

In these rules and regulations unless the context otherwise requires:

‘Association’ means the Coast Cricket Association:

“CLUB” means a fully paid up member club of the Association:

“PLAYER” means any person who has been registered under these rules and regulations:

“SEASON” means the twelve-month period from the starting of the league to conclusion from the present Calendar

PLAYING CONDITIONS – FOR NCBA CUP T20 - 2020 MATCHES

P1 LAWS OF CRICKET

Except as varied here under the laws of cricket (**Code 2017**), 2nd edition shall apply.

P2 GROUNDS

- All MATCHES will be played on NATURAL GRASS WICKETS at Mombasa Sports Club and Coast Gymkhana
- The home ground **authority** shall be responsible for the preparation of the pitch and the playing ground, including the marking of creases before the start of the match, during the lunch interval and change of innings.
- The pitch for the match shall normally be ready at least 30 minutes before the scheduled starting time of the match and shall be inspected by the nominated umpires.
- The Match Officials shall be the sole judges of the fitness of the pitch for play. See Laws 2.7 (Fitness for play) and 2.8 (Suspension of play in dangerous or unreasonable conditions)
- In the event of a pitch being considered too dangerous for play to continue in the estimation of the Match Officials, they shall stop play. **See Laws 6.4. CHANGING THE PITCH**
- The Match Officials shall consult with both the captains.
- If both the captains agree to continue, play shall resume.
- If the decision is not to resume play, the Match Officials shall consider whether the existing pitch can be repaired and the match resumed from the point it was stopped.
- In considering whether to authorize such repairs, the Match Officials must consider whether this would place either side at an unfair advantage, given that play has already taken place on the dangerous pitch.
- If the decision is that the existing pitch cannot be repaired, then the match is to be

abandoned with the following consequences:

1. In the event of the required number of overs (5) to constitute a match having been completed at the time the match is abandoned, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method (Refer Duckworth/Lewis Regulations). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.
 2. In the event of the required number of overs (5) to constitute a match not having been completed, the match will be abandoned as a no result.
 3. If the match is abandoned as a no result, the umpires shall consult with the Home Board with the objective of finding a way for a new match to be commenced and completed on the same date (including any reserve day) and venue.
 4. Such a match may be played either on the repaired pitch or on another pitch, subject to the Match Officials and the relevant ground authority both being satisfied that the new pitch will be of the required T20I standard. The playing time lost between the scheduled start time of the original match and the actual start time of the new match will be covered by the provisions of M.C.C. laws of cricket 12.
 5. If it is not possible to play a new match on the scheduled day of the match (including any reserve day), the relevant officials from C.C.A shall agree on whether the match can be replayed within the existing schedule.
- Throughout the above decision making processes, the Match Officials shall keep informed both captains and the head of the ground authority.
 - Home ground authority will be responsible in covering the pitch as required before the match.
 - Home grounds should ensure that there is enough equipment i.e. rollers, lawnmowers, pitch cutter, good sight screens, drying materials and enough personnel to maintain the ground

P3 MATCH BALL

- White Match Ball will be provided by the Organizers.
- Only ONE new ball shall be used per inning.
- The Match Officials shall retain possession of the ball (s) throughout the duration of the match when play is not actually taking place. During play the Match Officials shall periodically and regularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drink interval, or any other disruption in play.

P4 PRACTICE ON THE FIELD

- At no time on any day of the match shall there be any bowling or batting practice on the pitch or square.
- There shall be no bowling or batting practice on any part of the square or area immediately parallel to the match pitch after the commencement of play. Any fieldsman contravening this law may not bowl his next over.

P5 COVERING THE PITCH

- In the event of rain, the pitch as much of the square and bowlers run-up shall be covered by the home ground authority.
- At all time before the match (at least a day before), the pitch shall be covered overnight prior to the day of the match.

P6 "HITTING UP"

- Team are required to observe Ground Authority regulation and exercise utmost care and caution when engaging in practice, and pre-match warm-up and "hitting up" activities so as to avoid the risk of injury to members of the public, damage to club properties and damage to the center wicket region and square.

P7 NOMINATIONS OF PLAYERS

SCHEDULED START TIME OF MATCH: shall be taken as the time the match is programmed to start; as advised in fixtures, or as advised by the Association in writing, notwithstanding any natural, cause for delays.

Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the Match official not later than 30 minutes before the schedule start time of the match. After the Toss no player (member of the playing eleven) and the substitutes may not be changed after the nomination without the consent of the opposing captain.

All nominated players have to be on the ground 30 minutes before the SCHEDULED START TIME OF MATCH IRRESPECTIVE OF THE GROUND OR WEATHER CONDITIONS.

This rule will apply even if the start of the game is delayed for any reasons.

A Team having less than 9 players will be deemed to forfeit the game to the opponents.

A Team playing with a Non CCA registered player will forfeit the game.

The Match Officials shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time.

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

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:

- a) Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or
- b) Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

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

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

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

Please also note all participating teams will use the provided dressing rooms by the Home Authority. Only the members of the Squad (15) and ONE Team Official will be allowed to accompany the team to the dressing room. The Captain is solely responsible for any breach of this directive.

THERE SHALL BE NO RESTRICTION on Non Resident or CK contracted Player or NPCA or RVCA registered Player or Overseas player are eligible to play for each team. (See Clause P27 for more)

P8 TOSS

The captains shall toss for the choice of innings, on the field of play and in the presence of at least one Match Official's, who shall supervise the toss.

The toss shall take place not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any re-scheduled time for the match to start. The captain of the side winning the toss is to notify the opposing captain as soon as the toss is completed of his decision to bat or to field first.

P9 DURATION OF THE MATCH

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

Uninterrupted Matches

- a) Each team shall bat for 20 overs unless all out earlier.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the schedule time.

The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

- c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- d) If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- e) Penalties shall apply for slow over rates (refer to P12)

Delayed or Interrupted Matches

- a) Delay or Interruption to the Innings of the Team Batting First
 - i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.11 overs per hour in the total remaining time available for play.
 - ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.
 - iii) As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.25, then the first innings is terminated and the provisions (b) below take effect.
 - iv) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 14.11 overs per hour.

When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and the interval will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra

over for each team.

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

vi) Penalties shall apply for slow over rates (refer to P12)

b) Delay or Interruption to the innings of the Team Batting Second

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

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

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

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

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

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

vii) Penalties shall apply for slow over rates (refer to P12)

Extra Time

C.C.A may agree to provide for extra time where the start of play is delayed or play is suspended.

Number of Overs per Bowler

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

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

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

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

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

A team shall not be permitted to declare its inning closed.

P10 HOURS OF PLAY

For 20 Overs Match (T20)

- Hours of Play shall be 10.00am to 13.00pm (Morning Game)
- Hours of Play shall be 02:30pm to 05:30pm (Afternoon Game) SAME FOR SATURDAY GAMES.
- Innings change over break will be 10 minutes
- The umpires shall not declare the game **ABANDONED** before **11.50am** except in circumstances where the conditions are so bad that it is impossible to start the game latest by **12.10 pm**. For the morning match (in case of extra time agreement) The umpires shall not declare the game **ABANDONED** before **12.20pm** except in circumstances where the conditions are so bad that it is impossible to start the game latest by **12.40 pm**. For the morning match
- The umpires shall not declare the game **ABANDONED** before **4.20pm** except in circumstances where the conditions are so bad that it is impossible to start the game latest by **4.40 pm**. For the afternoon match (in case of extra time agreement) The umpires shall not declare the game **ABANDONED** before **4.50pm** except in circumstances where the conditions are so bad that it is impossible to start the game latest by **05.10 pm**. For the afternoon match

P11 DRINKS INTERVAL

- Match drink intervals will be taken after 10 overs (**players to remain on the field of play**).
- The drinks interval may be altered at the discretion of the Umpires.
- Any 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 drink shall be taken onto the field without the permission of the Umpires.
- Any player taking drinks onto the field shall be dressed in proper Cricket attire.

- For games reduced to less than 20 over there shall have no water breaks.

P12 PENALTIES

In the event of the fielding side failing to bowl the requisite number of overs at the end of the stipulated time, the following penalties shall be imposed on the side fielding: -

1ST incidence of slow over rate – The fielding captain will be warned.

2rd incidence of slow over rate – Fielding captain's Club will be fined ksh 2,000/-.

