



Playing Conditions for MCA Corporate Trophy A & B Division

(Incorporating Laws of Cricket 2017 (2nd Edition – 2019))

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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.

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 4 substitute fielders in writing to one of the Umpires before the toss **in prescribed format**. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.

1.2.2 Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the Umpires, in exceptional circumstances, allow subsequent additions.

1.2.3 All those nominated including those nominated as substitute fielders, must be registered with the Association and 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



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by all the applicable MCA Regulations pertaining to local matches under the jurisdiction of the Association and in particular to the Code of Conduct.

- 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
 - 1.2.5.2 Enter any part of the playing area (Which shall include the field of play) at any time, including scheduled or unscheduled breaks in play.
- 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.

1.3 Captain

- 1.3.1 If at any time the captain is not available, a deputy shall act for him.
- 1.3.2 If a captain is not available to nominate the players, then any one of the nominated member of playing eleven of 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

- 2.1.1 Umpires shall be appointed by Mumbai Cricket Association for all matches **to control the game as required by these Playing Conditions with absolute impartiality**. They shall be present on the ground at least 45 minutes before the scheduled start of play on each day of the match. However, if the appointed umpire/umpires has/have failed to reach within 15 minutes of the scheduled start of the match, the captains shall mutually decide to appoint umpire/umpires to ensure that the match is not delayed. Such umpires appointed by both the captains shall officiate as full-fledged umpires.

- 2.1.2 Neither team will have a right of objection to the appointment of any umpire.

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.



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2.3 Consultation with Captains

Before the match the umpires shall consult with the Captains 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 if applicable).

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

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 The ball

2.5.2.2 The bat

2.5.2.3 either clauses 8.2 (Size of stumps) and 8.3 (The bails).

2.5.3 no player uses equipment other than that permitted. See paragraph 2 of Appendix A. 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



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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. See clause 6.1 (Area of pitch).

2.8.2 The umpires shall be the final judges of the fitness of the ground, weather and light for play. However, the umpires shall involve and consult the MCA Match Observer (if appointed) before deciding not to start / recommence after an interval/interruption. They shall also involve the Match Observer (if appointed) when they need to suspend or call off play in dangerous and unreasonable conditions. However, when play is in progress, the Umpires by themselves will take any decision regarding suspension of play.

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 MCA Match Observer if he is appointed.

Where MCA Match Observer is not appointed the Umpires shall solely take the decision.

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

If a shadow from a fielder falls across the striker's 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.

2.8.4 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.

If play is in progress up to the start of an agreed interval, then it will resume after the interval unless the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place.



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2.8.5 The safety of all persons within the ground is of paramount importance to the MCA. In the event of any threatening circumstance, whether actual or perceived (including for example weather, pitch invasions, act of God, etc.), then the umpires, 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, the MCA Match Observer if he is appointed.

2.8.6 Where play is suspended under clause 2.8.5 above the decision to abandon or resume play shall be the responsibility of the Umpires / MCA Match Observer if he is appointed who shall act only after consultation with the MCA authorities.

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

The umpires shall change ends after each side has had one completed innings. See clause 13.3 (Completed innings).

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.



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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.

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, if more than one run is short, for informing them as to 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/her 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,



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the wickets that have fallen and, where appropriate, the number of overs bowled.

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

One or 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

Cricket balls of the following brands are approved by the association:

- (i) S. G. Test**
- (ii) BAS Test**
- (iii) BAS County Gold**
- (iv) Paddy 7 Star**
- (v) Omtex (League 003)**
- (vi) S. G. Tournament Special**
- (vii) Vayu**

These are brands of balls approved by the MCA. There could be a few additions or deletions to this list which shall be notified in writing by the requisite authorized person from time to time. It is explicitly understood that MCA shall decide and inform of the brand of balls to be used in each tournament or division within the tournament.

It is the responsibility of the participating teams to carry the balls of approved brand to be used in the match unless provided by The Association.

If the balls are supplied by The Association, it is the responsibility of participating teams



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to see that sufficient balls of the specified brands are collected from Tournament Committee well in advance and made available.

In case of balls to be supplied by the Tournament Sub-Committee do not reach the venue of the match in time for any reason or prescribed balls are not made available by teams, then with the permission of both umpires / Observer, available balls of any of the approved brands as mentioned above may be used for the match. **However, provided both the teams are able to use any of the approved brands of balls, match cannot be delayed/stopped on this account and no protest shall be entertained.**

The teams must also keep a stock of various degrees of used old balls, which could be of any of the approved brands as mentioned above.

Umpires should ascertain before the start of the match that approved balls as mentioned above (New and Old), are available and the provision is adhered to.

In the event of a ball becoming wet and soggy as a result of play in inclement weather, or is affected by dew and/or in the opinion of the umpires, becoming unfit for play, replacement ball could be of any brand, with an emphasis on a ball of similar wear and tear. Either bowler or batsman may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.

4.3 New ball

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

4.4 New ball available after 80 overs

The captain of the fielding side may demand a new ball when the number of overs, excluding any part overs, bowled with the old one is equal to or greater than 80 overs. The umpire shall inform the other umpire and indicate to the batsmen and the scorers whenever a new ball is taken into play.

New ball shall be mandatorily taken after 100 overs have been bowled with the old ball. When the ball is replaced, umpire shall inform the other umpire, batsmen and the scorers.

Not applicable for 75 overs match

4.5 Ball lost or becoming unfit for play

From the moment the ball is lost or cannot be retrieved, the umpires shall continue the game uninterrupted by use of a replacement ball which could be of any brand, approved by The Association (given in 4.2 above) with an emphasis on a ball of similar wear and tear kept ready with the scorer.

Further search of the lost ball is to be carried out by members who are not involved in the game and the game shall continue with the substitute ball if the original ball is not found. The



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lost ball, if found some time later (**Within 5 overs**), shall be brought in to play at the end of the over in progress.

Example 1: Suppose the ball is lost from 10.1 to 10.5 overs. It can be brought into play, if found, latest before the commencement of the 16th over

Example 2: If the ball is lost on delivery no. 10.6 then it can be brought into play, if found, latest before the commencement of 17th over (i.e. up to 16.6).

It will be the responsibility of the fielding side to keep some spare balls of different wear & tear ready with the scorers from the start of their respective innings and to make them available to the Umpires when required for replacement. Both the Umpires' remark and signatures are necessary if the ball is lost. If there are no spare balls (used ones) then the Umpires will be empowered to assess and take action.

When the ball is replaced, the umpires shall inform the batsmen and the fielding captain.

5 THE BAT

5.1 The bat

5.1.1 The bat consists of two parts, a handle and a blade.

5.1.2 The basic requirements and measurements of the bat are set out in this clause.

5.2 The handle

5.2.1 The handle is to be made principally of cane and/or wood.

5.2.2 The part of the handle that is wholly outside the blade is defined to be the upper portion of the handle. It is a straight shaft for holding the bat.

5.2.3 The upper portion of the handle may be covered with a grip.

5.3 The blade

5.3.1 The blade comprises the whole of the bat apart from the handle.

5.3.2 The blade shall consist solely of wood and shall have a conventional 'flat' face.

5.4 Protection and repair

Provided clause 5.5 is not contravened,

The blade may be covered with material for protection, strengthening or repair. Such material shall not exceed 1/16 in/1.56 mm in thickness.

5.5 Damage to the ball

5.5.1 For any part of the bat, covered or uncovered, the hardness of the constituent materials and the surface texture thereof shall not be such that either or both could cause unacceptable damage to the ball.



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5.5.2 Any material placed on any part of the bat, for whatever purpose, shall similarly not be such that it could cause unacceptable damage to the ball.

5.5.3 For the purpose of this clause, unacceptable damage is any change that is greater than normal wear and tear caused by the ball striking the uncovered wooden surface of the blade.

5.6 Contact with the ball

In these clauses,

5.6.1 reference to the bat shall imply that the bat is held in the batsman's hand or a glove worn on his hand, unless stated otherwise.

5.6.2 contact between the ball and any of 5.6.2.1 to 5.6.2.4

5.6.2.1 the bat itself

5.6.2.2 the batsman's hand holding the bat

5.6.2.3 any part of a glove worn on the batsman's hand holding the bat

5.6.2.4 any additional materials permitted under 5.4 shall be regarded as the ball striking or touching the bat or being struck by the bat.

5.7 Bat size limits

5.7.1 The overall length of the bat, when the lower portion of the handle is inserted, shall not be more than 38 in/96.52 cm.

5.7.2 The blade of the bat shall not exceed the following dimensions:

Width: 4.25in / 10.8 cm

Depth: 2.64in / 6.7 cm

Edges: 1.56in / 4.0cm.

Furthermore, it should also be able to pass through a bat gauge as described in paragraph 1.1 of Appendix B.

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 centres of the two middle stumps, each parallel to it and 5 ft/1.52 m from it. If the pitch is next to an artificial pitch which is closer than 5 ft/1.52 m from the middle stumps, the pitch on that side will extend only to the junction of the two surfaces. See clauses 8.1 (Description, width and pitching) and 7.2 (The bowling crease).



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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), 2.8 (Suspension of play in dangerous or unreasonable conditions) and 6.4 (changing the pitch).

If the pitch is not prepared or in the opinion of umpires, the pitch which is already prepared is not fit enough to commence the play, they shall make every effort to improve the condition of the pitch so that match could be played. If they are of the opinion that there is a possibility of the match being played by preparing another pitch on the same plot or square and start the match by adjusting the time lost, they can do so.

