

A. Tournament Format:

THE 2008 Stanford 20/20 cricket competition, played in a single-elimination knockout format, will begin on Friday, January 25, 2008 and conclude on Sunday, February 24, 2008. All matches will be played at the Stanford Cricket Ground in Antigua.

There will be 21 teams participating: (1) Anguilla, (2) Antigua & Barbuda, (3) The Bahamas, (4) Barbados, (5) Bermuda, (6) British Virgin Islands, (7) Cayman Islands, (8) Cuba, (9) Dominica, (10) Grenada, (11) Guyana, (12) Jamaica, (13) Montserrat, (14) Nevis, (15) St. Kitts, (16) St. Lucia, (17) St. Maarten (18) St. Vincent & the Grenadines, (19) Trinidad & Tobago, (20) Turks & Caicos Islands (21) United States Virgin Islands.

The following teams were seeded (in no particular order) and were separated and entered in the tournament draw at the round of 16: Antigua & Barbuda, Barbados, Grenada, Guyana, Jamaica, Nevis, St. Vincent & The Grenadines, Trinidad & Tobago.

The teams chosen to be seeds were the eight quarterfinalists from the inaugural Stanford 20/20 tournament, played in the summer of 2006.

The other 13 teams were drawn randomly to fill the other spots in the tournament draw.

The tournament draw was made on Tuesday, July 3, 2007, and was audited and filmed for any future review if necessary.

The 20 Stanford 20/20 matches (five preliminary matches, eight matches in the round of 16, four quarter-final matches, two semi-final matches and one final) will take place on the following dates:

Preliminaries:

Friday, January 25 (Match 1: St. Maarten v Cuba)

Saturday, January 26 (Match 2: Cayman Islands v St. Lucia)

Sunday, January 27 (Match 3: Dominica v British Virgin Islands)

Tuesday, January 29 (Match 4: Turks & Caicos Islands v Montserrat)

Wednesday, January 30 (Match 5: St. Kitts v United States Virgin Islands)

Round of 16:

Friday, February 1 (Match 6: St. Vincent & the Grenadines v Winner Match 1)

Saturday, February 2 (Match 7: Trinidad & Tobago v Winner Match 2)

Sunday, February 3 (Match 8: Grenada v Anguilla)

Tuesday, February 5 (Match 9: Barbados v Winner Match 3)

Wednesday, February 6 (Match 10: Jamaica v The Bahamas)

Friday, February 8 (Match 11: Nevis v Winner Match 4)

Saturday, February 9 (Match 12: Antigua & Barbuda v Winner Match 5)

Sunday, February 10 (Match 13: Guyana v Bermuda)

Quarter-finals:

Wednesday, February 13 (Match 14: Winner Match 6 v Winner Match 7)

Friday, February 15 (Match 15: Winner Match 8 v Winner Match 9)

Saturday, February 16 (Match 16: Winner Match 10 v Winner Match 11)

Sunday, February 17 (Match 17: Winner Match 12 v Winner Match 13)

Semi-finals:

Friday, February 22 (Match 18: Winner Match 14 v Winner Match 15)

Saturday, February 23 (Match 19: Winner Match 16 v Winner Match 17)

The final:

Sunday, February 24 (Match 20: Winner Match 18 v Winner Match 19)

All matches will begin at 7:15 p.m.

There will also be a reserve day set aside for all the above matches:

Play on reserve days will begin either at 12:15 p.m. or 7:15 p.m. and only the three-hour slot will be allowed for the match to be completed (i.e. no provision for added time as on the originally scheduled match day).

Match 1: Reserve Day: Saturday, January 26 (12:15 p.m.).

Match 2: Reserve Day: Sunday, January 27 (12:15 p.m.).

Match 3: Reserve Day: Monday, January 28 (7:15 p.m.).

Match 4: Reserve Day: Wednesday, January 30 (12:15 p.m.).

Match 5: Reserve Day: Thursday, January 31 (7:15 p.m.).

Match 6: Reserve Day: Saturday, February 2 (12:15 p.m.).

Match 7: Reserve Day: Sunday, February 3 (12:15 p.m.).

Match 8: Reserve Day: Monday, February 4 (7:15 p.m.).

Match 9: Reserve Day: Wednesday, February 6 (12:15 p.m.).

Match 10: Reserve Day: Thursday, February 7 (7:15 p.m.).

Match 11: Reserve Day: Saturday, February 9 (12:15 p.m.).

Match 12: Reserve Day: Sunday, February 10 (12:15 p.m.).

Match 13: Reserve Day: Monday, February 11 (7:15 p.m.).

Match 14: Reserve Day: Thursday, February 14 (7:15 p.m.).

Match 15: Reserve Day: Saturday, February 16 (12:15 p.m.).

Match 16: Reserve Day: Sunday, February 17 (12:15 p.m.).

Match 17: Reserve Day: Monday, February 18 (7:15 p.m.).

Match 18: Reserve Day: Saturday, February 23 (12:15 p.m.).

Match 19: Reserve Day: Sunday, February 24 (12:15 p.m.).

Match 20: Reserve Day: Monday, February 25 (7:15 p.m.).

All countries participating in the tournament must submit a squad of 16 players to the Stanford 20/20 Board of Directors for approval by December 15, 2007. This is to allow time for the Stanford 20/20 Board of Directors to consider if all players meet the criteria set aside in C (below).

The country must select their squad of 13 players for each match in the tournament from this list of 16 players and submit their first 13-man squad to the Stanford 20/20 organisers by January 7, 2008. Should a country want to include a player not originally selected in its squad of 16, it shall be required to submit a written request to the Stanford 20/20 Board of Directors for its consideration. The decision of the Stanford 20/20 Board of Directors will be final and binding.

Should changes to the initial 13 need to be made due to injury, illness or any other wholly acceptable reason, the team must notify the organizers a minimum of 72 hours prior to the team's next match.