The decisions will be taken on based on umpires report.

The penalties will be applicable on the current ongoing season and will not be carried forward to next season.

In case of a team not turning up for a game, 2points will be deducted and cash fine of Kshs 25,000.00/- will be enforced. If this is repeated in the ongoing league then matter will be handed over to CCA disciplinary committee which can lead the team to be banned from the tournament.

P13 RESTRICTION OF PLACEMENT OF FIELDSMAN

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

In addition to the restriction contained in clause P13 (1) above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay overs) are set out in the following paragraphs.

a) Subject to e) below these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).

b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 meters). The semi-circles shall be linked by two parallel straight lines drawn on the field.

c) During the Powerplay overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

d) During the non Powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area.

e) In circumstances when the number of overs of the batting team is reduced, the number of Powerplay overs shall be reduced in accordance with the table below.

For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

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

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

NOTE: In case, lesser number of players playing than standard 11 players in a particular match, the allowed fielders outside 30 yards in the mandatory power play and the minimum six players to stay inside rule will not be applicable.

POWERPLAY BLOCKS

No of Overs Per innings	Total Power Play Overs
05 – 08	2
09 - 11	3
12 - 14	4
15 - 18	5
19 - 20	6

P15 FIELDSMAN LEAVING DUE TO INJURY

- No Player shall leave the field or return during a session of play without the consent of **either** Match Officials
- The Match Officials consent is also necessary if a substitute is required for a fieldsman at the start of play or when his side returns to the field after an interval.
- If a member of the fielding side does not take the field at the start of play, leaves the field or fails to return after an interval and is absent from the field longer than 8 minutes:
 - The player shall not be permitted to bat unless or until, in aggregate, he has returned to the field and \ or his side's innings has been in progress for at least that length for playing time for which he has been absent or, if earlier, when his side has lost 5 wickets.
 - The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least of playing time for which he was absent.
- The restrictions above shall not apply if the player has suffered an external blow **or had an injury during the game** (as opposed to an internal injury or a pulled muscle) whilst participating earlier in the match and subsequently been forced to leave the field. Nor

shall it apply if the player has been absent for exceptional and wholly acceptable reason (other than injury or illness).

NOTE

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

If a player wishes to change his shirt, boots etc. he may leave the field to do so (no changing on the field) but no substitute shall be allowed.

A runner for a batsman when batting is not permitted.

P16 WIDE BOWLING – JUDGING A WIDE

Match officials are instructed to apply a very strict and consistent interpretation in regard to this law in order to prevent negative bowling wide of the wicket.

Any offside or on side (leg side) delivery which in the opinion of the match officials does not give the Batsman a reasonable opportunity to score shall be called a wide. As a guide, on the on-side a ball landing clearly outside the leg stump going further away shall be called a wide.

A wide ball shall attract One Run for the Delivery, and additional runs for any runs scored of that delivery.

EXAMPLE

The wicket keeper misses a wide ball that has been delivered and the ball runs down to the boundary. In this case FIVE RUNS shall be added to the total tally (One Run for the Wide Ball Delivered and Four Runs for the Boundary). All runs shall be accounted for in the extras under the wide ball section.

P17 NO BALL

A penalty of ONE RUN shall be scored for the NO BALL, plus any other run scored. The NO BALL penalty is one run, which shall be scored in the normal manner. Other runs scored are either added to extras, or to the batsman's tally, if the runs are scored off his bat.

EXAMPLE ONE

Four runs are scored off a NO BALL, which the Batsman has hit for THREE RUNS. The Batsman is credited with the runs hit (Three Runs). The No Ball is added to the extras as a No Ball.

A No ball hit for SIX is SEVEN RUNS to the Total Score – SIX RUNS to the Batsman's Tally and ONE RUN to the Extras Tally.

EXAMPLE TWO

Three runs are scored off a NO BALL, which TWO RUNS are scored off a LEG BYE. The No Ball (One Run) is added to the No Ball Tally whilst the other two are added to the Leg Byes Tally. Other extras plus the No Ball are scored accordingly.

P17a DANGEROUS AND UNFAIR BOWLING

A bowler shall be limited to ONE Short pitched delivery per over.