The umpires shall mention the reasons in writing in the score book if the match could not be played or the start is delayed for the above-mentioned reason.

Drying of the pitch:

Prior to 45 minutes before the scheduled start of the match, the artificial drying of the pitch and the outfield shall be at the discretion of the groundsmen. However, before the start of the match, if in the opinion of the umpires, it is not fit to start the game, they may use artificial methods to dry or improve the conditions of the pitch. Thereafter and throughout the match, drying of the outfield may be undertaken at any time by the groundsmen, if directed by the umpires and subject to weather conditions.

Artificial drying of the pitch is expressly prohibited at any time during the match.

Artificial drying of pitch can only be done till the toss. No artificial drying of pitch shall take place after the toss.

The umpires may adopt artificial drying of any area, EXCEPT THE PITCH, if required, at any time during the match.

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.

6.3.1.1 Only Captain and One coach may walk on the actual playing surface of the pitch area (outside of the crease markings).

6.3.1.2 No spiked footwear shall be permitted.

6.3.1.3 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.

6.3.1.4 Access shall not interfere with pitch preparation.

6.3.1.5 In the event of any dispute, the Umpires / MCA Match Observer if appointed will rule and their/his ruling will be final.

6.4 Changing the pitch

In the event of a pitch being considered too dangerous for play to continue in the estimation



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of the on-field umpires, they shall stop play and consult with both the captains.

- 6.4.1 If the captains agree to continue, play shall resume.
- 6.4.2 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, and the match can be resumed from the point it was stopped. In considering whether to authorise such repairs, the Umpires must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.
 - b) Whether an alternative pitch can be used.
 - c) Whether the match has to be abandoned.
- 6.4.3 In the event of a decision being taken in favour of Clauses 6.4.2 (a) or 6.4.2(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.
- 6.4.4 The rescheduled starting time and the rescheduled cessation time, together with any make-up procedures as provided herein, shall be the responsibility of the on-field umpires.
- 6.4.5 In the event that the existing pitch can be made playable after suitable remedial work as in Clause 6.4.2 (a) above, the match shall continue from the point stopped. The playing time lost between the stoppage time of the match and the actual restart time of the match will be treated as time lost and cannot be covered
- 6.4.6 If a new pitch is prepared as in Clause 6.4.2 (b) above, the match shall be restarted from the first ball (but see Clause 6.4.4 above). The playing time lost between the scheduled start time of the original match and the actual start time of the new match will be treated as time lost and cannot be covered
- 6.4.7 If the decision is to abandon the match as in Clause 6.4.2 (c) above, the Tournament Committee shall take further decision whether the match can be replayed.

6.5 Non-turf pitches

All 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. See paragraph 1 of Appendix C.

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.



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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 centres 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 centres 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.

8 THE WICKETS

8.1 Description, width and pitching

Two sets of wickets shall be pitched opposite and parallel to each other in the centres 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. See paragraph 2 of **Appendix B**.

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. See paragraph 2 of **Appendix B**.

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 (see paragraph 2 of Appendix B):

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 centre line.

8.4 Dispensing with bails

The umpires may agree to dispense with the use of bails, if necessary. If they so agree then



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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).

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 batting side, for a period of not more than 7 minutes, before the start of each innings, other than the first innings of the match, and before the start of each subsequent day's play. See clause 9.1.4.

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.

Before the toss umpires must ascertain the availability of rollers and inform both the captains that only those rollers will be used during the course of the match. If such available rollers are being used at another pitch or are not available at the same time, the umpires may wait and delay the start till the pitch is rolled and the playing time shall be extended by that much length caused by delay in order to compensate for the time lost. The closing time on that day will be rescheduled accordingly. **After the toss mechanical roller cannot be used.**

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.

9.1.4 Timing of permitted rolling

The rolling permitted (maximum 7 minutes) before play begins on any day shall be started not more than 30 minutes before the time scheduled or rescheduled for play to begin. The captain of the batting side may, however, delay the start of such rolling until not less than 10 minutes before the time scheduled or rescheduled for play to begin.

9.1.5 Prior to 45 minutes before the scheduled start of the match on the 1st day, 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.

9.2 Clearing debris from the pitch



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9.2.1 The pitch shall be cleared of any debris

9.2.1.1 before the start of each day's play. This shall be after the completion of mowing and before any rolling, not earlier than 30 minutes nor later than 10 minutes before the time or any rescheduled time for start of play.

9.2.1.2 between innings. This shall precede rolling if any is to take place.

9.2.1.3 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 clause 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 mowings which are carried out before the match shall be the sole responsibility of the Ground Authority.

9.3.1.2 All subsequent mowings shall be carried out under the supervision of the umpires.

9.3.2 The pitch and outfield

In order that throughout the match the ground conditions should be as nearly the same for both sides as possible, the pitch shall be mown on each day of the match on which play is expected to take place, if ground and weather conditions permit.

In matches of duration two days or more, there shall be mowing of the pitch on every day.

Mowing of outfield shall not apply.

9.3.3 Timing of mowing

9.3.3.1 Mowing of the pitch on any day shall be completed not later than 30 minutes before the time scheduled or rescheduled for play to begin on that day, before any sweeping prior to rolling. If necessary, debris may be removed from the pitch before mowing, by hand, without sweeping. See clause 9.2.3.

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.



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9.6 Maintenance of footholes

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 footholes 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 footholes. As soon as possible after the conclusion of each day's play, bowler's footholes will be repaired.

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 Watering the outfield is not permitted

10 COVERING THE PITCH

(Applicable for Times Shield A division, Finals of Police Invitation Shield, Finals of Purushottam Shield, Finals of Young Commarade Shield)

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 each day, and for the duration of the period of the match. It shall be wholly covered at the termination of each day's play or providing the weather is fine, within a period of two hours thereafter.

The covers must totally protect the pitch and also the pitch surroundings, to a minimum of 5 metres 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 metres.



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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.

In case of inclement weather and seasonal problems like fog, heavy dew etc. the ground curator may be instructed by the umpires as to when and how to remove the covers and umpires may also specify the time for removing and placing back the covers.

Tournaments where Covering of the Pitch is NOT to be followed:

Covering of the Pitch shall be replaced by following

The pitch or any part thereof shall not be covered after 9.30 a.m. on the previous day of the match and for the duration of the match

11 INTERVALS

11.1 An interval

11.1.1 The following shall be classed as intervals.

- The period between close of play on one day and the start of the next day's play.
- Intervals between innings.
- Intervals for meals.
- Intervals for drinks.
- 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 intervals

11.2.1 An interval for lunch or tea shall be of the duration detailed below, taken from the call of Time before the interval until the call of Play on resumption after the interval.

11.2.1.1 Lunch Interval: The interval shall be of 40 minutes.

11.2.1.2 Tea Interval: The interval shall be of 20 minutes duration.

11.2.2 An interval between innings shall be 10 minutes, commencing from the close of an innings until the call of Play for the start of the next innings. See, however, clauses 11.4, 11.6 and 11.7.

11.3 Allowance for interval between innings



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In addition to the provisions of clauses 11.5 and 11.6,

- 11.3.1 If an innings ends when 10 minutes or less remains before the time agreed for close of play. No change shall be made to the time for the start of play on the following day on account of the 10 minute interval between innings.
- 11.3.2 if a captain declares an innings closed during an interruption in play of more than 10 minutes duration, provided that at least 10 minutes remains of the interruption, no adjustment shall be made to the time for resumption of play on account of the 10 minutes interval between innings, which shall be considered as included in the interruption. If less than 10 minutes remains of the interruption when the captain declares the innings closed, or forfeits an innings, the next innings shall commence 10 minutes after the declaration or forfeiture is made.
- 11.3.3 if a captain declares an innings closed during any interval other than an interval for drinks, provided that at least 10 minutes remains of the interval, the interval shall be of the agreed duration and shall be considered to include the 10 minutes interval between innings. If less than 10 minutes remains of the interval when the captain declares the innings closed, or forfeits an innings, the interval shall be extended as necessary and the next innings shall commence 10 minutes after the declaration or forfeiture is made.

11.4 Changing agreed times of intervals

Not Applicable

11.5 Changing agreed time for lunch interval

- 11.5.1 If an innings ends when 10 minutes or less remains before the agreed time for lunch, the interval shall be taken immediately. It shall be of the agreed duration and shall be considered to include the 10 minute interval between innings.
- 11.5.2 If because of adverse conditions of ground, weather or light, or in exceptional circumstances, a stoppage occurs when 10 minutes or less remains before the agreed time for lunch, then, whether or not agreement is reached in the circumstances of clause 11.4, the interval shall be taken immediately. It shall be of the agreed duration. Play shall resume at the end of this interval or as soon after as conditions permit.
- 11.5.3 If the players have occasion to leave the field for any reason when more than 10 minutes remains before the agreed time for lunch then, lunch shall be taken at the agreed time.

11.6 Changing agreed time for tea interval

- 11.6.1 If an innings ends when 10 minutes or less remains before the agreed time for tea, the interval shall be taken immediately. It shall be of the agreed duration and shall be considered to include the 10 minute interval between innings.
- 11.6.2 If, when 10 minutes remains before the agreed time for tea, an interval between innings is already in progress, play shall resume at the end of the 10 minute interval, if conditions permit.
- 11.6.3 If, because of adverse conditions of ground, weather or light, or in exceptional



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circumstances, a stoppage occurs when 10 minutes or less remains before the agreed time for tea, the interval shall be taken immediately. The interval shall be of the agreed duration. Play shall resume at the end of the interval or as soon after as conditions permit.

