

QATAR CRICKET ASSOCIATION



DOMESTIC CRICKET REGULATIONS

QATAR CRICKET ASSOCIATION

Governed by Qatar Olympic Committee

Affiliated to ICC

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Revised September 2015

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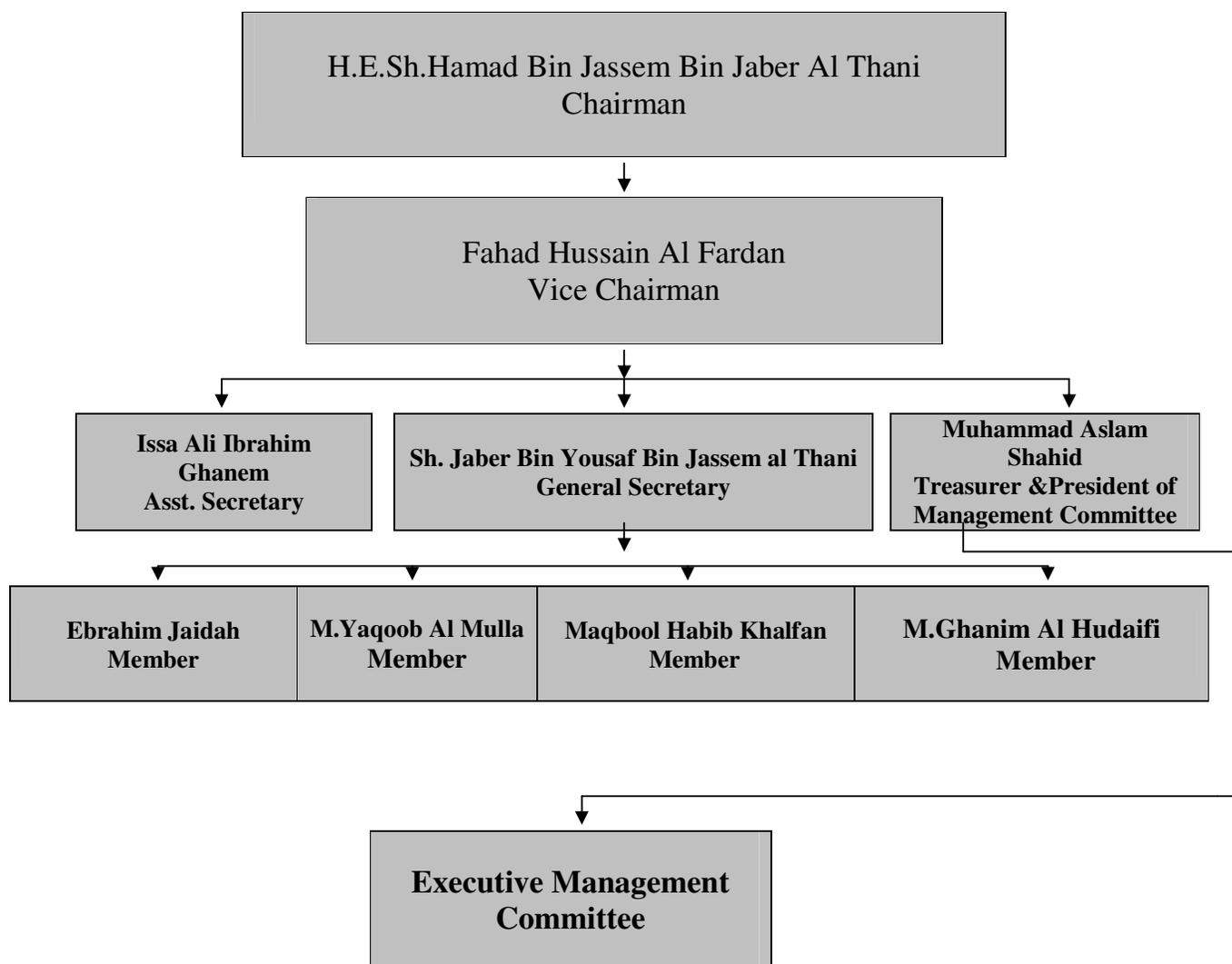
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PART – 1

Organization Structure

The authority to supervise and organize all Cricket activities in Qatar has been entrusted to Qatar Cricket Association by a declaration of Qatar National Olympic Committee dated 22-04-1996. Organization structure of Qatar Cricket Association is appended here below.