B. Hours of Play and Intervals:

The scheduled start and cessation times are as follows:

First session: 7:15 p.m. to 8:35 p.m.

Interval: 8:35 p.m. to 8:55 p.m.

Second session: 8:55 p.m. to 10:15 p.m.

If there is a delayed start or one or more interruptions in play, the Umpires and Match Referee can order up to two (2) hours of extra time to be added on to the scheduled cessation time (latest rescheduled cessation time: 12:15 a.m.) and readjust the timings for the match as appropriate.

At all times, the objective of the Umpires and the Match Referee will be to ensure that all matches are completed on the originally scheduled day (minimum overs to constitute a match is five (5) overs per team).

If there is only enough time remaining to begin a match but not to complete it, the reserve day shall be used (a minimum of 50 minutes playing time must be available to allow the match to begin on its originally scheduled day). If there are less than 50 minutes available and the match has not already started, then the match will be shifted to the reserve day and no play will take place on the originally scheduled day.

Reserve days:

The reserve day will be used if there has been no play in the originally scheduled match or if the originally scheduled match was unable to be completed (as per the requirement of five (5) overs per team). Should the original match have started, the reserve day will be used to continue the match from the point it was suspended, with all the relevant reductions and adjustments should these be applicable (i.e. if the match began on the originally scheduled day as a 5-over-per-side contest or 10-over-per-side contest and it was interrupted without being completed, it would resume on the reserve day as the same 5-over-per-side contest or 10-over-per-side contest).

For reserve days, the scheduled start and cessation times are as follows:

Matches with reserve days beginning at 12:15 p.m.:

First session: 12:15 p.m. to 1:35 p.m.

Interval: 1:35 p.m. to 1:55 p.m.

Second session: 1:55 p.m. to 3:15 p.m.

Matches with reserve days beginning at 7:15 p.m.

First session: 7:15 p.m. to 8:35 p.m.

Interval: 8:35 p.m. to 8:55 p.m.

Second session: 8:55 p.m. to 10:15 p.m.

There will be no provision for any further added time on any reserve days (i.e. no additional two hours as on the originally scheduled match day).

NB: If the match is to continue from its originally scheduled day, the relevant session and interval times may need to change to accommodate the match which will already be in progress.

C. Qualification criteria:

1. A cricketer is qualified to represent a country of which he is a national or, in the cases of non-nationals, in which he was born provided that he has not played "representative cricket" for any other country during the two immediately preceding years.

2. A player who has resided for a minimum of 183 days in a country in the calendar year immediately preceding the tournament shall be a "deemed national" of that country for the purpose of these rules.

Definitions:

"Representative cricket" means any cricket match in which an official team representing a country at under-19 level or above takes part.

"Immediately preceding years" means calendar years preceding the year of the tournament. E.g. The tournament is to be held in January-February, 2008, two immediately preceding years would run from January 1, 2006 to the date of the tournament.

Exceptional circumstances:

Should a player be ineligible to play for a country under these rules and his Board believes that there are exceptional circumstances requiring consideration, a detailed written application shall be made to the Stanford 20/20 Board of Directors prior to the event. The Stanford 20/20 Board of Directors' decision as to whether that player may represent that country in the tournament shall be final and binding.

The Stanford 20/20 Board of Directors also reserves the right to disallow players who qualify to play for a country under the above rules if it judges that the spirit of the competition is being breached.

D. Disputes:

In the event that there shall be any dispute arising out of or in connection with the interpretation of these Rules, that dispute shall be decided by the Stanford 20/20 Board of Directors, whose decision shall be final and binding.

E. Discretionary Powers:

1. In appropriate cases, the Stanford 20/20 Board of Directors may delegate any of its discretionary powers under these Rules to whichever person, persons or body it sees fit.
2. Any decision by the Stanford 20/20 Board of Directors or any other person or body exercising his powers pursuant to delegation under E.1 of these Rules, or any decision of the Stanford 20/20 Board of Directors under D of these Rules shall not operate as a precedent or give rise to any legitimate expectations as to the exercise of that person's or body's discretion in respect of the same or other players or countries in the same match or tournament.

F. Matters not provided for:

Matters not provided for in these Rules and Regulations and cases of force majeure shall be decided by the Stanford 20/20 Board of Directors, whose decisions are final and binding.

G: Prize Money:

Tournament Winners: US \$1 million to Team and US \$ 200,000 to their Cricket Board for development.

Tournament Runners-up: US \$ 500,000 to Team and US \$ 100,000 to their Cricket Board for development.

Man of the Match in Final match: US \$ 100,000.

Play of the Match in Final match: US \$ 25,000.

Man of the Match in all other matches: US \$ 25,000.

Play of the Match in all other matches: US \$ 10,000.

ORGANISERS:

Stanford 20/20 Board of Directors:

R. Allen Stanford (Chairman), Curtly Ambrose, Ian Bishop, Joel Garner, Lance Gibbs, Gordon Greenidge, Wes Hall, Desmond Haynes, Michael Holding, Sir Vivian Richards, Richie Richardson, Andy Roberts, Sir Garfield Sobers, Courtney Walsh, Sir Everton Weekes and Kenneth Allen.

Stanford 20/20 Organising Committee:

Rhonda Kelly, Laurie-Ann Holding, Bev Sinclair, Stanford 20/20 Board.

Stanford 20/20 Tournament Cricket Committee:

Adrian Griffith, Michael Holding, Andy Roberts, Tony Howard, Craig Cozier, Leon "Kuma" Rodney, Austin Christopher.

2008 STANFORD 20/20 PLAYING CONDITIONS

Except as varied hereunder the Laws of Cricket (2000 Code 2nd Edition - 2003) shall apply.

Note: All references to 'Governing Body' within the Laws of Cricket shall be replaced by 'Stanford 20/20 Board of Directors'.

1.

Law 1 The Players

1.1

Law 1.1 - Number of Players

Law 1.1 shall be replaced by the following:

A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain.