11.6.4 If a stoppage is already in progress when 10 minutes remains before the agreed time for tea then tea will be at scheduled time.

11.7 Lunch or tea interval – 9 wickets down

Not Applicable

11.8 Intervals for drinks

11.8.1 Drinks intervals shall be scheduled. Each interval shall be kept as short as possible and in any case shall not exceed 4 minutes.

11.8.1.1 There shall be one drinks interval during each session of play, scheduled at the mid-point of the session.

11.8.1.2 Under conditions of extreme heat the umpires may permit extra intervals for drinks during each session.

11.8.1.3 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.

11.8.2 A drinks interval shall be taken at the end of the over in progress when the agreed time is reached. If, however, a wicket falls or a batsman retires within 5 minutes of the agreed time then drinks shall be taken immediately.

No other variation in the timing of drinks intervals shall be permitted except as provided for in clause 11.8.3.

11.8.3 If an innings ends or the players have to leave the field of play for any other reason within 30 minutes of the agreed time for a drinks interval, the umpires and captains together may rearrange the timing of drinks intervals in that session.

11.8.4 Intervals for drinks may not be taken during the last hour of the match, as defined in clause 12.6 (Last hour of match – number of overs). Subject to this limitation, the captains and umpires shall agree the times for such intervals, if any, before the toss and on each subsequent day not later than 10 minutes before play is scheduled to start.

11.9 Agreement to forgo intervals

At any time during the match, the captains may agree to forgo any of the drinks intervals. The umpires shall be informed of the decision.

When play is in progress, the batsmen at the wicket may deputise for their captain in making an agreement to forgo a drinks interval in that session.



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Tea interval cannot be forgone.

11.10 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, or for the close of play, 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



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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 both the minimum number of overs for the last hour are completed and the agreed time for close of play is reached, unless a result is reached earlier.

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

12.7.1 Hours of play and intervals for the matches played on 75 overs:

9.30 am. to 11.30 pm (First Session) (120 mins)

11.30 pm to 12.10 pm (Lunch Interval) (40 mins)

12.10 pm to 02.10 pm (Second Session) (120 mins)

02.10 pm to 02.30 pm (Tea Interval) (20 mins)

02.30 pm to 04.00 pm (Third Session) (90 mins)

Each Day, play will be for 5 hours and 30 Minutes where 75 overs have to be bowled.

Sufficient playing hours is given to ensure full 150 overs are played. Umpires shall ensure teams are up with the over rate all the time & appraise the fielding side captain from time to time on the field of play if his team is behind the over rate.

Apart from the above timings no additional timing shall be given.

Each side shall bat for a maximum of 75 overs.

In case of a delayed start or any subsequent interruption due to ground, weather or light condition or if play is suspended due to exceptional circumstances no overs shall be reduced as it is not a limited overs match. Under such circumstances side batting first shall bat for its full quota of overs (i.e. 75 overs) & side batting second shall bat to the extent till the scheduled cessation time is reached on the last day unless all out earlier. Under such circumstances the result shall be determined as mentioned in Result.

Similarly if side fielding first does not bowl 75 overs on time play shall continue until 75 overs are bowled unless side is all out earlier. Penalty shall be levied for the overs bowled short as mentioned in Result.

If the side fielding second does not bowl 75 overs on time play shall continue only to the extent till the scheduled cessation time is reached on the last day & the result shall be determined as mentioned in Result. The over in progress at the scheduled cessation time shall be completed before the umpire's calls time.

Both the sides cannot declare its inning to gain advantage of penalty runs for overs bowled short. In such cases no penalty shall be awarded.

V.Imp - Please note although innings are restricted to specific number of overs no limited over's rule shall apply.



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12.7.2 Last Hour (Not applicable for 75 overs match)

A minimum of 15 overs shall be bowled in the last hour and all calculations with regard to suspensions of play or the start of a new innings shall be based on 1 over for each full 4 minutes (refer to clause 12.7.9 below).

On the final day, if both captains (the batsmen at the wicket may act for their captain) accept that there is no prospect of either side achieving a victory, they may agree to finish the match after (a) the time for the commencement of the last hour has been reached.

12.7.3 Notwithstanding any other provision, there shall be no further play on any day, other than the last day, if a wicket falls or a batsman retires or if the players have occasion to leave the field during the last minimum over within 3 minutes of the scheduled cessation time or thereafter. If an over is interrupted in these circumstances stumps shall be drawn for the day and the over shall be completed on the resumption of play.

12.7.4 Penalties shall apply for slow over rates

12.8 Minimum Over Rates

For 75 overs each side:

Each team is required to bowl at a minimum over rate of 15 overs per hour.

- a. The over-rate shall be calculated at the end of both the innings.
 - i. When the prescribed number of overs has been bowled
 - ii. When batting side is all-out.
 - iii. When the batting side declares its innings closed.
 - iv. When the scheduled closing time is reached on the last day.
 - v. When result is obtained.
- b. The average over-rate in the entire innings shall be calculated by multiplying the actual playing time taken for completion of an innings expressed in hours by 15 or by dividing the actual playing time expressed in minutes by 4.
Actual playing time is the time from the call of 'Play' by the umpire at the start of the match or at resumption after an interval or interruption till the call of 'Time' at the end of innings or at start of an interval or interruption.
- c. **In all cases part of an over bowled is to be treated as complete over (rounded upwards).**
E. g. If an Innings is completed in 67.1 overs, it would be considered that 68 overs have been bowled by the fielding side for the purpose of calculating the Over Rate.
- d. Umpires are advised to take a practical view and, as an overriding principle, any time wastage that takes place and which is not the fault of the fielding side is to be allowed as a deduction.

In calculating the actual over rate for each innings, allowances will be given as follows:

12.8.1 The time lost as a result of treatment given to a player by authorised medical personnel on the field of play;



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12.8.2 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 The time lost as a result of time wasting by the batting side (which may in addition constitute a separate offence depending on context and seriousness of incident); and

12.8.4 The time lost due to all other circumstances that are beyond the control of the fielding side.

12.8.5 Two minutes per wicket taken, provided that such wicket results in the subsequent batsmen immediately commencing his innings. For the avoidance of any doubt, no time allowance will be given for the final wicket of an innings or where a wicket falls immediately prior to any interval;

12.8.6 Four minutes per drinks break taken (one per session)

If a batting team is bowled out in less than 45 overs in any particular innings, no account will be taken of the actual over rate in that innings when calculating the actual over rate at the end of such innings.

Penalty for Slow Over-Rate:

a. If the match is abandoned or stopped before the scheduled time for close of play on the last day due to unfavorable weather or light conditions or for any other reason, the penalty for that particular innings shall not be calculated and levied. However any penalties for the previous inning shall stand and will be implemented.

b. If the side is all out in its innings **in 45 overs or less**, no penalty shall be levied. Thus, if an Innings is complete on or before 6th ball of 45th over, the penalty, if applicable, shall NOT be levied.

If an Innings is complete on 1st ball of 46th over (valid delivery or otherwise), the penalty, if applicable, shall be levied.

c. **In case of declaration No Penalty will be levied.**

d. The Over-rate shall be assessed on 15 overs per hour

e. The penalty for slow over-rate shall be runs obtained, by calculating TWICE THE RUN-RATE of the batting side for that innings, per over bowled short.

Only for purpose of calculating the penalty runs, twice the run-rate obtained in fractions up to 2 decimal places to be rounded to the nearest whole number and part of over bowled to be ignored

Note:

While calculating Run rate, **fraction of the over bowled is to be ignored.**

And

While calculating Over rate, **fraction of the over is to be rounded upwards.**

Example:

For the calculating of Run rate, if 200 runs are scored in 50.3 overs:

It is to be taken as 50 overs. (Fraction ignored)

And

While calculating Over rate, if overs bowled are 50.3,



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It is to be taken as 51 overs. **(Rounded Upwards)**

The run-rate is to be calculated in fractions upto 2 decimal places, multiplied by 2 and then it is to be rounded to the nearest whole number.

Example 1:

An Innings of a side is completed ended with they having scored 300 runs in 63 overs, their run rate is 4.76, so TWICE THE RUN-RATE = 9.52.

Rounding it to nearest whole number = 10.

So penalty per over bowled short = 10 runs

Example 2:

An Innings of a side is completed ended with they having scored 299 runs in 63.2 overs, their run rate is 4.75(**Overs taken as 63, as fraction is ignored**),

so TWICE THE RUN-RATE = 9.5.

Rounding it to nearest whole number = 10.

So, penalty per over bowled short = 10 runs

Example 3:

An Innings of a side is completed ended with they having scored 298 runs in 63.5 overs, their run rate is 4.73(**Overs taken as 63, as fraction is ignored**),

so TWICE THE RUN-RATE = 9.46.

Rounding it to nearest whole number = 9.

So penalty per over bowled short = 9 runs

c. If the calculation number of overs to be bowled results in a fraction, that number is to be rounded downwards.

Calculation:

Note:

In all cases, part of an over bowled is to be treated as complete over **(rounded upwards)**.

If the calculation number of overs to be bowled results in a fraction, that number is to be **rounded downwards**.