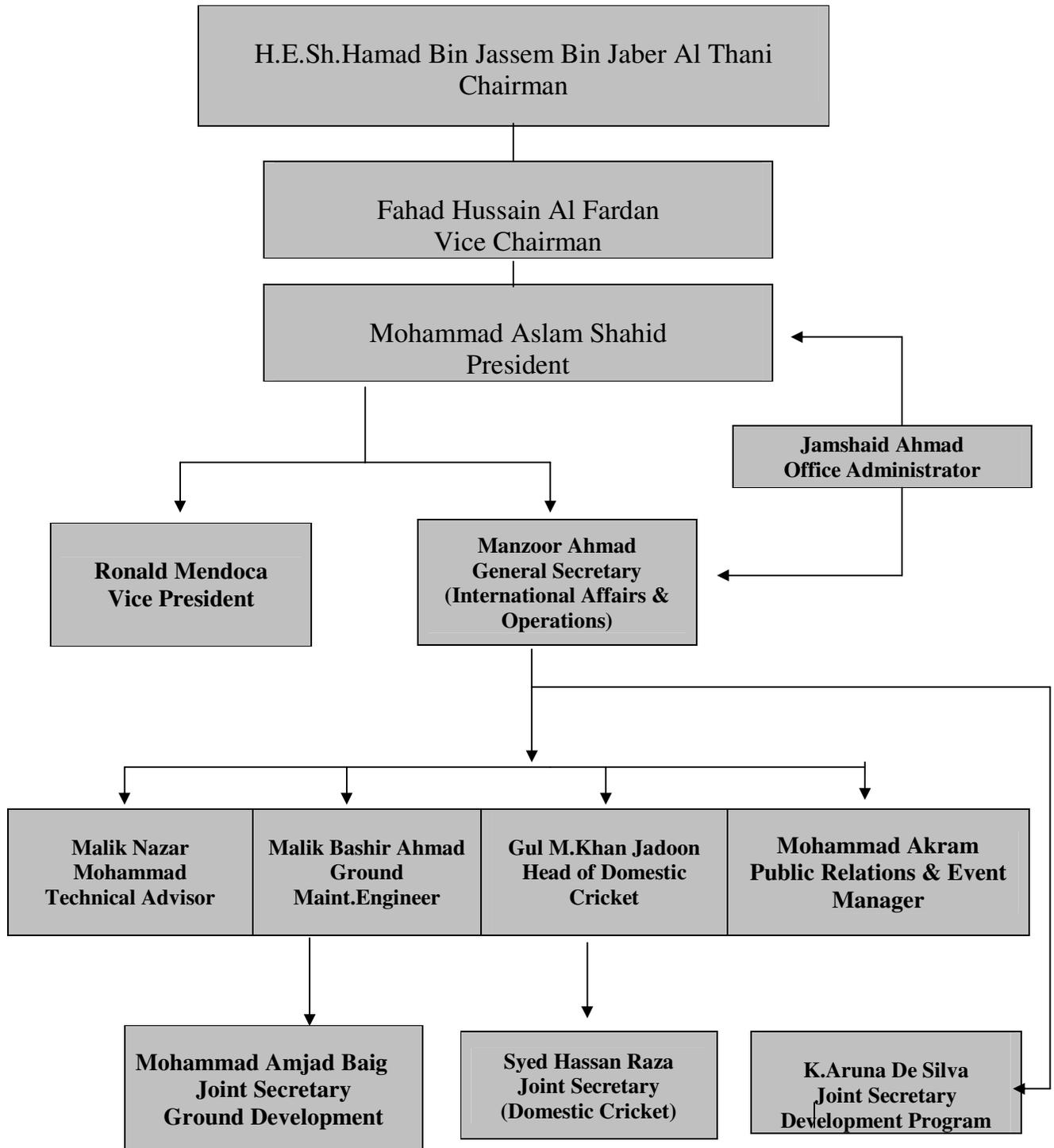
BOARD



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QATAR CRICKET ASSOCIATION

Executive Management Committee



FUNCTIONS

1. Executive Management Committee

- a. Regulate and administer the game of Cricket in Qatar and the Board will give necessary guidance from time to time. Details however will be stipulated in the constitution of Qatar Cricket Association.
- b. To form and dissolve committees by the President as necessary for the smooth running of cricket in Qatar.
- c. The President has full right to make a final decision on all appeals or concerned matters.

2. Technical Committee:

- a. Update Tournament Rules.
- b. Brief /debrief Umpires and prepare/issue umpiring guidance.
- c. Handle all complaints and make decisions on all disputes related to the match/tournament. The appeal on the decision can be made to the QCA President.
- d. Receive all complaints/ disputes and decision there to be given by the Umpires.
- e. Umpires assessment form to be completed by the captain at the end of match and hand-over to the official of the QCA in the ground.

3. Tournament Committee:

- a. Arrange for teams / players Registration according to the prescribed rules and regulations.
- b. Handle all matters regarding visit player registration / transfer cases.
- c. Ensure Team / players are properly equipped with the Rules / Regulations draw etc.
- d. Select Scorer's panel and issue guidelines for Scoring.
- e. Supervise the draw of league Matches.

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- f. Brief teams / players on Qatar Cricket Association regulations and adherence to the code of conduct (Part V). It should be issued at the time of draw to all Captains.
- g. Make allocation of Umpires for the Matches.
- h. Supervise / conduct of the tournament ensuring that a member of the committee is present on the ground when matches are in progress.
- i. Ensure Scorers have been detailed.
- j. Prepare draws for the tournament.
- k. Make allocation of grounds.
- l. Conduct the Tournament and following points must be checked:
 - 1) Participating teams are aware of the matches to be played including the time and venue.
 - 2) Umpires have been detailed for the matches and know the time and venue.
 - 3) On the day of the match to be present thirty (30) minutes before the start time and see all arrangements are completed.