1.2

Law 1.2 - Nomination of Players

Law 1.2 shall be replaced by the following:

Each captain shall provide a list of the names of the 11 players and the nominated 12th man in writing to the Stanford 20/20 Match Referee before the toss.

No player (including the nominated 12th man) may be changed after the toss without the consent of the opposing captain.

1.3

Law 1.3 – Captain

The following shall apply in addition to Law 1.3 (a):

The deputy must be one of the 11 nominated players.

2.

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

Law 2 shall apply subject to the following:

2.1

Law 2.5 - Fielder absent or leaving the field

Law 2.5 shall be replaced by the following:

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. (See Law 2.6 as modified). The umpire shall give such consent as soon as practicable.

If the player is absent from the field for longer than 8 minutes:

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

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

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

In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

3.

Law 3 - The Umpires

3.1

Law 3.1 - Appointment and attendance

Law 3.1 shall be replaced by the following:

Before the match, two umpires shall be appointed, one for each end, to control the game as required by the Laws, with absolute impartiality.

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

3.1.1 Stanford 20/20 shall establish a panel of umpires who shall serve as umpires in all the matches for the duration of the tournament.

3.1.2 For each match, Stanford 20/20 shall also appoint a third umpire who shall act as the emergency umpire and officiate in regard to TV replays.

3.1.3 Stanford 20/20 shall also appoint a fourth umpire for each match. The fourth umpire shall act as the emergency third umpire.

3.1.4 Neither team will have a right of objection to an umpire's appointment.

3.1.5 The umpires shall be present at the ground at least two hours before the scheduled start of play.

3.2

Third Umpires / TV Replays

The following shall apply in addition to Clause 3.1:

3.2.1 General

a

Stanford 20/20 will ensure a separate room is provided for the third umpire and that he has access to a television monitor and direct sound link with the television control unit director to facilitate as many replays as is necessary to assist him in making a decision.

b

In the circumstances detailed in Clauses 3.2.2, 3.2.3, 3.2.4 and 3.2.5 below, the on-field umpire has the discretion whether or not to refer the appeal to the third umpire for a decision and should take a common sense approach. Players may not appeal to the umpire to use the replay system - breach of this provision would constitute dissent and the player could be liable for discipline under the WICB Code of Conduct.

c

The third umpire shall call for as many replays from any camera angle as is necessary to reach a decision. As a guide, a decision should be made within 30 seconds whenever possible, but the third umpire shall have discretion to take more time in order to finalise a decision.

3.2.2 Run Out, Stumping and Hit Wicket Decisions

a

The on-field umpire shall be entitled to refer an appeal for a run-out, stumping or hit-wicket to the third umpire.

b

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 hands.

c

If the third umpire decides the batsman is out a red light is displayed; a green light means not out. Should the third umpire be temporarily unable to respond, a white light (where available) will remain illuminated throughout the period of interruption to signify to the on-field umpires that the TV replay system is temporarily unavailable, in which case the decision will be taken by the on-field umpire. (Where available and as an alternative to the red/green light system, the big replay screen may be used for the purpose of conveying the third umpire's decision).

d

When reviewing the TV replay(s), if the third umpire finds the batsman has been bowled rather than hit wicket or stumped, he shall indicate that the batsman was dismissed.

3.2.3 Caught Decisions

The on-field umpire shall be entitled to refer an appeal for a caught decision to the third umpire in the following circumstances:

3.2.3.1 Clean catches

a

Should the bowler's end umpire be unable to decide whether or not a catch was taken cleanly, he shall first consult with the square leg umpire.

b

Should both umpires be unable to make a decision, a not out decision shall be given by the bowler's end umpire. Only if the line of vision of both umpires is obscured shall the bowler's end umpire be entitled to refer the decision to the third umpire as in Clause 3.2.2 (b).

c

The third umpire has to determine whether the batsman has been caught. However, when reviewing the television replay(s), if it is clear to the third umpire that the batsman did not hit the ball, he shall indicate that the batsman is not out.

d

The third umpire shall communicate his decision by the system as in Clause 3.2.2 (c).

3.2.3.2 Bump Ball

a

Should the bowler's end umpire be unable to decide whether a catch was taken from a bump ball or not, he shall first consult with the square leg umpire.

b

Should both on-field umpires be unable to make a decision, the bowler's end umpire shall be entitled to refer the decision to the third umpire to review a TV replay(s) of the batsman's stroke as in Clause 3.2.2 (b).

c

The third umpire has to determine whether the ball was a bump ball or not. However, when reviewing the television replays(s), if it is clear to the third umpire that the batsman did not hit the ball he shall indicate that the batsman is not out.

d

The third umpire shall communicate his decision by the system as in Clause 3.2.2 (c).

3.2.4 Boundary Decisions

a

The on-field umpire shall be entitled to refer to the third umpire for a decision about whether the fieldsman had any part of his person in

contact with the ball when he touched or crossed the boundary line or whether a four or six had been scored. A decision is to be made immediately and cannot be changed thereafter.

b

An on-field umpire wishing the assistance of the third umpire in these circumstances shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his decision to the on-field umpire by this method.

c

The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows a boundary line infringement or incident as envisaged under this clause.

3.2.5 Batsmen Running to the Same End

a

In the event of both batsmen running to the same end and the umpires are uncertain over which batsmen made his ground first, the on-field umpire may refer the decision to the third umpire.

b

The procedure in Clause 3.2.4 (b) shall apply.

3.3

Law 3.2 - Change of Umpire

The following shall apply in place of Law 3.2:

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

3.4

Law 3.4 - To inform captains and scorers

In addition to Law 3.4 (i)

Stanford 20/20 may provide for the ringing of a bell, which shall be rung 5 minutes before the termination of an interval, when the umpires shall go to the wickets.