1) No of overs to be bowled = $263 / 4 = 65.75$ → Round it downwards = 65

2) No of overs bowled by the fielding side = 62.1 → Round it upwards = 63

3) No of overs bowled short = $65 - 63 = 2$

d. The penalty runs for not maintaining the over-rate shall be shown separately in the extras column as in the case of no balls and wide balls and shall be added to the batting side's score at the end of the innings.

** The umpires must strictly apply laws on time wasting by batsmen and fieldsmen **

12.9 Last hour of match – number of overs **(Not applicable for 75 overs match)**

The bowler's end umpire shall indicate the commencement of these 15 overs to the players and to the scorers. The period of play thereafter shall be referred to as the last hour, whatever its actual duration.

During an uninterrupted last hour, play will continue until the end of the over in progress when



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60 minutes have been played, or until 15 overs have been bowled, whichever is later.

12.10 Last hour of match – interruptions of play (Not applicable for 75 overs match)

If there is an interruption in play during the last hour of the match, the minimum number of overs to be bowled shall be reduced from 15 as follows:

12.10.1 The time lost for an interruption is counted from the call of Time until the time for resumption as decided by the umpires.

12.10.2 One over shall be deducted for every complete 4 minutes of time lost.

12.10.3 In the case of more than one such interruption, the minutes lost shall not be aggregated; the calculation shall be made for each interruption separately.

12.10.4 If, when one hour of Playing time remains, an interruption is already in progress

12.10.4.1 only the time lost after this moment shall be counted in the calculation.

12.10.4.2 the over in progress at the start of the interruption shall be completed on resumption and shall not count as one of the minimum number of overs to be bowled.

12.10.5 If, after the start of the last hour, an interruption occurs during an over, the over shall be completed on resumption of play. The two part-overs shall between them count as one over of the minimum number to be bowled.

12.11 Last hour of match – intervals between innings (Not applicable for 75 overs match)

If an innings ends so that a new innings is to be started during the last hour of the match, the interval starts with the end of the innings and is to end 10 minutes later.

12.11.1 If this interval is already in progress at the start of the last hour then, to determine the number of overs to be bowled in the new innings, calculations are to be made as set out in clause 12.10.

12.11.2 If the innings ends after the last hour has started, two calculations are to be made, as set out in clauses 12.11.3 and 12.11.4. The greater of the numbers yielded by these two calculations is to be the minimum number of overs to be bowled in the new innings.

12.11.3 Calculation based on overs remaining:

- At the conclusion of the innings, the number of overs that remain to be bowled, of the minimum in the last hour, to be noted.
- If this is not a whole number it is to be rounded up to the next whole number.
- Two overs, for the interval, to be deducted from the resulting number to determine the number of overs still to be bowled.

12.11.4 Calculation based on time remaining:

- At the conclusion of the innings, the time remaining until the agreed time for close



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of play to be noted.

- 10 minutes, for the interval, to be deducted from this time to determine the Playing time remaining.
- A calculation to be made of one over for every complete 4 minutes of the Playing time remaining, plus one more over if a further part of 4 minutes remains.

12.12 Completion of last over of match

The over in progress at the close of play on the final day shall be completed unless

either a result has been reached; or

the players have occasion to leave the field. In this case there shall be no resumption of play except in the circumstances of clause 16.7 (Mistakes in scoring) and the match shall be at an end.

12.13 Bowler unable to complete an over during last hour of match

If, for any reason, a bowler is unable to complete an over during the last hour, clause 17.8 (Bowler incapacitated or suspended during an over) shall apply. The separate parts of such an over shall count as one over of the minimum to be bowled.

13 INNINGS

13.1 Number of innings

A Match shall be of one innings for each side restricted to 75 overs.

13.2 Alternate innings

Each side shall take their innings alternately except in the cases provided for in clause 14 (The follow-on) or in clause 15.2 (Forfeiture of an innings). **Not applicable for 75 overs match**

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 captain declares the innings closed.

13.3.4 the captain forfeits the innings. **Not applicable for 75 overs match**

13.3.5 In 75 overs match all 75 overs are bowled

13.4 The toss



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The captains shall toss a coin for the choice of innings, on the field of play and under the supervision of the Umpires, not earlier than 30 minutes, nor 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.

14 THE FOLLOW-ON (Not applicable for 75 overs match)

14.1 Lead on first innings

14.1.1 The side which bats first and leads by at least 200 runs shall have the option of requiring the other side to follow their innings.

14.1.2 The same option shall be available in matches of shorter duration with the minimum leads as follows:

- 150 runs in a match of 3 or 4 days;
- 100 runs in a 2-day match;
- 75 runs in a 1-day match.

- **Not applicable for 75 overs each side match**

14.2 Notification

A captain shall notify the opposing captain and the umpires of his intention to take up this option. Once notified, the decision cannot be changed.

14.3 First day's play lost

If no play takes place on the first day of a match, 14.1 shall apply in accordance with the number of days remaining from the start of play. The day on which play first commences shall count as a whole day for this purpose, irrespective of the time at which play starts.

The additional time added to the day's play due to provisions of clause 12.7.3 is regarded as that day's play, i.e. it is the number of days remaining, and not the total number of hours available.

Play will have taken place as soon as, after the call of Play, the first over has started. See clause 17.2 (Start of an over).

15 DECLARATION AND FORFEITURE

15.1 Time of declaration

The captain of the side batting may declare an innings closed, when the ball is dead, at any time during the innings.



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In 75 overs match no penalty will be levied in case of declaration.

15.2 Forfeiture of an innings

A captain may forfeit either of his side's innings at any time before the commencement of that innings. A forfeited innings shall be considered to be a completed innings.

In 75 overs match a side cannot forfeit its innings

15.3 Notification

A captain shall notify the opposing captain and the umpires of any decision to declare or to forfeit an innings. Once notified, the decision cannot be changed.

16 THE RESULT

16.1 A Win

The side which has scored a total of runs in excess of that scored in the two completed innings of the opposing side shall win the match. See clause 13.3 (Completed innings). Note also clause 16.4 (Winning hit or extras).

In a 75 overs match the side which has scored a total of runs in excess of that scored in the one completed innings of the opposing side shall win the match

16.2 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 Umpires refuses to play

and the Umpires 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 ascertain the cause for this action. If 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 Umpires 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:

16.2.3.1 Playing time lost shall be counted from the start of the action until play recommences, subject to clause 11.4 (Changing agreed times for intervals).

16.2.3.2 the time for close of play on that day shall be extended by this length of time, subject to clause 2.8 (Suspension of play in dangerous and unreasonable conditions) and the provisions of clause 12.7.



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16.2.3.3 if applicable, no overs shall be deducted during the last hour of the match solely on account of this time.

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 MCA Code of Conduct.

The umpires may decide to call off the match after waiting for 30 minutes after the scheduled start either for non-reporting of team/s or for any other reason where it is impossible to play the match. If a match is called off, the two umpires shall immediately record in the score book and if possible; also report to the board of umpire's the reasons for such calling off, along with their signatures.

The umpires are empowered to award a match to a side, if, after a scheduled/unscheduled break, the opposite side DOES NOT REPORT IN TIME for the start of the next session or innings. The umpires together shall record in the scorebook the reason and report such incidence, in writing, to the observer if appointed and to the Association.

*N/B 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 Code of Conduct.

16.3 All other matches – A Tie or Draw

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.

For 75 overs match please refer to results under 75 overs (16.9.4)

16.3.2 A Draw

The result of a match shall be a Draw when it is not determined in any of the ways stated in clauses 16.1, 16.2 or 16.3.1.

For 75 overs match please refer to results under 75 overs (16.9 4)

16.4 Winning hit or extras

16.4.1 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 16.7.

16.4.2 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.

16.4.3 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,



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in the case of a hit by the bat, to the striker's score.

16.5 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 lost all its wickets, 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.

16.6 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).

16.7 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 16.8, they shall adopt the following procedure.

16.7.1 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 the last hour, or in that innings, has not been completed;

or the agreed time for close of play, or for 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 and either time for close of play has been reached or the allotted time for the innings has expired, as appropriate. The number of overs and time remaining 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.

16.7.2 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.

16.8 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



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result cannot thereafter be changed.

16.9 Match Points

75 Overs each side:

16.9.1 Points table :

Sr. no.	Type of Result	Points
1	Win	4
2	Result not obtained with or without weather interference	2
3	Loss	0

16.9.2 Qualification for Knock out:

In the event teams finishing on equal points, which team is leading the group in the points table will be determined as follows:

a) The team with the most number of wins;

b) Should there be equality in both points and wins, then the team who has won the match against each other if they have already played against each other in the league phase. This will be applicable if only two teams are on same number of points and same number of wins;

c) Should there be equality in both points and wins and clause (b) is not applicable then team with higher run quotient in the tournament.

Run Quotient will be calculated thus:

(i) Divide the total number of runs scored by the team by the total number of wickets lost by it.

(ii) Divide the total numbers of runs scored against the team by the total number of wickets taken by it.

(iii) Divide the former (i) by latter (ii)

The team having the higher percentage shall be considered to have better run quotient.

d) In the unlikely event that Teams cannot be separated by the above, this will be done by draw of lots.

16.9.3.A Below is applicable only for MCA Corporate Trophy A Division and is not part of the playing condition and therefore a special playing condition:

16.9.3.A.1 Teams are divided into 3 groups with each group consisting of 4 teams (Total 12 Teams)



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16.9.3.A.2 Winners of each group will make it to Semi Finals

16.9.3.A.3 If two or more teams have equal points in their respective group, the top position in their group will be determined as follows:

- a) The team with the most number of wins;
- b) Should there be equality in both points and wins, then the team who has won the match against each other if they have already played against each other in the league phase. This will be applicable if only two teams are on same number of points and same number of wins;
- c) Should there be equality in both points and wins and clause (b) is not applicable then team with higher run quotient in the tournament.