 - 4) Supervise the match / matches ensuring that all rules / regulations are being strictly adhered to.
 - 5) Collect the Score sheets at the end of the match duly signed by all and hand over the same to the QCA Office (44651514) for their record and arrange statistics to achieve prize winning team/individual performance.

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PART II

REGISTRATION RULES

1. All players will have to be registered through their individual clubs with Qatar Cricket Association prior to start of tournament.
2. All Clubs will have to register annually with Qatar Cricket Association.
3.
 - a) Club registration fee of **QR 1000/-** per Club to be paid. The Club, however, will pay annual fee **QR. 1800/-**
 - b) Financial Year of Qatar Cricket Association shall be from 1st October to 30th September while domestic cricket season shall be from 1st October to 31st May.
 - c) If a participating club want to change the club name during the season after ending the tournament, they have to get an approval letter signed by the authorized person of the current club. After that they have to fill-in QCA Form signed and stamped by the company's authorized person and then submit to the QCA office with a fee of **QR 500/-**.
 - d) If a QCA registered club did not participate in one full season and willing to participate in the next season, they will have to re-register the club with QCA again paying all the registration related fees.
4. Tournament fees of **QR 650/-** per Club, per tournament, must be paid before the draw of the tournament. If the tournament fee is not paid the team will not be allowed to play the tournament.
5. If player played in the different division with two different teams without prior approval from QCA then the captain and concerned player will be banned for next 2 matches of the same/next tournament. On the repetition of the same team, captain and concerned player will be banned for next 5 matches.
6. If player played in two different teams in the same Tournament without prior approval from QCA then the captain and concerned player will be banned for full season or 3 tournaments.
7. Players can be transferred at the end of the tournament but only with the consent in writing of their original Club. In case of such transfer the beneficiary club will have to pay a transfer fees of **QR 200/-** per player. However in the event of non-compliance captain of the beneficiary club will be banned from the tournament.

