

Odisha Cricket Association

One-day Playing Conditions

A: LAWS OF CRICKET AND FORMAT OF THE TOURNAMENT

1. Laws of cricket

Except as varied hereunder, the Laws of Cricket, 2017 code 2nd edition shall apply along with BCCI standard playing condition 2019-2020 for domestic cricket and will be known as O.C.A. bye laws/rules for One-day matches.

2. (a) All the matches will be played on Turf/Matting wicket as per the decision of the tournament committee.
) All matches will be played for one-day duration and limited to maximum 50 overs and minimum 20 overs

B: PLAYING CONDITION FOR MATCHES OF ONE-DAY DURATION

1. Hours of Play and Intervals

- (a) Start and Cessation times

Normal schedule hour will be

First Session : 3 hours 30 minutes

BREAK : 45 minutes

Second Session : 3 hours 30 minutes

The timings can be arranged by umpires in consultation with the local organizing body.

- (b) Interval between innings in case of loss of time

In case of loss of time the Umpire may reduce the length of overs and also the interval time as appropriate. However, the length of interval will be minimum 10 minutes.

- (c) Interval for Drink

Two drink breaks per session are permitted, each after 75 minutes of play in progress. Under extreme heat conditions the umpires may permit an extra interval for drink.

2. Length of Innings & Results

- (a) Each team shall bat for 50 overs (six balls over) 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 second session shall commence at the scheduled time.
- (c) If the team batting first is dismissed in less than total agreed number of overs then the team batting second shall be entitled to bat for total quota of agreed number of overs.
- (d) If the team fielding second fails to bowl total number of overs within the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result has been achieved.
- (e) In case of delay or interruption, the object should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.
The calculation of number of overs to be bowled shall be based on an average rate of 15 overs per hour in the total time available for play excluding the drink breaks, if any. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required. Fractions are to be ignored in all calculations to the number of overs.
- (f) In case of delay or interruption to the innings of team batting first, a fixed time will be specified for the completion of first session.
- (g) In case of delay or interruption to the innings of team batting second, then the numbers of overs to be bowled shall be reduced at the rate of 1 over for every 4.2 minutes of time lost. Fraction of time (less than 4.2 minutes) should be ignored in this calculation.
- (h) The team batting second shall not bat for a greater number of overs than first team unless the latter has been all out in less than the agreed numbers of overs.
- (i) In case of reduction of overs in the second innings the target score will be achieved by applying average method i.e. **Target= overs available x run-rate of first Innings + 1**
- (j) In case the second innings is terminated without the result being achieved due to unforeseen events, then the results will be drawn applying average method described above provided at-least 20 overs of the second innings is completed else it will be considered as no-result.

3. Restriction of the placement of fieldsmen

- (a) There may not be more than 5 fieldsmen on the leg-side at the instant of delivery.
- (b) The Power Play rule as given below will be in force during the tournament



At the instant of delivery:

Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive

Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

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

Innings Duration	Power Play-1	Power Play-2	Power Play-3	Innings Duration	Power Play-1	Power Play-2	Power Play-3
20	4	12	4	35	7	21	7
21	4	13	4	36	7	22	7
22	5	13	4	37	8	22	7
23	5	14	4	38	8	23	7
24	5	14	5	39	8	23	8
25	5	15	5	40	8	24	8
26	5	16	5	41	8	25	8
27	6	16	5	42	9	25	8
28	6	17	5	43	9	26	8
29	6	17	6	44	9	26	9
30	6	18	6	45	9	27	9
31	6	19	6	46	9	28	9
32	7	19	6	47	10	28	9
33	7	20	6	48	10	29	9
34	7	20	7	49	10	29	10

(b) If play is interrupted during an innings and the table above applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations:

A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

(c) At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

(d) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No ball (repetition by the bowler's end umpire to the scorer)

4. No ball

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

A bowler shall be permitted **TWO** fast short-pitched delivery per over. The umpire will indicate such balls to bowler and batsman at crease during the over. On delivering third such delivery during the over, the bowler's end umpire shall call and signal "No-ball" with a differential signal of tapping the head with other hand along with normal No-ball signal. Caution, final warning and withdrawal of bowler procedure shall be followed for this type of No-balls.

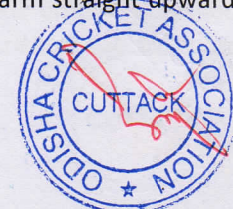
5. Free-hit after a call of no-ball

Any delivery following a any no-ball call shall be free-hit for which ever batsman is facing it. If the delivery for a free-hit is not a legitimate delivery (any kind of no ball or wide ball, then the next delivery will become a free hit for which ever 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 was called a wide ball.