Run Quotient will be calculated thus:

- (i) Divide the total number of runs scored by the team by the total number of wickets lost by it.
- (ii) Divide the total numbers of runs scored against the team by the total number of wickets taken by it.
- (iii) Divide the former (i) by latter (ii)

The team having the higher percentage shall be considered to have better run quotient.

- d) In the unlikely event that Teams cannot be separated by the above, this will be done by draw of lots.

16.9.3.A.4 The fourth team to qualify for Semi Finals will be the team who has the highest number of points among the remaining 9 teams across all three groups.

16.9.3.A.5 In case if two or more teams have equal points among those 9 teams then fourth team to qualify for Semi Finals will be determined as follows:

- a) The team with the most number of wins;
- b) Should there be equality in both points and wins, then the team who has won the match against each other if they have already played against each other in the league phase. This will be applicable if only two teams are on same number of points and same number of wins;
- c) Should there be equality in both points and wins and clause (b) is not applicable then team with higher run quotient in the tournament.

Run Quotient will be calculated thus:

- (i) Divide the total number of runs scored by the team by the total number of wickets lost by it.
- (ii) Divide the total numbers of runs scored against the team by the total number of wickets taken by it.



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(iii) Divide the former (i) by latter (ii)

The team having the higher percentage shall be considered to have better run quotient.

d) In the unlikely event that Teams cannot be separated by the above, this will be done by draw of lots.

16.9.3.B Below is applicable only for MCA Corporate Trophy B Division and is not part of the playing condition and therefore a special playing condition:

16.9.3.B.1 Teams are divided into 4 groups with each group consisting of 4 teams (Total 16 Teams)

16.9.3.B.2 Winners of each group will make it to Semi Finals

16.9.3.B.3 If two or more teams have equal points in their respective group the top position in their group will be determined as follows:

a) The team with the most number of wins;

b) Should there be equality in both points and wins, then the team who has won the match against each other if they have already played against each other in the league phase. This will be applicable if only two teams are on same number of points and same number of wins;

c) Should there be equality in both points and wins and clause (b) is not applicable then team with higher run quotient in the tournament.

Run Quotient will be calculated thus:

(i) Divide the total number of runs scored by the team by the total number of wickets lost by it.

(ii) Divide the total numbers of runs scored against the team by the total number of wickets taken by it.

(iii) Divide the former (i) by latter (ii)

The team having the higher percentage shall be considered to have better run quotient.

d) In the unlikely event that Teams cannot be separated by the above, this will be done by draw of lots.

16.9.3.4 The decision taken by the tournament organising committee and MCA shall be final and binding on all parties concerned

16.9.4 For Result in a League / Knock out matches:

A. For matches played on League basis the following shall apply during the league stages.



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- (1) Duration of matches shall be as specified and shall have specified hours of play on each day. The result shall be decided on one innings.
- (2) If the scores are equal, or if the innings of both sides is not completed and provided side batting second has batted for a minimum of 30 overs or minimum two hours of actual play in its first innings, the result shall be decided as follows:

$$\frac{\text{Total no. of runs scored by Team A}}{\text{Total no. of wickets lost by Team A}} = \text{Quotient of Team A}$$

$$\frac{\text{Total no. of runs scored by Team B}}{\text{Total no. of wickets lost by Team B}} = \text{Quotient of Team B}$$

The team having higher quotient will be the winner of the match. (If a team has not lost any wicket, then that team's quotient will be higher)

- (3) If the quotients are equal, or not obtainable and provided side batting second has batted for a minimum of 30 overs or minimum two hours of actual play in its first innings, the winner will be decided as follows:

$$\frac{\text{Total no. of Runs scored by Team A}}{\text{Total no. of Overs bowled by Team B}} = \text{Run Rate of Team A}$$

$$\frac{\text{Total no. of Runs scored by Team B}}{\text{Total no. of Overs bowled by Team A}} = \text{Run Rate of Team B}$$

The team obtaining higher run-rate shall be declared as winner.

For this calculation, overs bowled shall be actual overs and balls bowled.

Note:

If the overs bowled are not in fraction, **use the formula directly to calculate run rate.** However, if the overs bowled are in fraction, **then use below method to calculate run rate**

Example:

Team A has scored 345/7 runs in 65.2 Overs.

Method to Calculate Run rate when overs bowled are in fraction:

As in our example, overs are in fraction, we have to convert overs bowled into no. of balls bowled to calculate the run rate.

Converting 65.2 overs into Balls bowled:

$$65 \text{ overs} + 2 \text{ Balls} = 65 \times 6 + 2 = 390 + 2 = 392 \text{ Balls}$$

Run Rate of Team A:

$$= (\text{Runs Scored by Team A} / \text{Total no. of Balls Bowled by Team B}) \times 6$$



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$$= (345/392) \times 6$$

$$= 5.2806 \sim 5.28 \text{ (Rounded upto 2 decimals)}$$

- (4) If the quotients and the run-rates are equal or cannot be obtained or the side batting second has not had the opportunity to bat for a minimum of 30 overs or minimum two hours of actual play in its first innings, the result will be treated as no result & both teams will share 2 points each.
- (5) If the match is abandoned without a ball being bowled it shall not be replayed and the result will be treated as no result & both teams will share 2 points each.

All the calculations will be up to 2 decimals only

B. For matches played on Knock Out basis up to and including Semi Finals:

- (1) Duration of matches shall be as specified and shall have specified hours of play on each day. The result shall be decided on one innings.
- (2) If the scores are equal, or if the innings of both sides is not completed and provided side batting second has batted for a minimum of 30 overs or minimum two hours of actual play in its first innings, the result shall be decided as follows:

$$\frac{\text{Total no. of runs scored by Team A}}{\text{Total no. of wickets lost by Team A}} = \text{Quotient of Team A}$$

$$\frac{\text{Total no. of runs scored by Team B}}{\text{Total no. of wickets lost by Team B}} = \text{Quotient of Team B}$$

The team having higher quotient will be the winner of the match. (If a team has not lost any wicket, then that team's quotient will be higher)

- (3) If the quotients are equal, or not obtainable the winner will be decided as follows:

$$\frac{\text{Total no. of Runs scored by Team A}}{\text{Total no. of Overs bowled by Team B}} = \text{Run Rate of Team A}$$

$$\frac{\text{Total no. of Runs scored by Team B}}{\text{Total no. of Overs bowled by Team A}} = \text{Run Rate of Team B}$$

The team obtaining higher run-rate shall be declared as winner.

For this calculation, overs bowled shall be actual overs and balls bowled.

Note:

If the overs bowled are not in fraction, **use the formula directly to calculate run rate.** However, if the overs bowled are in fraction, **then use below method to calculate run rate**

Example:

Team A has scored 423/6 runs in 68.5 Overs.



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Method to Calculate Run rate when overs bowled are in fraction:

As in our example, overs are in fraction, we have to convert overs bowled into no. of balls bowled to calculate the run rate.

Converting 68.5 overs into Balls bowled:

$$68 \text{ overs} + 5 \text{ Balls} = 68 \times 6 + 5 = 408 + 5 = 413 \text{ Balls}$$

Run Rate of Team A:

$$= (\text{Runs Scored by Team A} / \text{Total no. of Balls Bowled by Team B}) \times 6$$

$$= (423 / 413) \times 6$$

$$= 6.1452 \sim 6.15 \text{ (Rounded upto 2 decimals)}$$

- (4) If the quotients and the run-rates are equal or cannot be obtained or the side batting second has not had the opportunity to bat for a minimum of 30 overs or minimum two hours of actual play in its first innings, the result will be decided by the spin of the coin in presence of umpires.
- (5) If the match is abandoned without a ball being bowled it shall not be replayed and the result will be decided by the spin of the coin in presence of umpires.

All the calculations will be up to 2 decimals only

C. For the Final Match:

If the result cannot be achieved by applying the criteria from B (1) to B (3) above, then both the teams will be declared as Joint winners for that year.

If the match is abandoned without a ball being bowled, it shall not be replayed and both the teams shall be declared as joint winners for that year.

16.9.5 If any match is abandoned after the match has been in progress due to digging /tampering of the pitch the umpires will report the incident in writing to the Governing Body Responsible for the match who shall take action as is considered appropriate.

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



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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 clauses 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 MCA Match Observer if appointed 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



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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.

17.9 Bowler's taping on hand

No taping is allowed for the bowler on his bowling hand for any reason. The bowler has to remove all kind of taping from his bowling hand if he wants to bowl. This is non-negotiable. If any plaster is worn on the back of their bowling hand it must be flesh coloured or thereabouts which will not distract the batsman.

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.



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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.
- The umpires together shall report the occurrence as soon as possible after the match to the MCA.

18.6 Runs awarded for penalties

Runs shall be awarded for penalties under clause 18.5 (Deliberate short runs), 24.4 (Player returning without permission), 26.4 (Penalties for contravention), 21 (No ball), 22 (Wide ball), 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)

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.



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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 ball 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 Wides 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 Wides.

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



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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 2.3.2 (Consultation with Host Club).

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.

19.2 Identifying and marking the boundary



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- 19.2.1 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.
- 19.2.2 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 2.3.2 (Consultation with Host Club).
- 19.2.3 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;



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- 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 Six 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 18.12.2.