- A Fast Short Pitched delivery is defined as a ball which passes or would have passed between the Shoulder heights of the striker standing upright at the crease.
- The match Official at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- 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.; either match official shall call and signal "NO BALL".
- In addition, for the purpose of this regulation and subject to the clause below, a ball that passes above the height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a WIDE.
- For the avoidance of doubt any first short pitched delivery that is called a wide under this playing conditions shall also count as the allowable short pitched delivery in that over.
- In the event of a bowler bowling more than one fast short pitch ball. The Match official shall call and signal NO BALL and then tap the head with the other hand.
- If a bowler delivers a second fast short pitched delivery in an over, the Match official, 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 batsman at the wicket of what has occurred. This caution shall apply throughout the innings.
- If there is a second instance of the bowler being NO BALLED in the innings for bowling more than one short pitched delivery in an over, the **Match Official** shall advise the bowler that this is his final warning for the innings.

- Should be there any further instance by the same bowler in that inning, the match official shall call and signal a NO BALL and the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, not to be allowed to bowl the next over or part thereof.
- The bowler thus taken off shall not be allowed to bowl again in that innings.
- The match official will report the occurrence to the other match official, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- Any delivery which passes or would have passed on the full above the waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.
- In the event of a bowler bowling a full pitched ball as defined above, the match official at the bowlers end shall, in its first instance shall, call and signal a NO BALL, when the ball is dead, caution the bowler and issue a first and final warning. The match official shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- Should there be further instance by the same bowler in the same innings, the Match official shall call and signal NO BALL and when the ball is dead direct the captain to take off the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, not to be allowed to bowl the next over or part thereof.
- The bowler thus taken off shall not be allowed to bowl again in that innings.
- The match official will report the occurrence to the other match official, the batsmen at the wicket and as soon as possible to the captain of the batting side.

P 17 B FREE HIT OF A NO BALL

Mode of delivery

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

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

For any free hit, the striker can be dismissed only under the circumstances that apply for a no

ball, even if the delivery for the free hit is called wide ball.

Field changes are not permitted for free hit deliveries unless:

a) There is a change of striker (the provisions of Laws of cricket 41.2 shall apply),

or

b) The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

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

P18 BOUNDARIES

If an unauthorized person enters the playing arena and handles the ball, the match official at the bowlers 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.

P19 RESULTS

Shall apply in addition to the following:

A) Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play, a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

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

Match Officials awarding a match

Shall be replaced by the following:

a) A match shall be lost by a side which either

i) concedes defeat or

ii) In the opinion of the Match Officials refuses to play and the Match Officials shall award the match to the other side.

b) If the match official considers that an action by any player or players might constitute a refusal by either side to play then the match officials together shall inform the Match Referee (if any) of this fact. The Match Referee if any shall together with the match officials ascertain the cause of the action. If the Match Referee (if any), after due consultation with the match officials, then decides that this action does constitute a refusal to play by one side, he shall so inform the captain of that side. If the captain persists in the action the Match Officials or Match

Referee (if any) shall award the match in accordance with (a)(ii) above.*

c) If action as in (b) above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clause 12.4.2 above.

* 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.

The match officials shall report the incident to the CCA Executive.

The defaulting side shall be penalized by having 2 points deducted for each default from the total aggregate points earned in the tournament or/and Cash fine of 5000/- per default

The opponents shall be awarded 2 points for the match.

The CCA Executive shall, after due consideration, impose disciplinary action on the offending Side.

In Case of a tie The Super Over Rule will be applicable throughout the tournament.

Procedure for the Super Over

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

1. Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the match officials. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
2. The amount of extra time allocated to the Super Over is the greater of (a) the extra time allocated to the original match less the amount of extra time actually utilized and (b) the gap between the actual end of the match and the time the original match would have been scheduled to finish had the whole of the extra time pro- vision been utilized. Should play be delayed prior to or during the Super Over once the playing time lost exceeds the extra time allocated, the Super Over shall be abandoned. See clause 15.
3. The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the match officials.
4. The match officials shall stand at the same end as that in which they finished the match.
5. In both innings of the Super Over, the fielding side shall choose from which end to bowl.
6. Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in

the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.