3.5

Law 3.8 - Fitness of Ground, Weather and Light and

Law 3.9 - Suspension of play for adverse conditions of ground, weather or light

Laws 3.8 and 3.9 shall apply subject to the following:

3.5.1 If conditions during a rain stoppage improve and the rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions.

If both on-field umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately. In these circumstances the provisions of Laws 3.9 (b) (i) and 3.9 (c) (i) shall not apply.

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

3.5.3 If a shadow from the fielder falls across the strikers half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal 'dead ball' if he considers the striker has been disadvantaged by the action.

3.6

Law 3.10 Exceptional Circumstances.

The following shall apply in addition to Law 3.10:

3.6.1 Play may be suspended due to safety and security concerns by the umpires on the advice of the Stanford 20/20 Match Referee, the head of the relevant ground authority, the head of ground security or the police.

3.6.2 Where play is suspended under Clause 3.6.1 above the decision to abandon or resume play shall be the responsibility of the Stanford 20/20 Match Referee who shall act only after consultation with the head of ground security and the police.

3.7

Light Meters

3.7.1 It is the responsibility of Stanford 20/20 to supply light meters to the match officials to be used in accordance with these playing conditions.

3.7.2 All light meters shall be uniformly calibrated.

3.7.3 The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is unfit/fit for play.

3.7.4 Light meter readings may accordingly be used by the umpires:

a

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

b

As benchmarks for the remainder of a stoppage, match and/or series/event.

3.8

Use of lights

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.

3.9

Day Night matches

3.9.1 Pads and players' and umpires' clothing shall be coloured.

3.9.2 Sight screens will be black.

4.

Law 4 - The Scorers

4.1

Law 4.2 - Correctness of scores

Attention is drawn to Clause 21.

5.

Law 5 - The Ball

5.1

Law 5.2 - Approval and control of balls

Law 5.2 shall be replaced by the following:

Stanford 20/20 shall provide cricket balls of an approved standard for Twenty20 cricket and spare used balls for changing during a match, which shall also be of the same brand.

The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by Stanford 20/20. The fourth umpire shall take a box containing at least 6 new balls to the dressing room and supervise the selection of the ball.

The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket or any other disruption in play. White balls will be used in all matches (including day matches).

Each fielding team shall have one new ball for its innings.

5.2

Law 5.4 - New ball in match of more than one day's duration

Law 5.4 shall not apply.

5.3

Law 5.5 - Ball lost or becoming unfit for play

Law 5.5 shall be replaced by the following:

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

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

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

5.4

Law 5.6 - Specifications

Law 5.6 shall not apply.

6.

Law 6 - The Bat

6.1

Law 6.1 - Width and length

The following shall apply in addition to Law 6.1: The blade of the bat shall have a conventional 'flat' face.

7.

Law 7 - The Pitch

7.1

Law 7.3 - Selection and preparation

7.1.1 The ground staff 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 unauthorised access. (The pitch area shall include an area at least 2 metres beyond the rectangle made by the crease markings at both ends of the pitch).

7.1.2 The fourth umpire shall ensure that, prior to the start of play and during any intervals, only authorised ground staff, the Stanford 20/20 match officials, players, team coaches and authorised television personnel shall be allowed access to the pitch area. Such access shall be subject to the following limitations:

a

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

b

Access to the pitch area by television personnel shall be restricted to camera crew (including television commentators) of the official licensed television broadcaster(s).

c

No spiked footwear shall be permitted.

d

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.

e

Access shall not interfere with pitch preparation.

7.1.3 In the event of any dispute, the Stanford 20/20 Match Referee will rule and his ruling will be final.

7.2

Law 7.4 - Changing the pitch

Law 7.4 shall be replaced by the following:

7.2.1 In the event of a pitch being considered too dangerous for play to continue in the estimation of the on-field umpires, they shall stop play and immediately advise the Stanford 20/20 Match Referee.

7.2.2 The on-field umpires and Stanford 20/20 Match Referee shall consult with both captains.

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

7.2.4 If the decision is not to resume play, the on-field umpires shall consider one of the options in the following sequence:

a

whether the existing pitch can be repaired. Repair work will only be considered if there has been malicious damage to a non-crucial part of the pitch;

b

whether the alternative pitch can be used;

c

whether the match has to be abandoned.

7.2.5 When such a decision is made, the ground authority shall make a public announcement as soon as possible following that decision.

7.2.6 In the event of a decision being taken in favour of Clauses 7.2.4 (a) or 7.2.4 (b) above, the supervision of the remedial or new preparatory work shall be the responsibility of the on-field umpires and the representative of the ground authority.

7.2.7 The rescheduled starting time and the rescheduled cessation time, together with any make-up procedures herein provided, shall be the responsibility of the on-field umpires.

7.2.8 In the event that the existing pitch can be made playable after suitable remedial work in Clause 7.2.4 (a) above, the match shall continue from the point stopped.

7.2.9 If a new pitch is prepared as in Clause 7.2.4 (b) above, the match shall be restarted from the first ball (but see Clause 7.2.7 above).

7.2.10 If the decision is to abandon the match as in Clause 7.2.4 (c) above, representatives of Stanford 20/20 shall agree on whether the match can be replayed within the existing schedule.

7.3

Law 7.5 - Non-turf pitches

Law 7.5 shall not apply.

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

8.

Law 8 - The Wickets

8.1

Law 8.2 - Size of stumps

The following shall apply in addition to Law 8.2:

For televised matches Stanford 20/20 may 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.

9.

Law 9 - The Bowling, Popping and Return Creases

9.1

Law 9.3 - The Popping Crease

Law 9.3 shall apply, except that the reference to 'a minimum of 6 ft' shall be replaced by 'a minimum of 15 yards (13.71 metres)'.

9.2

Additional Crease Markings

The following shall apply in addition to Law 9:

As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix 4 shall be marked in white at each end of the pitch.

10.

Law 10 - Preparation and Maintenance of the Playing Area

10.1 Law 10.1 - Rolling

The following shall apply in addition to Law 10.1:

10.1.1 Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the groundsman.

Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the groundsman, 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.

10.1.2 The umpires may instruct the groundsman to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

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

10.2 Law 10.6 - Maintenance of footholes

The following shall apply in addition to Law 10.6:

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.

11.

Law 11 - Covering the Pitch

11.1 Law 11.1 - Before the match

The following shall apply in addition to Law 11.1:

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

11.2

Law 11.2 - During the match

Law 11.2 shall be replaced by the following:

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, a minimum 5 metres either side of the pitch and any worn or soft areas in the outfield.

11.3

Law 11.3 - Covering bowlers' run ups

Law 11.3 shall be replaced by the following:

The bowler's run-ups shall be covered to a distance of at least 10 x 10 metres.

11.4

Law 11.4 - Removal of covers

Law 11.4 shall be replaced by the following:

The covers shall be removed no earlier than 5.00 a.m. and no later than 7.00 a.m. (7.00 a.m. and 9.00 a.m. for day/night matches) on the morning of the match provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.

Attention is drawn to Clause 3.5.

12.

Law 12 - Innings

Law 12 shall apply subject to the following (see also clauses 15 and 16 below):

12.1 Law 12.1 - Number of innings

Law 12.1 shall be replaced by the following:

All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.

12.2 Law 12.2 - Alternate innings

Law 12.2 shall not apply.

12.3 Law 12.3 - Completed innings

Laws 12.3 (c), (d) and (e) (iii) shall not apply.

12.4

Length of Innings

12.4.1 Uninterrupted Matches.

a)

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

b)

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

c)

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

d)

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.

e)

Penalties may apply for slow over rates (refer WICB Code of Conduct).

12.4.2 Delayed or Interrupted Matches

a)

Delay or Interruption to the Innings of the Team Batting First (see Appendix 2)

(i)

When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour in the total remaining time available for play.

(ii)

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 the innings not being completed earlier.

(iii)

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 15 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 the interval will be taken into consideration. This calculation must not cause the match to finish earlier than the original 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.

(iv)

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

(v)

Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.

(vi)

Penalties may apply for slow over rates (refer to WICB Code of Conduct).

b)

Delay or Interruption to the innings of the Team Batting Second (see Appendix 3)

(i)

When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 15 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

(ii)

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

(iii)

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

(iv)

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

(v)

A fixed time will be specified for the close of play by applying a rate of 15 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.

(vi)

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.

(vii) Penalties may apply for slow over rates (refer WICB Code of Conduct).

12.5 Extra Time

Stanford 20/20 may provide for extra time where the start of play is delayed or play is suspended.

12.6 Number of Overs per Bowler

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

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

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

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

13.

Law 13 - The Follow-on

Law 13 shall not apply.

14.

Law 14 - Declaration and Forfeiture

Law 14 shall not apply.

15.

Law 15 - Intervals

Law 15 shall apply subject to the following:

15.1

Law 15.5 - Changing agreed times for intervals - Interval between Innings

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.

15.2

Law 15.9 - Intervals for drinks

No drinks intervals shall be permitted.

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.

16.

Law 16 - Start of Play; Cessation of Play

Law 16 shall apply subject to the following (see also clauses 15 and 12.4):

16.1 Law 16.1 – Start and Cessation Times

To be determined by Stanford 20/20 subject to there being 2 sessions of 1 hour 20 minutes each, separated by a 20 minute interval between innings.

17.

Law 17 - Practice on the Field

17.1 Law 17.1 - Practice on the field

The following shall apply in addition to Law 17.1:

The use of the square for practice on any day of any match will be restricted to any netted practice area on the square set aside for that purpose.

18.

Law 18 - Scoring Runs

Law 18 shall apply.

19.

Law 19 - Boundaries

19.1 Law 19.2 - Defining the boundary - boundary marking

The following shall apply in addition to Law 19.2:

All boundaries must be designated by a rope or similar object of a minimum standard as authorised by Stanford 20/20. Where appropriate the rope should be a required minimum distance (3 yards (2.74 metres) minimum) inside the perimeter fencing or advertising signs.

19.3 Law 19.3 - Scoring a boundary

The following shall apply in addition to Law 19.3:

If an unauthorised 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. See also Law 19.1 (c).

20.

Law 20 - Lost Ball

Law 20 shall apply.

21.

Law 21 - The Result

Law 21 shall apply subject to the following:

21.1 Law 21.1 - A win - two innings match

Law 21.1 shall not apply.

21.2 Law 21.2 - A win - one innings match

Law 21.2 shall apply in addition to the following:

21.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), 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.

21.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result.

In the event of a match ending in a no result, the teams shall compete in a bowl out to determine the winner.

Refer attached Appendix 6.

21.3 Law 21.3 – Umpire (Referee) awarding a match

Law 21.3 shall be replaced by the following:

a)

A match shall be lost by a side which either

(i) concedes defeat or

(ii) in the opinion of the Stanford 20/20 Match Referee refuses to play and the Referee shall award the match to the other side.

b)

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 Referee of this fact.

The Referee shall together with the umpires ascertain the cause of the action. If the Referee, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, he shall so inform the captain of that side. If the captain persists in the action the Referee shall award the match in accordance with (a)(ii) above.*

c)

If action as in (b) 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 clause 12.4.2 above.

*NB: 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 WICB Code of Conduct.

21.4 Law 21.4 - A Tie

Law 21.4 shall apply in addition to the following:

In the event of a tied match the teams shall compete in a bowl out to determine the winner. Refer attached Appendix 6.

21.5 Law 21.5 - A Draw

Law 21.5 shall not apply.

21.6 Interrupted or Prematurely Terminated Matches - Calculation of the Target Score

21.6.1 Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 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 method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis Regulations).

21.6.2 Prematurely Terminated Matches

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 D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method (Refer Duckworth/Lewis 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.

21.7

Correctness of result

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.4, 21.8 and 21.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

22.

