results in the original on-field decision remaining unchanged (other than in the circumstances set out in paragraphs 3.6.4, 3.6.6 or 3.6.8), the Player Review shall be categorized as 'Unsuccessful'.

3.6.4 Where a request for a Player Review of an LBW decision results in the on-field decision remaining unchanged solely on the basis of an Umpire's Call, the Player Review shall be categorized as 'Unchanged – Umpire's Call'. A Player Review categorized as 'Unchanged – Umpire's Call' shall not count towards the innings limit set out in paragraph 3.6.1.

3.6.5 Where, following a request for a Player Review, the original on-field decision of Out is unchanged, but for a different mode of dismissal from the original on-field decision, then the Player Review shall still be categorized as 'Unsuccessful'.

3.6.6 Where, following a request for a Player Review, the original on-field decision of Not out is unchanged on account of the delivery being a No ball (for any reason), thereby not requiring any further evaluation, the Player Review shall not be counted as 'Unsuccessful' and accordingly shall not count towards the innings limit set out in paragraph 3.6.1.

3.6.7 Where a Player Review and an Umpire Review are requested from the same delivery and the decision of the third umpire from the Umpire Review renders the Player Review unnecessary (see paragraphs 3.9.2 and 3.9.3), the Player Review request shall be disregarded and accordingly shall not count towards the innings limit set out in paragraph 3.6.1.

3.6.8 A Player Review categorized as 'Unsuccessful' may be reinstated by the SLC Match Referee at his/her sole discretion (if appropriate after consultation with the LPL Technical Official and/or the television broadcast director) if the Player Review could not properly be concluded due to a failure of the technology. Any such decision shall be final and shall be taken as soon as possible, being communicated to both teams once all the relevant facts have been ascertained by the SLC Match Referee. A Player Review categorized as 'Unsuccessful' shall not be reinstated if, despite any technical failures, the correct decision could still have been made using the other available technology. Similarly, a Player Review categorized as 'Unsuccessful' shall not be reinstated where the technology worked as intended, but the evidence gleaned from its use was inconclusive.

3.6.9 The third umpire shall be responsible for counting the number Player Reviews categorized as 'Un- successful' and shall advise the on-field umpires once either team has exhausted their allowance for the innings.

3.6.10 the scoreboard shall display, for the innings in progress, the number of Player Reviews remaining available to each team.

Category of Player reviewOutcome of player reviewConsequence of Player review		
Successful (Paragraph 3.6.2	On field decision reserved	Does not count towards innings limit set out in paragraph 3.6.1
Unsuccessful Paragraph 3.6.3 and 3.6.5	On field decision unchanged	Counts toward innings limit set out in Paragraph 3.6.1
Unchanged-Umpires call Paragraph 3.6.4	On field decision unchanged	Does not count towards innings limit set out in paragraph 3.6.1
No ball-No evaluation required Paragraph 3.6.6	On field decision unchanged	Does not count towards innings limit set out in Paragraph 3.6.1
Failure of technology (Paragraph 3.6.8	On field decision unchanged	Does not count towards innings limit set out in Paragraph 3.6.1

3.7 Dead ball

3.7.1 If following a Player Review request, an original decision of Out is changed to Not out, then the ball is still deemed to have become dead when the original decision was made (as per clause 20.1.1.3). The batting side, while

benefiting from the reversal of the dismissal, shall not benefit from any runs that may subsequently have accrued from the delivery had the on-field umpire originally made a Not out decision, other than any No ball penalty that could arise under paragraph 3.3.5 above.

3.7.2 If an original decision of Not Out is changed to Out, the ball shall retrospectively be deemed to have become dead from the moment of the dismissal event. All subsequent events, including any runs scored, shall be ignored.

3.8 **Use of technology**

3.8.1 The following technology may be used by the third umpire during a Player Review:

3.8.1.1 Replays, at any speed, from any available broadcast camera

3.8.1.2 Sound from the stump microphones with the replays at normal speed and slow motion

3.8.1.3 Approved ball-tracking technology:

- Hawkeye (Hawkeye Innovations)

3.8.1.4 Approved sound-based edge detection technology:

- Ultra-Edge (Hawkeye Innovations)

3.8.1.5 LED Wickets (using the lights to indicate if the wicket is broken, as set out in paragraph 4.2):

- Zing Bails and Stumps

3.8.2 In addition, other forms of technology may be used subject to the SLC being satisfied that the required standards of accuracy and time efficiency can be met.