7. Any penance time being served in the main match shall be carried forward to the Super Over.
8. Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 International match.
9. The team batting second in the match will bat first in the Super Over.
10. The fielding captain or his nominee shall select the ball with which he wishes to bowl his over in the Super Over from the box of spare balls provided by the match officials. Such box to include the balls used in the main match, but no new balls. The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.
11. The loss of two wickets in the over ends the team's one over innings.
12. In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under the D/L method, clause 14 immediately applies. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
13. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
14. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

15. Example:

RUNS SCORED FROM: TEAM 1 TEAM 2

Ball no	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

16. 15 Clause 2 examples:

17. Scheduled finish 5.00, 30 minutes extra time available, so scheduled finish time if the whole of the extra time provision is utilized is 5.30.

- a) No extra time is utilized in the original match which overruns ten minutes and finishes at 5.10. The Super Over is scheduled to start at 5.20 with 30 minutes extra time available. It starts on time but is interrupted at 5.25. Play must resume by 5.55 otherwise the Super Over is abandoned.
- b) 20 minutes of extra time was utilized, with the match scheduled to finish at 5.20, but it actually finishes at 5.10. Therefore the extra time allocated to the Super Over is the greater of a) 10 minutes (30 minutes extra time less 20 already utilized) and b) 20 minutes (the gap from the actual finish time of 5.10 and the scheduled finish had the full extra time been utilized of 5.30). The Super Over was due to start at 5.20, but is delayed by rain. It must therefore start by 5.40 or the Super Over is abandoned.
- c) The match finishes at 5.40 (having started 30 minutes late and overrun by 10 minutes). There is no extra time allocated to the Super Over which should start at 5.50. Any delay or interruption after 5.50 means the Super Over is abandoned.

P20 POINTS

The points shall be awarded as follows: -

<i>Points earned</i>	<i>Total</i>
Win	2
Loss	0

In the event of a match being declared **no result due to GWL** or abandoned by the match officials for reasons stated elsewhere in these rules the teams shall be awarded 1 point each. In Case of a tie The Super Over Rule will be applicable throughout the tournament. (read the Super over procedure in rule no P19)

P21 MATCH OFFICIALS

Should both match officials fail to appear before the scheduled start off the match, it shall be the duty, of the two captains to appoint match officials **at** the start of the match,

- If a recognized match officlas arrives, and is willing to officiate he shall be allowed to officiate the rest of the match. Under no circumstances will the match be declared abandoned due to non-appearance of the appointed match official
- In the event of only one appointed match officials appearing and there is a recognized or acceptable person available, he/she may be recruited to officiate the game. The captains shall be expected to oblige to this.
- In case of the pitch being unfit for play at the scheduled time or any other time during the match only the match Uofficials, Captains, and Ground Authority are allowed to inspect the pitch, Home Ground Authority must ensure no members of the public is allowed near the pitch in such circumstances. It will be the responsibility of the Captains to ensure that their teams abide by this rule.
- The Association will appoint match referees, as they deem necessary from time to time.
- Notwithstanding whether there are match officials on the day, both Captains shall ensure that the Result Slip is completed, duly signed, and the team lists included, for the submission, by the home team, to the designated place by the designated time, for the attention of the Association.

P23 MISCONDUCT OF PLAYER OR OFFICIAL

- During a match or within 30 minutes after the end of play on the relevant day a player's conduct can give rise to an official warning by the match officials in the event of serious misconduct by that player or official.
- If one or both the match officiales see reason to issue such a warning they must forward the reason for such warning in writing to the Fixtures Secretary of the Association to reach him by 4.00 p.m. on Monday following the issue of the warning. The Umpire(s) must inform the player or the official of their intention.

- The information so given to the player or official will suffice for the player or official to appear before the Disciplinary Committee of the Association on Tuesday at 7.00 p.m. at a place as notified by CCA executive following the day of the information by the Umpire (s).
- It will be necessary for the match official(s) to be present at the hearing to answer any supplementary questions that may arise.

P24 ACCEPTANCE OF DECISIONS

Any action taken by the Executive shall be final and binding except where such action results in the suspension of a Member Club. Only in this event has a Member Club leave to appeal to the Council of the Association.

P25 CATEGORIES OF PLAYERS.