8. In specific cases players who have suffered by not playing reasonable number of matches or otherwise considered themselves as neglected may also get transferred with the permission of QCA Management Committee with transfer fees of QR 200/-.

In all the above cases player's registration form must be submitted well in time to QCA General Secretary duly filled in and signed.

9. Visiting players up to 4 Nos. for Div I and Div II and Div III are allowed to play in the tournament matches. However, they should have played at least two matches including quarter finals (if any) before the tournament reaches the semifinals. Such visiting players are required to register with QCA with a registration fee of QR 500/- each per season.

Note: Visiting players can be replaced by another visiting or local player with the permission of QCA but local player will not be replaced with visiting player in any case.

10. Any Club fielding a visiting player without proper registration QCA will ban the particular captain from the tournament. Also the match will be awarded to the other side.
11. In case of a protest of any nature in respect of eligibility of player, residence permit will have to be submitted to take up the matter for consideration.

12. **Communication with Qatar Cricket Association.**

It is important that all communications from the teams, players, umpires, scorers and others must be made in writing only to the QCA. No verbal communications will be entertained.

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PART 111

TOURNAMENT RULES

- | | | |
|----|--|----------------------------------|
| 1. | Matches to start as per timings sharp. | No grace period will be allowed. |
| | If a team reports up to 5 minutes late, | 1 over will be deducted. |
| | If a team reports up to 10 minutes late, | 2 over will be deducted. |
| | If a team reports up to 15 minutes late, | 3 over will be deducted. |
| | If a team reports up to 20 minutes late, | 4 over will be deducted. |

Thereafter the Umpires will award a walkover accordingly. Deduction Overs will be from the team responsible for delay.

2. In case start of the match is delayed even both the teams are present in ground due to unforeseen circumstances like umpires getting late, rain, bad light, non – preparation of ground etc. The following rules will apply.
 - a. For thirty minutes delay the match will be reduced by 5 over from both the side.
 - b. For further delay i.e. in excess of 30 minutes (In league match) umpire on their discretion may allow the team to play on proportionate reduced over.
3. If an unregistered player or otherwise ineligible player is fielded by a team, Tournament Committee will disqualify the team captain for 2 next matches (Refer Registration Rules Clause 5,6,7)
4. At the time of “Toss” both the teams should be present in kit with a minimum of 9 players.
5. Except in the case of exigency, if a team gives a walkover intentionally, the team and their players who have already played in the tournament, the Tournament Committee will not allow the team and players to participate in the next tournament.

If any team intend to give walk over with valid reason. They must inform the QCA 48 hrs before the match time.
6. a) Any member from the fielding side who remains absent up to 50% of scheduled or rescheduled overs will not be allowed to play except as a substitute.

If he joins before, then he will be allowed to bowl after the same number of overs (absent period) is finished.

b) Two substitutes are allowed in a 50 overs (One Day) match without any reason, but Time Law and Law 2.1c (Shoe and Shirt change) will be applied. If two substitutes are already on the field then no more substitutes will be allowed in case of injury etc.

7. a) All the matches have to be completed except for rain, bad light or stormy weather conditions. None of them will be allowed to discontinue the match and leave the ground on any disputed decision. Any team indulging in such an act will not be allowed to participate further in the tournament.

b) For any misbehavior of player reported by Umpire, QCA will disqualify the player for the next two matches depending on the extent of the misbehavior. In case such incidents occur in semifinal or final match the punishment will be carried over to the next tournament, even if it is in the next season. If the team gets involved in row/violence and is reported by the Umpire then the team will be disqualified from the current tournament/next tournament.

8. Man of the match decision will be awarded to a player as per guidelines given below:

BOWLERS:

1 Wicket is equivalent to 17 runs.

KEEPER:

1 Wicket (stumping) is equivalent to 7 runs.

CATCHES:

1 catch is equivalent to 7 runs.