Law 22 - The Over

Law 22 shall apply subject to the addition of the following to Law 22.5:

22.1 Law 22.5 - Umpire miscounting

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

23.

Law 23 - Dead Ball

Law 23 shall apply.

24.

Law 24 - No Ball

Law 24 shall apply subject to the following:

24.1 Law 24.1 (b) Mode of delivery

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

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

24.2 Free Hit after a foot-fault no ball

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

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

Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of clause 41.2 shall apply).

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.

25.

Law 25 - Wide Ball

25.1 Law 25.1 - Judging a Wide

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

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

Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.

A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls.

26.

Law 26 - Bye and Leg Bye

Law 26 shall apply.

27.

Law 27 - Appeals

Law 27 shall apply.

28.

Law 28 - The Wicket is Down

Law 28 shall apply.

29.

Law 29 - Batsman out of His Ground

Law 29 shall apply.

30.

Law 30 - Bowled

Law 30 shall apply.

31.

Law 31 - Timed Out

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

32.

Law 32 - Caught

Law 32 shall apply.

33.

Law 33 - Handled the Ball

Law 33 shall apply.

34.

Law 34 - Hit the Ball Twice

Law 34 shall apply.

35.

Law 35 - Hit Wicket

Law 35 shall apply.

36.

Law 36 - Leg Before Wicket

Law 36 shall apply.

37.

Law 37 - Obstructing the Field

Law 37 shall apply.

38.

Law 38 - Run Out

Law 38 shall apply.

39.

Law 39 - Stumped

Law 39 shall apply.

40.

Law 40 - The Wicket-Keeper

Law 40 shall apply.

41.

Law 41 - Fielder

Law 41 shall apply subject to the following:

41.1 Law 41.1 - Protective equipment

The following shall apply in addition to Law 41.1:

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

41.2 Restrictions on the placement of fieldsmen

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

41.2.2 In addition to the restriction contained in clause 41.2.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

a.

Subject to 41.2.3 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Fielding Restriction Overs).

b.

Two semi-circles shall be drawn on the field of play.

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

c.

During the Fielding Restriction Overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

d.

During the non Fielding Restriction Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.2 b above.

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

Total overs	No. of overs for which fielding in innings restrictions in clauses 41.2.2 a & 41.2.2 c above will apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5

41.2.4 Where, in an interrupted innings, on resumption the recalculated number of Fielding Restriction Overs (as set out above) is no longer achievable, the actual number of Fielding Restriction Overs for that innings will be the closest achievable whole number

41.2.5 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 number of Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

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

42.

Law 42 - Fair and Unfair Play

42.1 Law 42.3 - The Match Ball - changing its condition

Law 42.3 shall apply, subject to the following:

a.

Law 42.3 (e) (ii) shall be replaced with the following:

Inform the captain of the fielding side of the reason for the action taken.

b.

The umpires shall report the incident to the Stanford 20/20 Match Referee.

c.

The Stanford 20/20 Match Referee shall take action as is appropriate against the player(s) responsible for the conduct under the WICB Code of Conduct.

d.

If the Stanford 20/20 Match Referee is unable to identify the player(s) responsible for such conduct, the captain shall take responsibility and will be subject to such action as is appropriate under the WICB Code of Conduct.

e.

In the event that a ball has been interfered with and requires replacement 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.

42.2 Law 42.4 - Deliberate attempt to distract striker

Law 42.4 shall apply subject to the following:

In addition, the umpires shall report the incident to the Stanford 20/20 Match Referee under the WICB Code of Conduct.

42.3 Law 42.5 - Deliberate distraction or obstruction of batsman

Law 42.5 shall apply subject to the following:

In addition, the umpire shall report the incident to the Stanford 20/20 Match Referee under the WICB Code of Conduct.

42.4 Law 42.6 - Dangerous and Unfair Bowling

42.4.1 Law 42.6 (a) - The Bowling of Fast Short Pitched Balls

Law 42.6 (a) shall be replaced by the following:

a

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

b

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 crease.

c

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

d

In addition, for the purpose of this regulation and subject to Clause 42.4.1 (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.

e

For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over

f

In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in Clause 42.4.1 (b) above, the umpire at the bowlers 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.

g

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.

h

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.

i

Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

j

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

k

The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

l

The umpires will then report the matter to the Stanford 20/20 Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

The above is not a substitute for Clause 42.5 below which umpires are able to apply at any time.

42.4.2 Law 42.6 (b) Bowling of High Full Pitched Balls

Law 42.6 (b) shall be replaced by the following:

a

Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.

b

A slow delivery, which passes or would have passed on the full above shoulder height of the striker standing upright at the crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.

c

In the event of a bowler bowling a high full pitched ball as defined in Clauses 42.4.2 (a) and 42.4.2 (b) above (i.e. a beamer), the umpire at the bowler's end shall, in the first instance, call and signal no ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.

d

Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

e

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

f

The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.

g

The umpires will then report the matter to the Stanford 20/20 Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

42.5 Law 42.7 - Dangerous and Unfair Bowling - Action by the umpire

Law 42.7 shall be replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of Clauses 42.4.1, 42.4.2 and 42.6 the following shall apply at any time during the match:

42.5.1 The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.

42.5.2 In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:

a

In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.

b

If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.

c

Both the above caution and final warning shall continue to apply even though the bowler may later change ends.

d

Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).

e

The bowler thus taken off shall not be able to bowl again in that innings.

f

The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

g

The umpires will then report the matter to the Stanford 20/20 Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

42.6 Law 42.8 - Deliberate bowling of High Full Pitched Balls

Law 42.8 shall be replaced by the following:

If the umpire considers that a high full pitch delivery which is deemed dangerous and unfair as defined in Clause 42.4.2 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

42.6.1 Call and signal no ball.

42.6.2 When the ball is dead, direct the captain to take the bowler off forthwith.

42.6.3 Not allow the bowler to bowl again in that innings.

42.6.4 Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

42.6.5 Report the occurrence to the other umpire, to the captain of the batting side and the Stanford 20/20 Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play

Responsibility of the Captains).

