

HYDERABAD CRICKET ASSOCIATION THREE DAY LEAGUE CHAMPIONSHIP PLAYING CONDITIONS

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1	All the matches will be played as per MCC Laws (2000 code 5th edition 2013) and current BCCI playing conditions except as varied hereunder
2	All matches shall be of two innings per side.
3	Hours of Play:
	i. 09:30 am to 12:00 pm First Session
	ii. 12:00 pm to 01:00 pm Lunch
	iii. 01:00 pm to 03:00 pm Second Session
	iv. 03:00 pm to 03:20 pm Tea
	v. 03:20 pm to 04:50 pm Third Session
	Teams should be present at the respective grounds atleast 45 minutes before the schedule start of the match for the smooth conduct of the league matches
	Each team should nominate its playing XI prior to the toss.
4	Number of overs per day: On all days 90 overs to be bowled in six hours of playing time. (15 overs per hour of playing time).
5	Un-interrupted Matches: In a normal day's game a minimum of 90 overs shall be bowled. The game shall not continue for more than 30 minutes (permitted over time) after the schedule close of play. On the last day of the match minimum number of overs (75 overs) or as recalculated have to be bowled before the start of the mandatory hour provided ground, weather and light conditions permit. (Mandatory overs: Minimum of 15 overs or as recalculated)

6	Interrupted Matches:
	i) Subject to weather and light, except in the last hour of the match in the event of play being suspended for any reason other than the normal interval the playing time on that day shall be extended up to a maximum of 30 minutes in addition to permitted over time.
	ii) On any day if the match is delayed or interrupted, intervals can be rescheduled in consultation with both the captains. iii) If the First day is washed out without a ball being bowled, the match will be extended for a day.
7	Penalty for slow over rate:
	i) Penalty clause will apply for slow over rate which will be calculated at the end of each innings
	ii) Penalty will be double the run rate scored by the team batting multiplied by number of over bowled short.
	iii) Fractions are to be ignored at the end of the calculations.
	iv) Penalty will not be applicable if the side is all out or declares its innings closed within 50 or less overs.
	v) While calculating penalty the following deductions should be made regarding time lost during play due to the following
	a. Two minutes for every wicket taken.
	b. 4 minutes for each drinks break taken in any session.
	c. Actual time lost due to any circumstances beyond the control of the fielding side.
	Note: Penalty will not be applicable for the innings in which the outright result is achieved.

8	Interval for Drinks:
	i) One drinks break per session will be permitted. The drinks break should be kept as short as possible and in any case shall not exceed 5 minutes.
	ii) An individual player may be given a drink either on the boundary edge or at the fall of wicket on the field provided no playing time is wasted.
	iii) No other drinks shall be taken on the field without the permission of the Umpires.
9	No-Ball: Two bouncers per over is allowed. Subsequent bouncer (3rd in a over) shall be called no-ball the umpires shall follow the procedure of caution, warning and removal as per BCCI playing conditions.
10	Wide Ball:
	i) A ball which passes after pitching above the batsman's head to an extent that it prevents the batsman from being able to hit it with his bat by means of normal cricket stroke, the umpire shall call the delivery wide and it shall also be considered as one bouncer for the over.
	ii) For bowlers, whom the umpires feel are adopting negative tactic by bowling down the leg-side, the limited overs wide interpretation will be applied
	iii) For bowlers attempting to utilize the rough outside the batsman's leg stump, not necessarily as negative tactics, the strict limited overs wide interpretation shall be applied.
11	Balls: i) Teams are entitled to claim the second new ball on completion of a minimum of 80 over on turf pitches.
	ii) New ball shall be taken after 100 overs have been bowled with the old ball. When the ball is replaced the umpires shall inform the batsman and scorers.
12	Tea: If play has been suspended for 30 minutes or more prior to the commencement of the scheduled tea interval, the tea interval shall be delayed for 30 minutes.

13	Extra Time: The umpires may decide to play 30 minutes (minimum of 8 overs) extra time at the end of any day (other than last day) if, requested by either captain if, in the umpires opinion, it would bring about a definite result on that day. If the umpires do not believe a result can be achieved, no extra time shall be allowed.	
14	Covering the Pitch: The pitch shall be covered during inclement weather/rain before the start of the match during play and at the end of each day's play as per the availability of covers.	
15	Points system:	
	i) Out Right win	6 Points for the Winning Team No Points for the Loosing Team.
	ii) Ten Wickets Or Inning Victory	2 Bonus Points for the winning team will be awarded.
	iii) Draw	3 Points will be awarded to the Team gaining First Inning Lead and 1 point for the First Inning Defeat.
	iv) Tie on First Innings	3 points will be awarded to each Team
	v) Tie after two complete innings	3 points will be awarded to each Team
	vi) Abandoned Or Washed Out	3 points will be awarded to each Team
	vii) Drawn on without first Inning Lead	2 points will be awarded to each Team
	viii) Walk over	6 points for the team getting walk over
	IX) conceding the match	6 points

16	Umpires: No protest will be entertained against umpiring decisions. Umpire decision is final.
	Responsibility of Captains: The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the laws. The Spirit of the game involves respect to: <ul style="list-style-type: none">➤ Your Opponents

	<ul style="list-style-type: none"> ➤ The role of the umpires. ➤ Your own captain and team.
17	<p>Protest: Protest if any must be sent within 24 hours of the conclusion of the match. Six copies of the protest memorandum duly attested by the concerned President / Secretary of the Club/Institution along with a protest fee of Rs.500/- (on Club/Institution Cheques only) must be sent to the Hon. Secretary of the Association. The fee will be refunded only if the protest is upheld. In all cases, the decision of the Association's Technical Committee will be final and binding.</p>
18	<p>In case a team gives walk over, 8 points will be deducted from its tally of points. In case of Two Walk Overs, the Team will not be allowed to participate further in the league. The players of that team will not be allowed to play for any other team in the League Championship.</p>