BONUS RUNS:

7 bonus runs will be awarded to the player from the winning side that is running for MAN OF THE MATCH AWARD.

Umpires should adhere to the guidelines provided but if they feel a player has changed the course of a match drastically they may give him the award irrespective of the guidelines.

9. All protests should be in writing within 48 hours after the result of the match, and to be accompanied with non- refundable fees of QR 100/-
10. **Match Result:**
 - a. For all out team total played over will be counted for average.
 - b. In league matches in case of tie, fall of wickets will not be considered. The match will be considered drawn by giving 1 point each. However in the case of quarter/semifinal/final clause 11 will be followed.
11. A match will be considered completed if the side batting 2nd has played at least 10 overs in a 20 overs match and at least 20 over's in 50 overs match. In such case calculation of average to ascertain the winner will be done on played overs.
12. If a league match is cancelled due to bad weather, each team would be awarded one point. If all the scheduled matches could not take place then the tournament will be extended by one week.
13. Any thing not covered in this rule will be decided by the QCA Technical Committee.
14. In the event of the teams finishing equal points the right to play quarterfinal / semifinal will be determined with highest net run rate. (Net Run Rate means" Run Scored in played overs minus Runs conceded in bowled overs").

For the knock out round, the following will be considered in the following sequence in a complete match:

- a. Wickets
- b. Better run rate of played overs
- c. All above are same then Super over will take place, in case of ties in Super over in the finals, both teams will be declared Combined Winners of the tournament.

In an interrupted match (Bad light, Rain etc.) for the knock out round, the following will be considered in the following sequence:

- a. Better run rate of played overs in the same match
- b. Wickets
- c. Maximum number of boundaries cored by a team

15. In case of tie in T20 knockout matches, super over will take place. In case of tie again, international rules will be applied which will be explained by Umpires, Match Referees of the Match if deputed.

PART 1V

OBLIGATIONS (TEAMS, UMPIRES, SCORERS & PLAYERS)

TEAM:

- 1- To provide a scorer for their matches.
- 2- To arrive at the venue at least 30 minutes before start of play.
- 3- To ensure that all material handled is not damaged.
- 4- To ensure only registered players with QCA are fielded.
- 5- To ensure that matches are not disrupted to any time for non-agreement on umpiring decisions.
- 6- To ensure that players are in full kit.
- 7- To ensure strict discipline on the venue of play.
- 8- To ensure good housekeeping and clear liter at the end of play.
- 9- To follow code of conduct (part v).
- 10- To ensure that first aid box with essential first aid items are available.

UMPIRES:

- 1- To make themselves conversant with the rules of the tournament.
- 2- To ensure that they have the schedule of matches.
- 3- To be present at the venue of the play at least 45 minutes before start of the match.
- 4- To ensure that matting, stumps, flags are correctly fixed and not dangerous for play.
- 5- To ensure that the scorer is present prior to play.
- 6- To ensure the list of players are provided to umpire prior to TOSS took place.
- 7- To arrange for the toss 15 minutes prior to match time.

- 8- To report any misbehavior of team or player to the QCA Technical Committee in writing.
- 9- To complete and sign the score sheet and declare “Man of the Match” on the respective score sheet at the end of match and submit to Umpires Coordinator.
- 10- To make decisions freely and confidently and try to settle all disputes at the ground as far as possible.

SCORERS:

- 1- To make themselves conversant with the rules of the tournament and scoring principles.
- 2- To ensure that they have the schedule of matches.
- 3- To be present at the venue of the play at least 30 minutes before start of play.
- 4- To ensure that they have sufficient stationery (rubber, pencils, pens, boards etc).
- 5- To ensure that scoring is done in block letters and legibly.
- 6- To handover the score sheet duly completed with all analysis to the Umpires at the end of the match.

PLAYERS:

- 1- To ensure best of behavior and discipline at the venue.
- 2- To accept the Umpires decision sportingly.
- 3- To coordinate matters with the opposing team or umpires only through their captain and / or club manager.
- 4- To follow code of conduct (part V).