42.7 Action by the umpires for dangerous and unfair Bowling

Should the umpires initiate the caution and warning procedures set out in Clauses 42.4.1, 42.4.2, 42.5 and 42.6 such cautions and warnings are not to be cumulative.

42.8 Law 42.9 - Time Wasting by the Fielding Side

Law 42.9 shall apply subject to Law 42.9 (b) being replaced by the following:

If there is any further waste of time in that innings, by any member of the fielding side the umpire shall:

a

Call and signal dead ball if necessary, and;

b

Award 5 penalty runs to the batting side (see Law 42.17).

c

Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.

d

Report the occurrence to the Stanford 20/20 Match Referee who shall take such action as is considered appropriate against the captain and the team concerned under the WICB Code of Conduct.

42.9

Law 42.10 - Batsman Wasting Time

Law 42.10 shall apply, subject to the following:

In addition, the umpires will report the incident to the Stanford 20/20 Match Referee under the WICB Code of Conduct.

42.10 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 participating countries, be allowed.

APPENDIX 1

All penalty runs in the Laws of Cricket (2000 Code 2nd Edition - 2003) now apply. Some penalty runs can be referred to the Stanford 20/20 Match Referee for further action if necessary.

APPENDIX 2

Calculation Sheet for Use When Delays or Interruptions Occur in First Innings of Twenty20 Internationals

Time

Net playing time available at start of the match 160 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)

Overs and Fielding Restrictions

Overs in match [G / 4] round up fraction and +1 if necessary _____ (H)
Max. overs per team [H / 2] _____ (I)
Max. overs per bowler [I / 5] _____ overs
Fielding restrictions [Refer to 41.2.6] _____ overs
Fielding restrictions innings 1 _____ overs
Fielding restrictions innings 2 _____ overs
[Refer to 41.2.6]

Rescheduled Playing Hours

First session to commence or recommence _____ (J)
Length of innings [I x 4] _____ (K)
Rescheduled cessation time [(J + K) – B] _____
Length of interval _____
Second session commencement time _____ (L)
Rescheduled cessation time = (L + K) _____

APPENDIX 3

Calculation Sheet for Use When Delays or Interruptions Occur in Second Innings of Twenty20 Internationals

Time

Original cessation time of innings _____ (A)
Time at start of interruption _____ (B)
Restart time _____ (C)
Length of interruption [C – B] _____ (D)
Extra time available _____ (E)
Total playing time lost [D – E] _____ (F)
Amended cessation time of innings [A + E] _____ (G)

Overs

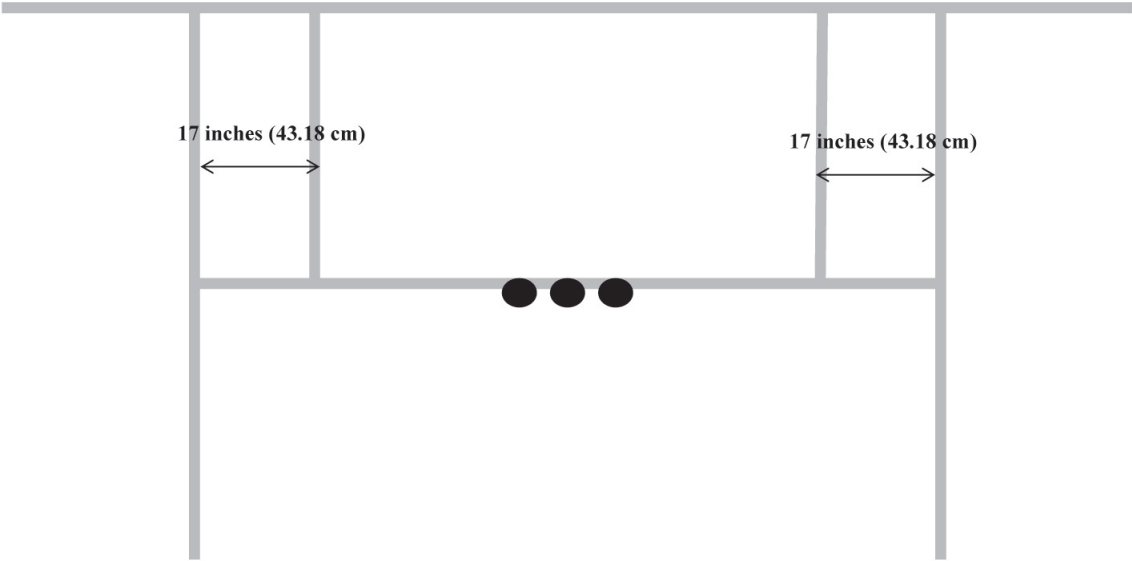
Maximum overs at start of innings _____ (H)
Overs lost [F / 4] ignore fractions _____ (I)
Adjusted maximum length of innings [H – I] _____ (J)

Overs per bowler and Fielding Restrictions

Max. overs per bowler [J / 5] _____ overs
Fielding restrictions [Refer to 41.2.6] _____ overs