Field changes are not permitted for free-hit deliveries unless there is a change of striker.

The bowler end umpire shall signal a free-hit by (after normal no-ball signal) extending one arm straight upwards and moving it in a circular motion

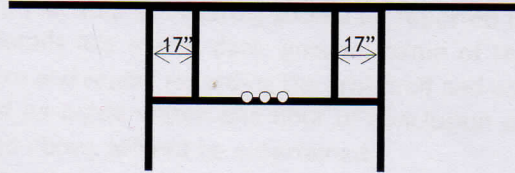


6. Wide bowling - Judging a wide

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any off side or leg side delivery, which, in the opinion of the umpire does not give the batsman a reasonable opportunity to score, shall be called a wide. In case the match is played in matting pitches, ball pitching outside the matting area, shall be regarded as "Dead Ball".

"A reference line from bowling crease to popping crease on either end at a distance of 17" from the return creases from each side of the wicket may be marked to keep consistency in the call of wide"

Sample diagram:



7. The ball

Each fielding team shall have one new ball for its innings. In the event of ball being unfit for play in the opinion of umpires, then the ball may be replaced by another ball, which has similar amount of wear. Either bowler or batsman may raise the matter with the umpires and the umpires' decision as far as the replacement of ball is concerned will be final.

8. Results for League Stage

(a) The point will be awarded as given below:

Win:	2 points
Tie or no-result:	1 points each

(b) In the event of teams finishing with equal points, the right to play in next round will be determined as follows

- (i) The team with most number of wins
- (ii) If still equal, the team with highest net run-rate i.e. $(R1/O1) - (R2/O2)$, where
R1-> Runs scored in all League Matches & R2-> Runs conceded in all League Matches
O1-> Overs faced in all League matches & O2-> Overs bowled in all League matches
- (iii) If no result is obtained applying (i), (ii) & (iii) then the matter shall be referred to the Tournament Committee whose decision thereon will be the final.
- (iv) A match, which is declared as no-result or abandoned the run rate is not applicable

C: DECLARATION, ELIGIBILITY & OTHER REGULATIONS:

1. Declaration

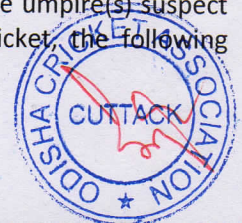
In case of any disputes or unforeseen events not mentioned in this playing condition, the decision taken by the umpires and the tournament committee shall be final.

2. The umpires are authorized to intervene in case of

- Time wasting
- Damaging the Pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Ground and light condition
- Any other action considered unfair in by the umpires.
- The umpire's decision as regard the above matters is always final. The umpires are also authorized to take any measure to make the ground fit.

3. Umpires are to keep strict vigil for the followings:

- Dispute or not complying with the umpires' decision by word, action or gesture.
- Threaten or use direct abusive language towards an opponent player, own team-mate or umpire.
- Appeal knowing that the batsman is not out.
- For above mentioned or any other gross misbehavior or activity, which brings disrepute to the game, the umpire can suspend the involved player/players maximum for one match in addition to the current match in progress informing tournament committee in writing.
- The umpires will also keep very strict vigil on the arm action of the bowler. In case the umpire(s) suspect any illegal arm action as per definition of arm action described in the laws of cricket, the following procedure should be followed.



Step-1: Advice the captain to instruct the concerned bowler to bowl with proper arm-action.

Step-2: In case the bowler again found with suspect action after the 1st step, then the captain should be advised (preferably at the end of the over) to stop the bowler for the rest of the innings.

Step-3: In case the bowler continues to bowl and again found with suspect action after the 1st & 2nd step, then the umpire(s) shall follow the action regarding illegal arm-action as set out in the laws of cricket.

However, if in the opinion of the umpire(s) the bowler is a blunt chucker (bends his arm in each and every ball) then step-1 and step-2 can be dispensed with and normal action as per laws of cricket should be taken.

Any action taken in this regard (i.e. step-1 onwards) should be reported to OCA immediately at the conclusion of the match in writing giving details like match date, ground, name of the both the team, name of the bowler, names of the striker-end umpire and report regarding the arm-fault and action taken thereof.

6. Any protest, in writing, should be made within one hour of conclusion of the match. Protest made without the proper procedure as mentioned above will not be entertained.

7. Should any matter arise not expressly provided herein above, the the concerned Organising units shall have the power to deal with it on the report of the Umpires & the decision is binding to all the participating teams.



Srijit Bala
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