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

19.8 Overthrow or wilful act of fielder

If the boundary results from an overthrow or from the wilful 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 BALL

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.

20.2 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 signalling 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.



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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



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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 thrown.

A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that instant until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

Although it is the primary responsibility of the striker's end umpire to assess the fairness of a delivery in this respect, there is nothing in this Law to debar the bowler's end umpire from calling and signalling No ball if he/she considers that the ball has been thrown.

Should either umpire or the MCA Match Observer suspect that a bowler has used an Illegal Bowling Action, they shall complete the MCA 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 after the bowler has entered his delivery stride or delivered underarm, he/she 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 after the bowler has entered his delivery stride or delivered underarm, he/she 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.



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21.3.3 The umpires together shall report the occurrence as soon as possible after the match to MCA, 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.



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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 over head height of striker

See clauses 22.1.1.2, 41.6.4 and 41.6.5.

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 signalled 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 [20.4.2.6](#) and [20.4.2.8](#) to 20.4.2.9 (Umpire calling and signalling Dead ball).

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.



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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).

22 WIDE BALL

22.1 Judging a Wide

22.2.1 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 For bowlers attempting to utilise the rough outside a batsman's leg stump, not necessarily as a negative tactic, the strict limited over Wide interpretation shall be applied.

22.1.4 For bowlers whom umpires consider to be bowling down the leg side as a negative tactic, the strict limited over Wide interpretation shall be applied.

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 over-ride Wide).



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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



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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 wilfully 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



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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 Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'.

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 a session of 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 120 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 120 minutes, and that player shall not bowl until all of his Penalty time has been served.



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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 lunch and tea intervals, intervals between innings and official drinks intervals. 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 and subsequent days and innings of the match, as applicable.

24.2.9 If a player is seriously injured or any kind of injury (batsman/bowler/fielder) happens on the field of play and requires medical attention, the maximum time allowed for that player to recover from the injury and to be ready to participate in the match is Four minutes. The player has to leave the field if he needs more time to recover.

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.
- The umpires together shall report the occurrence as soon as possible after the match to the MCA Match Observer.



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 unscheduled stoppage, the stoppage time after the batsman notifies an umpire in person that he is able to participate shall count as Penalty time served.

25.3.3 If any unserved Penalty time remains at the end of a team's innings, it shall be carried forward to the next and subsequent innings of the match if appropriate.

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



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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 on any day of the match.

26.1.2 There shall not be any practice on the rest of the square at any time on any day of the match, 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 lunch and tea intervals 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 41.13 (The match ball – changing its condition), 41.9 (Time wasting by the fielding side) and 41.12 (Fielder



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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.
- The umpires together shall report the occurrence as soon as possible after the match to the MCA Match Observer.

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. See paragraph 3 of Appendix B.

27.3 Position of wicket-keeper



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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 signalling Dead ball) shall apply.

If, however, either umpire considers that the interference by the wicket-keeper was wilful, then clause 41.4 (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 defence 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.



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The exchange 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.

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 wilfully:

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.
- The umpires together shall report the occurrence as soon as possible after the match to MCA.

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,



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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

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.

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 wicketkeeper).

28.6 Movement by any fielder other than the wicket-keeper



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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.

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

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

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

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 in the same manner.

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



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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 8.4 (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,

provided that the batsman has continued movement in the same direction.

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.



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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

A batsman is 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



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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 clauses 33.2 and 33.3, before it touches the ground.

33.2 A fair catch



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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 (Batsman returning to original end) 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



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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 wilfully 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 wilfully 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.

However, the striker may not prevent the ball from being caught by striking the ball more than once in defence 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

The bowler does not get credit for the wicket.

35 HIT WICKET



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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 a. 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 signalling 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



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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. See paragraph 13 of Appendix A.

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 wilfully 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 wilfully 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 defence 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



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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

The striker is out Obstructing the field should wilful obstruction or distraction by either batsman prevent a catch being completed. This shall apply even though the obstruction is caused by the striker in lawfully guarding his wicket under the provision of clause 34.3 (Ball lawfully struck more than once).

37.4 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



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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



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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 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 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 3 minutes of the dismissal or retirement. If this requirement is not met, the incoming batsman will be out, Timed out.

40.1.2 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 (MCA Match Observer awarding a match). For the purposes of that clause the start of the action shall be taken as the expiry of the 3 minutes 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



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The umpires shall be the sole judges of fair and unfair play. If either umpire considers an action, not covered by these Playing Conditions, to be unfair he/she shall intervene without appeal and, if the ball is in play, call and signal Dead ball and implement the procedure as set out in clause 41.9. Otherwise umpires shall not interfere with the progress of play without appeal except as required to do so by these Playing Conditions.

41.3 The match ball – changing its condition

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 wilfully 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. (Also see Clause 41.3.7)

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.

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.

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.



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- 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 MCA 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 match, clause 41.3.5.2 above will be adopted, with the captain deemed to be the player responsible for the contravention.

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 the second instance during an innings, summon the captain of the fielding side and issue a second and final warning to 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 the 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 MCA Code of Conduct (Changing the condition of the ball in breach of clause 41.3 of the MCA Playing Conditions).

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/she 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.



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Neither batsman shall be dismissed from that delivery and the ball shall not count as one of the over.

The umpires shall then report the matter to MCA 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 wilfully 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 wilful 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 41.5.6 to 41.5.10.

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 shall then report the matter to the MCA Match Observer 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



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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 shall then report the matter to the MCA Match Observer who shall take such action as is considered appropriate against the bowler concerned.

41.6.2 A bowler shall be limited to two fast short-pitched deliveries per over.

41.6.3 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.

41.6.4 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.

41.6.5 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

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

41.6.6 In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in clause 41.6.3 above, the umpire at the bowler's end shall call and signal



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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.

41.6.7 If a bowler delivers a third 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.

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

41.6.9 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 shall then report the matter to MCA who shall take such action as is considered appropriate against the bowler concerned.

41.6.10 Should the umpires initiate the caution and warning procedures set out in clauses 41.6.1.3, 41.6.9, 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.



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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 shall then report the matter to MCA 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 MCA Match Observer 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/she shall:



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- 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 MCA 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.

The umpires together shall report the occurrence to MCA who shall take such action as is considered appropriate against the Captain and the team concerned under the MCA Code of Conduct.



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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.

In addition, an incoming batsman should be in position to take guard or his partner ready to receive the next ball within 2 minutes of the fall of the previous wicket.

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.

The umpires together shall report the occurrence to MCA under the MCA Code of Conduct.

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 centres 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



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- 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 MCA 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 shall then report the matter to MCA who shall take such action as is



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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 MCA 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



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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 MCA 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.

(Accidental run outs are not allowed)

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.



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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 shall then report the matter to MCA 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), 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.

41.19 Unfair actions

41.19.1 If an umpire considers that any action by a player, not covered in these Playing



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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. The bowler's end umpire shall

41.19.1.1 If this is a first offence by that side

- 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.

41.19.1.2 If this is a second or subsequent offence by that side

- award 5 Penalty runs to the opposing side

41.19.1.3 The umpires shall then report the matter to the MCA Match Observer who shall take such action as is considered appropriate against the player concerned.

42 PLAYERS' CONDUCT

42.1 Players misconduct

42.1.1 Any misconduct by the player will be dealt under Level 1 to Level 4 offences under the MCA Code of Conduct.

42.2 Captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the laws.

(i) Players and team officials shall not disclose or comment upon any alleged breach of the code or upon hearings, report or decision arising from such breach.

(ii) Players and team officials shall not in any way be concerned in the use or distribution of illegal drugs.

(iii) Players and team officials shall not make any public pronouncement or comments to the media, which is detrimental to the game, which is taking place.

(iv) In the event of a bowler being found guilty of gross misbehavior or of using offensive comments on the field such as

- a. Swearing at the umpire, batsman or any other player or spectator.
- b. Showing public dissent at the umpire's decision.
- c. Manhandling an umpire, the batsman, any other player or the spectator.
- d. Kicking the stumps
- e. Rushing towards the umpire while appealing and indulging in any ungentlemanly and unsporting conduct which might bring the game in to disrepute.
- f. The umpire concerned shall call and signal dead ball and suspend the bowler from further bowling in that innings and allow another bowler to complete the over from the same end provided this bowler shall not bowl two overs or part thereof consecutively in that innings.

(v) If a fielder other than the bowler indulges in such acts as stated above, the umpire



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shall direct the captain of the fielding side to send the concerned fielder off the field for that session and no substitute shall be allowed in his absence. Any refusal by the player or captain may be liable for 'Award of a match.'

In addition to taking action as stated in para (iv) & (v) above the umpire shall also report the occurrence to the captain of the batting side as soon as the players leave the field for an interval.

The umpire shall also report to the executive authority of the fielding side and to the concerned tournament committee responsible for the conduct of the match and the Association to take any action against the concerned bowler or player.

(vi) In the event of the batsman being found guilty of using offensive comments on the field such as

- a. Swearing at the umpire, batsman or any other player or spectator.
- b. Showing public dissent at the umpire's decision.
- c. Manhandling an umpire, the bowler, the fielder, the other batsman or the spectator.
- d. Kicking the stumps or hitting the stumps with the bat when given out or indulging in any ungentlemanly and unsporting conduct which might bring the game into disrepute, the umpire at the bowlers end shall report the occurrence to the executive of the batting side and to the concerned tournament committee responsible for that match and the association who shall take appropriate action against the player concerned.