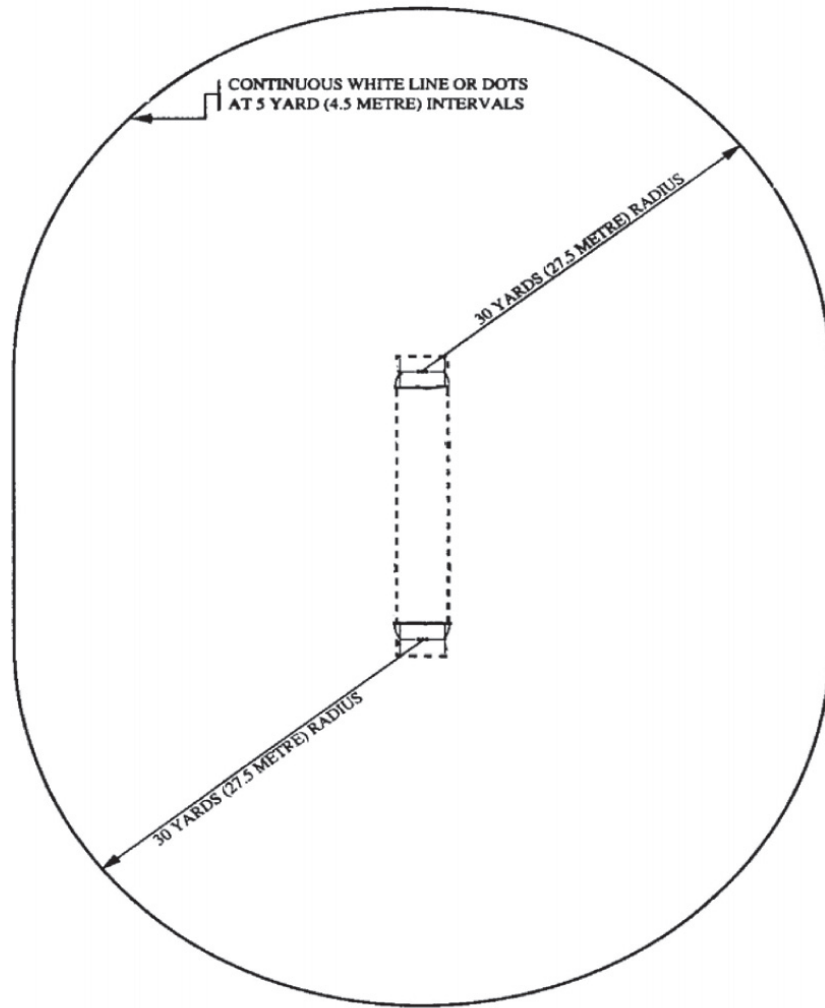
APPENDIX 4
CREASE MARKINGS

APPENDIX 4
CREASE MARKINGS



APPENDIX 5

Restriction of the placement of fieldsmen



APPENDIX 6

Procedure for the Bowl Out

The following procedure will apply should the provision for a bowl out be adopted in any match.

1. Subject to weather conditions the bowl out will take place on the scheduled day of the match at a time to be determined by the referee. In normal circumstances the bowl out shall commence 15 minutes after the conclusion of the match.
2. The bowl out will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the referee.
3. A full set of stumps, including bails, will be pitched at both ends of the designated pitch.
4. The bowlers will all bowl from the same end. The host television broadcaster shall be consulted as to which end of the ground the bowlers should bowl from, although the final decision will be taken by the referee.
5. The Ground Authority shall ensure there is a supply of six used balls available for the bowl out. The umpire at the bowler's end shall be responsible for custody of the balls. Immediately prior to his delivery, each bowler will be permitted to choose the ball for his delivery.
6. 5 minutes prior to the start of the bowl out, the captains shall toss a coin for the right to decide which team bowls first or second in the bowl out. The referee will supervise the toss in the normal manner.
7. The captains shall nominate their five bowlers in writing to the referee prior to the toss. Such bowlers must be from the 11 nominated players for that match. The wicket keeper may be one of the nominated bowlers in which case one of the players not nominated as a bowler in the bowl out shall perform the wicket keeping responsibilities during the bowl out.
8. Following the toss the nominated bowlers (and, if the captain is not one of the bowlers, the captain), the wicket keepers and the coaches from each side will take up a position on the field at mid wicket/extra cover outside the 30-yard circle. The remainder of the players and team officials shall be required to remain beyond the boundary.
9. The on-field umpires shall take up their normal positions at the bowler's end and at square leg respectively.
10. The nominated bowlers shall each bowl a delivery making a total of 10 deliveries (5 from each team). The deliveries are taken alternatively by the teams. The bowlers must bowl in the same sequence as the list of players nominated and communicated by the team captains to the referee prior to the toss for the bowl out. The team with the most number of hits after five deliveries each shall be declared the winner.
11. If, after both teams have bowled 5 deliveries, both have scored the same number of hits on the wicket, or have not scored any hits, a second series of deliveries must be started with the same players, subject to injury (see point 12 below), and shall continue until one team has scored a hit more than the other from the same number of deliveries. That team shall be declared the winner. The sequence of bowlers need not be the same as in the previous series and the captain shall have the freedom of choice at the time of each delivery as to which of the 5 nominated bowlers shall bowl. In the second series, all 5 nominated bowlers shall bowl a delivery before any of them are eligible to bowl a further delivery.
12. If any of the nominated bowlers is injured during the bowl out (at any time after the toss has been taken), the injured bowler may be replaced by another player who was a member of the 11 players nominated for the match. For the sake of clarity, the replacement bowler may not be one of the other nominated bowlers.
13. The referee will be responsible for making sure only the nominated bowlers actually bowl, that the correct sequence is followed and that no bowler bowls more than once until permitted to do so.
14. The wicket keeper will not be permitted to stand up to the stumps.
15. The teams shall be entitled to a warm up period prior to the toss for the bowl out. Players shall be entitled to measure and practice their run ups during this warm up period provided no player shall be entitled to bowl any delivery on the square itself. Once the toss has taken place no further practice deliveries, measurement or practice of run ups shall be allowed (whether on the square or outfield).
16. The umpires will be responsible for officially recording the number of 'hits' on the wicket. Unless otherwise stated by the referee and on-field umpires, Law 24 and ICC standard playing condition 24.1 shall apply. In the case of an infringement the umpire shall call and signal 'no ball' and the delivery shall be considered a miss and will not be retaken. A hit achieved with a "fair" delivery shall be signalled by the bowling end umpire in the manner of an out dismissal.
17. The umpires' decision shall be final as to the fairness of the delivery and the result of the bowl out.