25.1 RESIDENT.

- **CITIZEN** - Shall be any player who is a citizen of the Republic of Kenya and who is ordinarily resident in the Coast Counties. (Mombasa, Kwale, Kilifi, Taita Taveta & Lamu)
- **NON-CITIZEN** - Shall be any player who is not a citizen of the Republic of Kenya and who is ordinarily resident in the Coast Counties. (Mombasa, Kwale, Kilifi, Taita Taveta & Lamu). Any player applying for registration under this category will be required to provide documentary evidence that he is legally present in the country and has been in continuous residence in Kenya for a period of not less than THIRTY DAYS immediately prior to the date of his first qualification to play.

25.2. NON-RESIDENT.

- **CITIZEN:** Shall be any player who is a citizen of the Republic of Kenya and who is not ordinarily resident in the Coast Counties. (Mombasa, Kwale, Kilifi, Taita Taveta & Lamu).
- **NON-CITIZEN:** Shall be any player who is not a citizen of the Republic of Kenya and who is not ordinarily resident in the Coast Counties. (Mombasa, Kwale, Kilifi, Taita Taveta & Lamu), but is ordinarily and legally resident in the Republic of Kenya. Any player applying for registration under this category will be required to provide documentary evidence that he is legally present in the country and has been in continuous residence in Kenya for a period of not less than THIRTY DAYS immediately prior to the date of his first qualification to play.

25.3 NATIONAL CONTRACTED PLAYERS

- Shall be a Player, who is contracted by the National Cricket Board to represent the country in international matches.

25.4. OVERSEAS PLAYERS.

Shall be any player, who is not ordinarily resident in the Republic of Kenya and who has been recruited to play for a Member club of the Association in any Tournament organized by the

Association. Any member club applying for registration of a player under this category shall be required to satisfy the following requirement before registration can be considered.

25.4.1. The application for the registration must be made in writing to the Association.

25.4.2. The application must contain the following information.

- Player's full name
- Personal address in full
- Address in full of the Playing Club or Institution of the player, in his country of Domicile.
- Address in Kenya
- Date of birth
- Country of birth
- Country of residence
- Citizenship
- Detailed bio-date of the player's cricketing career to date highlighting his international and first class cricket record and details of all coaching activities undertaken by him.
- Confirmation that the player will be made available to assist the Association in any cricket-coaching program organized by them.
- Confirmation that the Association has no financial liability relating to the recruitment of the player.
- Confirmation that all the legal requirement for the player's presence in Kenya has been complied with.

25.4.3. Registration under this category will be done at least 14 days prior to the player qualifying to play

25.4.4. The Association shall confirm in writing the approval or otherwise for this application to the applying club.

P26 PLAYER TRANSFERS

No player transfers will be allowed under any circumstances during the duration of the NIC Cup.

P27 PLAYER REGISTRATION & RESTRICTIONS

- Player registration will be done in the beginning of the season.
- Late player registration can be done any time provided he is registered and pays the required registration fee 1 week prior for him to be eligible to play. **This clause will be strictly adhered to.**
- Maximum of two overseas players will be allowed to register for a team before the season or at least 2 weeks before he can play provided he pays the required registration fees with his application.

P29 FORMAT OF THE TOURNAMENTS

This tournament will be played one way only and top 4 teams at the end of first round will qualify for the second round. Team Finishing No 1 and 2 will play a Qualifier 1 while Team

finishing No 3 & 4 will play the Eliminator. Winner of eliminator will play against loser of Qualifier 1 in Qualifier 2 and winner of qualifier 2 will play Final against winner of Qualifier 1

P30 CODE OF CONDUCT BY PLAYERS AND UMPIRES

teams. A team can be awarded a total of ten points per match,

1. 4 Points are given on the basis of how the team has adhered to the “Spirit of game” on and off the field.
2. 2 Points for respect towards the opposition
3. 2 Points for awareness and application of Laws of Cricket & Playing Conditions.
4. 2 Points for respect to umpire and their decision.

The on-field umpires are sole judge for this point system.

P32 INTERPRETATION

- In the event of any dispute or query under the administrative and playing conditions of these Byelaws the decision of the Executive shall be final.

P33 TROPHIES AND AWARD PRESANTATION

- Minimum of 6 Team player or/and Club Official from each team must be present during a Trophies/Award Presentation ceremony.

Coast Cricket Association
Mombasa
November 2019.