PART V

CODE OF CONDUCT

- 1- Any player without proper kit / dress will not be allowed to participate in the match.
- 2- It is mandatory on all players to accept the umpire's decision. This is an International rule and must be respected. Players showing dissent shall be issued with warning letter by the technical committee and if the same player repeats the offence next two matches, ban will be imposed on him.
- 3- Use of abusive language by the team member or officials on and off the field is not allowed. A Player or official doing so will be punished by applying clause No. 7 (b) of tournament rules.
- 4- On the field only the team captain of the fielding side and batsman on the crease has the right to speak to the umpire.
- 5- The practice of team captain and players of the batting side running on the pitch is not permitted. The substitute player of the batting side can enter the field only on the following occasions.
 - I. The batsman with permission of the umpire asks for replacement of bat, gloves, etc.
 - II. The batsman or a fielder is hurt and umpire asks for medical assistance, etc. (Umpires have been instructed to strictly observe the violation of this code, which will be treated, by warning followed by disqualification).
- 6- Water / refreshment will be taken during the scheduled break. However, because of climatic conditions the umpires will have some water available with them to cater for an urgent need.
- 7- Team Manager, player and other officials outside the field will not interfere with the match by shouting instructions to the team captains / players in the field. If it happens the captain of the concerned club will be warned followed by reporting the matter to QCA for disciplinary action under clause No.7 (b) of Tournament Rules.
- 8- Any club refuses to accept the match decision by the umpires, the matter shall be referred to QCA for action under the clause No.7 (b) of Tournament Rules. Warning letter will be issued to the concerned Captain, Player and Management (Company).

PART VI

Playing Conditions for Matches – 50 Over's

Duration of Matches:

The match will be of one day's schedule duration. The matches will consist of one inning per side and each inning will be limited to 50 overs. A minimum of 20 over's per team shall constitute a match.

Hours of Play:

Start & Cessation of Times:

Morning Session

Reporting Time: 7:00 am Starting Time: 7:30 am – 11:00 am

Prayer & Lunch Break: 11:00 am – 12:45 pm

Afternoon Session

Reporting Time: 12:45 pm Starting Time: 1:15 pm – 4:45 pm

(Subject to change of season)

Time Out

Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds for T20 and 3 minutes 50 overs match of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls.

Dugouts shall be provided.

Power-plays and fielding restrictions:

- There will be three blocks of Power-play.
- The first block will be during the first 10 over(s) and only two fielders will be allowed outside the 30-yard circle.
- The second block, comprising 30 over(s), will be allowed from over number 11 to 40, maximum 4 fielders will be allowed outside the thirty yard circle.

- Third and last power play will start from over number 41 to 50, during this power play maximum 5 fielders will be allowed outside of thirty yard circle.
- **Short-pitched deliveries**
Law 42.6 (a) has been amended to allow the bowler a maximum of two short-pitched deliveries per over in an ODI.
- At the instant of delivery, there may not be more than 5 fielders on the leg side.
- A free hit will be awarded on all kind of **No balls** declared by the umpires.

Intervals for Drinks:

Two drinks per session (4 minutes only) shall be permitted, each 1 hour 05 minutes. This provision shall be strictly observed except that under conditions of extreme heat the Umpires may permit extra intervals for drinks.

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 drinks shall be taken onto the field without permission of the umpires. Any player taking drinks into the field shall be dressed in proper cricket attire. (Substitute Jackets can be used by all teams)

Number of Overs per Bowler:

- 1- No Bowler shall bowl more than 10 overs in an innings.
- 2- If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session. Play shall continue until the required number of overs has been bowled. (Extra 15 Minutes will be given to the bowling side. After 15 minutes, Umpires will inform the Captain how many overs his team will get to play when they come for bating).
- 3- Unless otherwise determined by the referee, the inning of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.
- 4- If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, match will continue till the result, or bad light.

If a team is the cause of late start of a particular match for more than 15 minutes, Captain of the team will be warned, and on repetition, captain of the team will be banned for the next match, if the team repeats the violation, captain of the team will be banned for 2 or more matches decided by the Technical Committee.