3.8.3 Where practical usage or further testing indicates that any of the above forms of technology cannot reliably provide accurate and timely information, then it may be removed prior to or during a match. The final decision regarding the technology to be used in a given match shall be taken by the SLC Match Referee in consultation with the LPL Technical Official, LPL management and the competing teams' governing bodies.

3.9 Combining Umpire Review with Player Review

3.9.1 If an Umpire Review (under paragraph 2) and a request for a Player Review (under paragraph 3) are made following the same delivery but relating to separate modes of dismissal, the following process shall apply.

3.9.2 The Umpire Review shall be carried out prior to the Player Review if all of the following conditions apply:

3.9.2.1 The Player Review has been requested by the fielding side

3.9.2.2 The Umpire Review and the Player Review both relate to the dismissal of the same batsman.

3.9.2.3 If the batsman is out, the number of runs scored from the delivery would be the same for both modes of dismissal

3.9.2.4 If the batsman is out, the batsman on strike for the next delivery would be the same for both modes of dismissal.

3.9.3 If the Umpire Review leads the third Umpire to make a decision of Out, then this shall be displayed in the usual manner and the Player Review shall not be undertaken. If the Umpire Review results in a Not out decision, then the third umpire shall make no public decision but shall proceed to address the request for a Player Review.

3.9.4 For illustration, following an LBW appeal which is given Not out by the bowler’s end umpire, the striker sets off for a run, is sent back and there is an appeal for his/her run out. The players request that the LBW decision is reviewed and the umpires request that the run out be reviewed. The four criteria above are satisfied, so the run out referral is determined first. Should the appeal for run out be out, then there is no requirement for the LBW review to take place.

3.9.5 In all other circumstances, the incidents shall be addressed in chronological order. If the conclusion from the first incident is that a batsman is dismissed, then the ball would be deemed to have become dead at that point, rendering investigation of the second incident unnecessary.

4. Interpretation of Playing Conditions

4.1 When using a replay to determine the moment at which the wicket has been put down (as per clause 29.1) the third umpire shall deem this to be the first frame in which one of the balls is shown (or can be deduced) to have lost all contact with the top of the stumps and subsequent frames show the bail permanently removed from top of the stumps.

4.2 Where LED Wickets are used (as provided for in paragraph 3.8.1.6) the moment at which the wicket has been put down (as per clause 29.1) shall be deemed to be the first frame in which the LED lights are illuminated and subsequent frames show the bail permanently removed from the top of the stumps.

Appendix 4

Calculations

Table 1: Calculation sheet for use when a delay or interruption occur in the first innings

- Net playing time available at start of the match 170 minutes(A)

- Time innings in progress ----- (B)
- Playing time lost ----- (C)
- Extra time available -----(D)
- Time made up from reduced interval -----(E)
- Effective playing time lost [C – (D + E)] ----- (F)
- Remaining playing time available [A - F] ----- (G)
- G divided by 4.25 (to 2 decimal places) -----(H)
- Max overs per team [H/2] (round up fractions) ----- (I)
- Maximum overs per bowler [I / 5] _____
- Number of Power play Overs (initial, batting side) _____

- Rescheduled Playing Hours
- First session to commence or recommence ----- (J)
- Length of innings [I x 4.25] (round up fractions) _____(K)
- Rescheduled first innings cessation time [J + (K – B)] -----(L)
- Length of interval _____ (M)
- Second innings commencement time [L + M] ----- (N)
- Rescheduled second innings cessation time [N + K] ____ (O)

- Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying Clause 13.7.2) . If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

- Table 2 -Calculation sheet to check whether an interruption during the First Innings should terminate the innings
- Proposed re-start time _____ (P)
- Rescheduled cut-off time allowing for full use of any extra time provision----- (Q)

- Minutes between P and Q ----- (R)

- Potential overs to be bowled [$R / 4.25$] (round up fractions) _____ (S)
- Number of complete overs faced to date in first innings _____ (T)
- If S is greater than T then revert to Table 1
- If S is less than or equal to T then the first innings is terminated and go to Table 3