Note :

- The Clothing/Apparel & footwear shall be predominantly white in colour unless otherwise specified in the tournament rules.
- The umpires shall have full powers to implement the above rules in respect to the players conduct and the decision taken shall be final and binding on the players.



Appendix A - Definitions

1 The match

- 1.1 The game is used in these Playing Conditions as a general term meaning the Game of Cricket.
- 1.2 A match is a single 75 overs side between two teams, played under these Playing Conditions.
- 1.3 The toss is the toss for choice of innings.
- 1.4 Before the toss is at any time before the toss on the day the match is expected to start.
- 1.5 Before the match is at any time before the toss, not restricted to the day on which the toss is to take place.
- 1.6 During the match is at any time after the toss until the conclusion of the match, whether play is in progress or not.
- 1.7 Playing time is any time between the call of Play and the call of Time. See clauses 12.1 (Call of Play) and 12.2 (Call of Time).
- 1.8 Conduct of the match includes any action relevant to the match at any time on any day of the match.
- 1.9 Ground Authority is the entity responsible for the selection and preparation of the pitch
- 1.10 The Spirit of Cricket refers to the values of respect and fair play that underpin the game of cricket, as set out in the Preamble to these Playing Conditions.
- 1.11 The MCA Code of Conduct is the MCA Code of Conduct for Players and Player Support Personnel, as amended from time to time.

2 Implements and equipment

- 2.1 Implements used in the match are the bat, the ball, the stumps and bails.
- 2.2 External protective equipment is any visible item of apparel worn for protection against external blows.

For a batsman, items permitted are a protective helmet, external leg guards (batting pads), batting gloves and, if visible, forearm guards.

For a fielder, only a protective helmet is permitted, except in the case of a wicket-keeper, for whom wicketkeeping pads and gloves are also permitted.

- 2.3 A protective helmet is headwear made of hard material and designed to protect the head or the face or both, which shall be in line with the Clothing and Equipment Regulations. For the purposes of interpreting these Playing Conditions, such a description will include faceguards.



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2.4 Equipment – a batsman’s equipment is his bat as defined above, together with any external protective equipment he is wearing. A fielder’s equipment is any external protective equipment that he is wearing.

2.5 The bat – the following are to be considered as part of the bat:

- the whole of the bat itself.
- the whole of a glove (or gloves) worn on the hand (or hands) holding the bat.
- the hand (or hands) holding the bat, if the batsman is not wearing a glove on that hand or on those hands.

2.6 Held in batsman’s hand. Contact between a batsman’s hand, or glove worn on his hand, and any part of the bat shall constitute the bat being held in that hand.

3 The playing area

3.1 The field of play is the area contained within the boundary.

3.2 The square is a specially prepared area of the field of play within which the match pitch is situated.

3.3 The outfield is that part of the field of play between the square and the boundary.

4 Positioning

4.1 Behind the popping crease at one end of the pitch is that area of the field of play, including any other marking, objects and persons therein, that is on that side of the popping crease that does not include the creases at the opposite end of the pitch. Behind, in relation to any other marking, object or person, follows the same principle. See the diagram in paragraph 13.

4.2 In front of the popping crease at one end of the pitch is that area of the field of play, including any other marking, objects and persons therein, that is on that side of the popping crease that includes the creases at the opposite end of the pitch. In front of, in relation to any other marking, object or person, follows the same principle. See the diagram in paragraph 13.

4.3 The striker’s end is the place where the striker stands to receive a delivery from the bowler only insofar as it identifies, independently of where the striker may subsequently move, one end of the pitch.

4.4 The bowler’s end is the end from which the bowler delivers the ball. It is the other end of the pitch from the striker’s end and identifies that end of the pitch that is not the striker’s end as described in paragraph 4.3.

4.5 The wicket-keeper’s end is the same as the striker’s end as described in paragraph 4.3.

4.6 In front of the line of the striker’s wicket is in the area of the field of play in front of the imaginary line joining the fronts of the stumps at the striker’s end; this line to be considered extended in both directions to the boundary. See paragraph 4.2.



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- 4.7 Behind the wicket is in the area of the field of play behind the imaginary line joining the backs of the stumps at the appropriate end; this line to be considered extended in both directions to the boundary. See paragraph 4.1.
- 4.8 Behind the wicket-keeper is behind the wicket at the striker's end, as defined above, but in line with both sets of stumps and further from the stumps than the wicket-keeper.
- 4.9 Off side/on (leg) side – see diagram in paragraph 13
- 4.10 Inside edge is the edge on the same side as the nearer wicket.

5 Umpires and decision-making

- 5.1 Umpire – where the description the umpire is used on its own, it always means 'the bowler's end umpire' though this full description is sometimes used for emphasis or clarity. Similarly the umpires always means both umpires and the third umpire. An umpire and umpires are generalised terms. Otherwise, a fuller description indicates which one of the umpires is specifically intended. Each umpire will be bowler's end umpire and striker's end umpire in alternate overs.
- 5.2 Bowler's end umpire is the umpire who is standing at the bowler's end (see paragraph 4.4) for the current delivery.
- 5.3 Striker's end umpire is the umpire who is standing at the striker's end (see paragraph 4.3), to one side of the pitch or the other, depending on his/her choice, for the current delivery.
- 5.4 Umpires together agree applies to decisions which the umpires are to make jointly, independently of the players.
- 5.5 A Fair Catch is a catch that has been taken cleanly by the fielder in accordance with clause 33.
- 5.6 A Bump Ball is where the ball has made contact with the ground shortly after making contact with the striker's bat.

6 Batsmen

- 6.1 Batting side is the side currently batting, whether or not play is in progress.
- 6.2 Member of the batting side is one of the players nominated by the captain of the batting side, or any authorised replacement for such nominated player.
- 6.3 A batsman's ground – at each end of the pitch, the whole area of the field of play behind the popping crease is the ground at that end for a batsman.
- 6.4 Original end is the end where a batsman was when the ball came into play for that delivery.
- 6.5 Wicket he has left is the wicket at the end where a batsman was at the start of the run in progress.



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6.6 Guard position is the position and posture adopted by the striker to receive a ball delivered by the bowler

7 Fielders

7.1 Fielding side is the side currently fielding, whether or not play is in progress.

7.2 Member of the fielding side is one of the players nominated by the captain of the fielding side, or any authorised replacement or substitute for such nominated player.

7.3 Fielder is one of the 11 or fewer players who together represent the fielding side on the field of play. This definition includes not only both the bowler and the wicket-keeper but also nominated players who are legitimately on the field of play, together with players legitimately acting as substitutes for absent nominated players. It excludes any nominated player who is absent from the field of play, or who has been absent from the field of play and who has not yet obtained the umpire's permission to return. A player going briefly outside the boundary in the course of discharging his duties as a fielder is not absent from the field of play nor, for the purposes of clause 24.2 (Fielder absent or leaving the field of play), is he to be regarded as having left the field of play.

8 Substitutes

8.1 A Substitute is a player who takes the place of a fielder on the field of play, but does not replace the player for whom he substitutes on that side's list of nominated players. A substitute's activities are limited to fielding.

9 Bowlers

9.1 Over the wicket / round the wicket – If, as the bowler runs up between the wicket and the return crease, the wicket is on the same side as his bowling arm, he is bowling over the wicket. If the return crease is on the same side as his bowling arm, he is bowling round the wicket.

9.2 Delivery swing is the motion of the bowler's arm during which he normally releases the ball for a delivery.

9.3 Delivery stride is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride. The stride after the delivery stride is completed when the next foot lands, i.e. when the back foot of the delivery stride lands again.

10 The ball

10.1 The ball is struck/strikes the ball unless specifically defined otherwise, mean 'the ball is struck by the bat'/'strikes the ball with the bat'.

10.2 Rebounds directly/strikes directly and similar phrases mean 'without contact with any fielder' but do not exclude contact with the ground.

10.3 Full-pitch describes a ball delivered by the bowler that reaches or passes the striker without having touched the ground. Sometimes described as non-pitching.



11 Runs

- 11.1 A run to be disallowed is one that in these Playing Conditions should not have been taken. It is not only to be cancelled but the batsmen are to be returned to their original ends.**
- 11.2 A run not to be scored is one that is not illegal, but is not recognised as a properly executed run. It is not a run that has been made, so the question of cancellation does not arise. The loss of the run so attempted is not a disallowance and the batsmen will not be returned to their original ends on that account.**

12 The person

- 12.1 Person; A player's person is his physical person (flesh and blood) together with any clothing or legitimate external protective equipment that he is wearing except, in the case of a batsman, his bat.**

A hand, whether gloved or not, that is not holding the bat is part of the batsman's person.

No item of clothing or equipment is part of the player's person unless it is attached to him.

For a batsman, a glove being held but not worn is part of his person.