If a team is the cause of late start of match for 20 minutes captain will be banned for the next match without warning. Warning letter will be given once for the whole tournament.

The Result:

1. A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs in 50 overs match.
2. Team has been all out in less than 20 overs or unless the team batting second score enough runs to win in less than 20 overs.
3. All matches, in where both teams have not had an opportunity of batting for at least 20 overs, shall be declared no result.

Tie:

1. In league matches both teams have the opportunity of batting for the agreed number of overs, subject to the provisions of the team scoring higher number on runs shall be winner. If the score are equal, the result shall be a tie and no account shall be taken of the number of wickets has fallen.
2. For the Knock Out Round, the following will be considered in the following sequence in a complete match:
 - a. Wickets
 - b. Better- run rate of played overs.
 - c. All above are same then Super over will take place, in case of ties in super over in the finals, both teams will be declared Combined winners of the tournament.
3. In an interrupted match (Bad light, Rain etc.) for the knock out round, the following will be considered in the following sequence:
 - a. Better run rate of played overs in the same match
 - b. Wickets
 - c. Maximum number of boundaries cored by a team

All other matters pertaining to the above and not covered here will be guided by laws of Cricket prescribed by International Cricket Council, Marylebone Cricket club and Qatar Cricket Association rules and regulations.

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 utilised 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 provision been utilised. 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 umpires 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. Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 International match.
8. The team batting second in the match will bat first in the Super Over.
9. 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 (6) balls provided by the umpires. 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.
10. The loss of two wickets in the over ends the team's one over innings.
11. In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie, clause 13 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.

12. 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.
13. 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.

Example:

Runs Scored From	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.

Playing Conditions for T-20

The matches will consist of one innings per side & each inning will be limited to T20 over's. A minimum of 10 over's per team shall constitute a match

Hours of play

Morning session

Reporting time : 7.00 am

Starting Time : 7.30 am to 11.00 am

Afternoon session

Reporting time : 12.45 pm

Starting Time : 1.15 pm to 4.35 pm
(Subject to change of season)

Restriction of the placement of Fieldsmen :

- Power play from over No.1 to 6 overs maximum 2 fielders are allowed outside of thirty yard circle. From over No.7 to 20, maximum 5 fielders are allowed outside of thirty yard circle.
- **Short-pitched deliveries** - Law 42.6 (a) has been amended to allow the bowler a maximum of one short-pitched delivery per over.
- At the instant of delivery, there may not be more than 5 fielders on the leg side.
- A free hit will be awarded on all kind of **No balls** declared by the umpires.

Number of over's per bowler

1. No bowler shall bowl more that 4 over's in an inning.

The Result

1. A result can be achieved only if both teams have had the opportunity of batting at least 10 over's.
2. Team has been all out in less than 10 over's or unless the team batting second score enough runs to win in less than 10 over's.
3. All matches in which both teams have not had an opportunity of batting for at least 10 over's, shall be declared no result.
4. In case of Tie, 1 point for each team in round matches, but in knock out rounds the following will be considered in the following sequence:
 - a. Wickets
 - b. Better run rate of played overs.

If all above bring no results then super over rule will be applied. In case of tie in a super over, combined winners will be declared in the finals. ICC playing conditions applies as follows:

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 utilised 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 provision been utilised. 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 umpires 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. Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 International match.
8. The team batting second in the match will bat first in the Super Over.
9. 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 (6) balls provided by the umpires. 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.
10. The loss of two wickets in the over ends the team's one over innings.
11. In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie, clause 13 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.

12. 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.
13. 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.

Example:

Runs Scored From	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.

LAW AMENDMENT COMMITTEE

S.NO.	NAME	DESIGNATION	Signature
1	Manzoor Ahmad	General secretary	
2	Gul M.Khan Jadoon	Head of Domestic Cricket	
3	Syed Hassan Raza	Head of Technical Committee	
4	Aminul Islam	Member	
5	Mohammad Naseem	Unpires Coordinator	

Approved by:

M.A. Shahid	President	
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Revised September 2015