• **Table 3 :Calculation sheet for the start of the Second Innings**

- Maximum overs to be bowled:
- (If first innings was terminated, S from table 2) _____ (A)
- Scheduled length of innings: [$A \times 4.25$] (round up fractions)----- (B)
- Start time ----- (C)
- Scheduled cessation time [$C + B$] ----- (D)
- Overs per bowler and Fielding Restrictions
- Maximum overs per bowler [$A / 5$] ----- overs
- Number of Power play overs ----- overs

Table 4:Calculation sheet for use when interruption occurs after the start of the Second Innings

- Time
- Time at start of innings ----- (A)
- Time at start of interruption ----- (B)
- Time innings in progress ----- (C)

- Restart time ----- (D)
- Length of interruption [D – B] ----- (E)
- Additional time available: (Any unused provision for ‘Extra
- Time’ or for earlier than scheduled start of second innings) ----- (F)
- Total playing time lost [E – F] ----- (G)

- Overs
- Maximum overs at start of innings ----- (H)
- Overs lost [G / 4.25] (rounded down) ----- (I)
- Adjusted maximum length of innings [H – I] ----- (J)

- Rescheduled length of innings [J x 4.25 rounded up] ----- (K)
- Amended cessation time of innings [D + (K – C)] ----- (L)

- Overs per bowler and Fielding Restrictions
- Maximum overs per bowler [J / 5] ----- overs
- Number of Power play overs ----- overs

Appendix 5

Procedure for the Super Over

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

1. Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the SLC Match Referee. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
2. The amount of extra time allocated to the Super Over is the greater of (a) the extra time allocated to the original match less the amount of extra time actually utilized and (b) the gap between the actual end of the match and the time the original match would have been scheduled to finish had the whole of the extra time provision been utilized. Should play be delayed prior to or during the Super Over once the playing time lost exceeds the extra time allocated, the Super Over shall be abandoned. See paragraph 16 below.
3. The Super Over shall take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the Ground Authority and the SLC Match Referee.
4. The umpires shall stand at the same end as that in which they finished the match.
5. In both innings of the Super Over, the fielding side shall choose from which end to bowl.
6. Only nominated players in the match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.
7. Any penalty time being served in the match shall be carried forward to the Super Over.
8. Each team's over is played with the same fielding restrictions as apply for the last over in a match played under the Twenty20 International Playing Conditions.
9. The team batting second in the match shall bat first in the Super Over.
10. The captain of the fielding team (or his/her nominee) shall select the ball with which the fielding team shall bowl their over in the Super Over from the box of spare balls provided by the umpires (which shall include the balls used in the match, but no new balls). The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, the Playing Conditions shall apply.
11. The loss of two wickets in the over ends the team's one over innings.
12. Each team shall be allowed to make one unsuccessful Player Review in each innings of the Super Over. This entitlement shall apply irrespective of the number of unsuccessful Player Review requests made during the match itself.

13. In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under the Duckworth/Lewis/Stern method, paragraph 15 below shall apply. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the match and the Super Over shall be the winner.

14. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.

15. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from Wide's, No balls or penalty runs.

Example

Runs Scored	Team 1	Team 2
Ball 06	01	01
Ball 05	04	04
Ball 04	02	01
Ball 03	06	02
Ball 02	00	01
Ball 01	02	06

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

16. Paragraph 2 examples:

Scheduled finish 5.20, 30 minutes extra time available, so scheduled finish time if the whole of the extra time provision is utilised is 5.50.

a) No extra time is utilised in the original match which overruns ten minutes and finishes at 5.30. The Super Over is scheduled to start at 5.40 with 30 minutes extra time available. It starts on time but is interrupted at 5.45. Play must resume by 6.15 otherwise the Super Over is abandoned.

b) 20 minutes of extra time was utilised, with the match scheduled to finish at 5.40, but it actually finishes at 5.30. Therefore the extra time allocated to the Super Over is the greater of a) 10 minutes (30 minutes extra time less 20 already utilised) and b) 20 minutes (the gap from the actual finish time of 5.30 and the scheduled finish had the full

extra time been utilised of 5.50). The Super Over was due to start at 5.40, but is delayed by rain. It must therefore start by 6.00 or the Super Over is abandoned.

c) The match finishes at 6.00 (having started 30 minutes late and overrun by 10 minutes). There is no extra time allocated to the Super Over which should start at 6.10. Any delay or interruption after 6.10 means the Super Over is abandoned.

Use of Electronic Communications Equipment

The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted, except that broadcaster to player communication shall, with the prior consent of the SLC, be allowed.