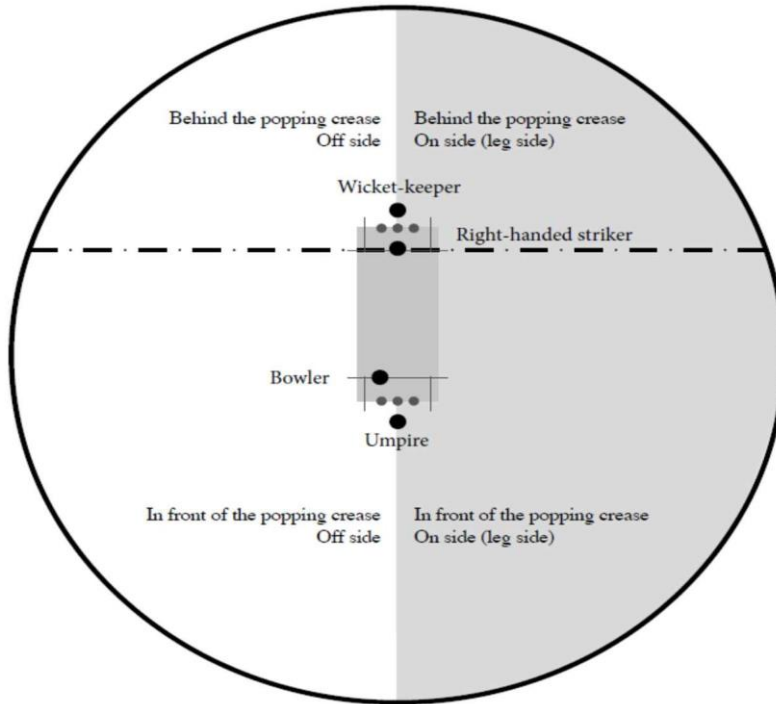
For a fielder, an item of clothing or equipment he is holding in his hand or hands is not part of his person.

- 12.2 Clothing – anything that a player is wearing, including such items as spectacles or jewellery, that is not classed as external protective equipment is classed as clothing, even though he may be wearing some items of apparel, which are not visible, for protection. A bat being carried by a batsman does not come within this definition of clothing.**
- 12.3 Hand for batsman or wicket-keeper shall include both the hand itself and the whole of a glove worn on the hand.**



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13 Off side / on side; in front of / behind the popping crease.



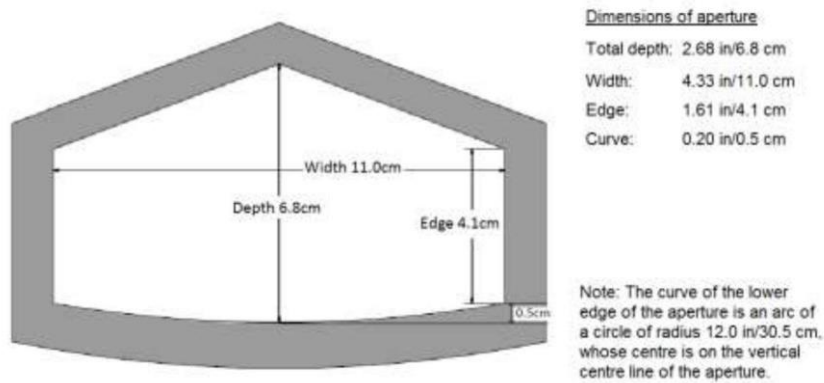


Appendix B - Equipment

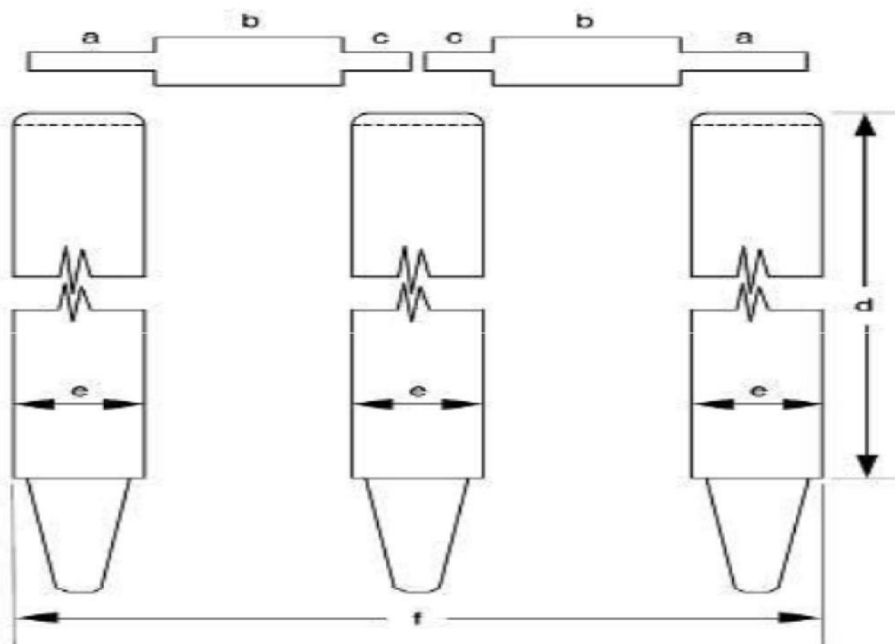
1 The Bat

1.1 Bat Gauge

All bats must meet the specifications defined in clause 5.7. They must also, with or without protective coverings permitted in clause 5.4, be able to pass through a bat gauge, the dimensions and shape of which are shown in the following diagram:



2 The wickets





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2.1 Bails

Overall 4.31 in / 10.95

cm a = 1.38 in / 3.50 cm

b = 2.13 in / 5.40 cm

c = 0.81 in / 2.06 cm

2.2 Stumps

Height (d) = 28 in / 71.1 cm

Diameter (e) - maximum = 1.5 in / 3.81 cm; minimum = 1.38 in / 3.50

cm 2.3 Overall

Width (f) of wicket 9 in / 22.86 cm

3 Wicket-keeping gloves

3.1 The images below illustrate the requirements of clause 27.2 in relation to:

- no webbing between the fingers;
- a single piece of non-stretch material between finger and thumb as a means of support; and
- when a hand wearing the glove has the thumb fully extended, the top edge being taut and not protruding beyond the straight line joining the top of the index finger to the top of the thumb.



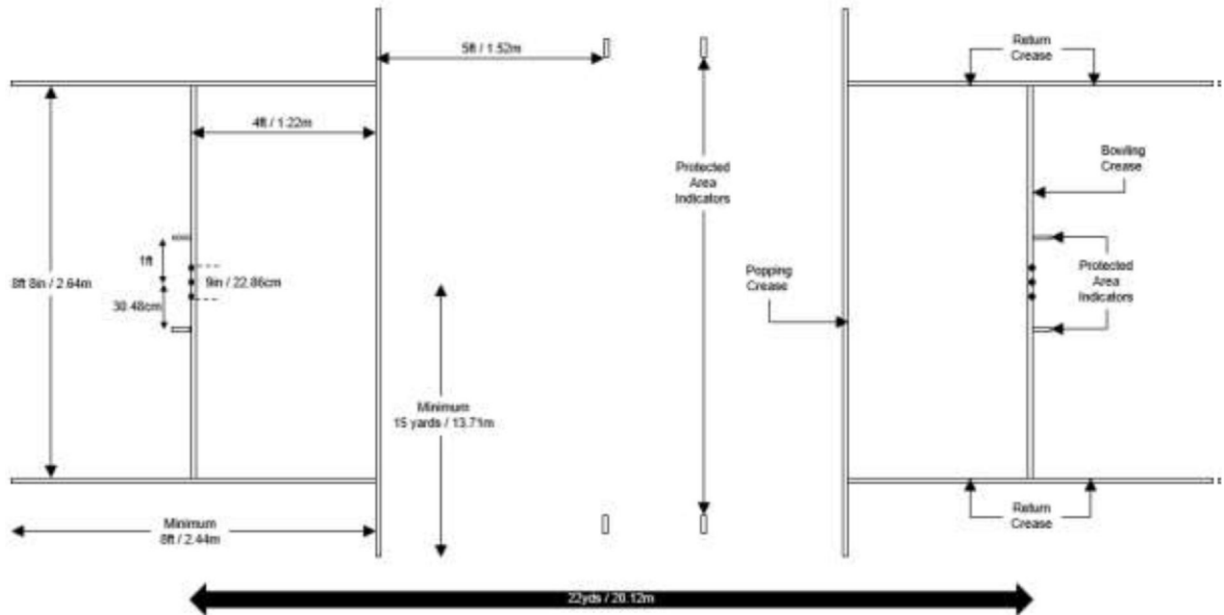
3.2 Note also the requirement for wicket-keeping gloves to comply with the Clothing and Equipment Regulations in relation to the size and position of marks and logos.



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Appendix C

1 The pitch and the creases





Appendix D

COVID- 19 SAFETY PROTOCOL FOR THE LOCAL MATCHES UNDER THE JURISDICTION OF THE MUMBAI CRICKET ASSOCIATION

Complete Prohibition of Application of saliva on Match Ball:

[Please also see Clause 41.3.7 of these Playing Conditions)

If the umpires believe that saliva has been applied to the ball, the umpires shall:

- ❖ If it is a **first instance** during an innings, summon the captain of the fielding side and issue a first warning,
 - ❖ If it is the **second instance** during an innings, summon the captain of the fielding side and issue a **second and final warning** to 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.
 - ❖ If it is the **third or subsequent instance**, award 5 penalty runs to the batting side.
 - ❖ The ball shall not be changed but the umpires shall wipe the ball with an appropriate cloth.

 - ❖ **UMPIRES NOT TO HOLD ANY CLOTHING OF BOWLERS/PLAYERS**
 - ❖ At the fall of a wicket or during drinks interval Umpires shall avoid handling or taking physical possession of the match ball used in that innings. They may keep the ball on the ground near the eye view where they are standing.
 - ❖ It is recommended that umpire at striker's end wears a mask when officiating.
-