

Hyderabad Cricket Association

Playing Conditions for C division One-day Knockout championship/Promotion 2025-26

The teams, umpires and scorers shall report to the ground at least 1 hour before the schedule start of the match.

- Concussion replacement shall not apply.
- Declaration shall not apply.
- Follow on shall not apply.
- Forfeiture shall not apply.
- Use of saliva is banned.

- The major responsibility for ensuring fair play rests with the captains, but extends to all players, [match officials](#) and coaches.

1. Nomination and replacement of players

Each captain shall nominate 11 players plus a maximum of 4 substitute fielders before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.

2. The umpires shall be the sole judges of the fitness of the ground, weather and light for play. the Umpires by themselves will take any decision regarding suspension of play.
3. Each fielding team shall have One new ball for its innings. (Red ball)
4. Color of clothing shall be white.

5. Additional Crease Markings

As a guideline to the umpires for the calling of Wides on the offside, the crease markings shall be marked in white/blue at each end of the pitch.

6. There shall be a 45-minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.
- Changing agreed times of intervals

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will

commence correspondingly earlier providing that this does not lead to an interval occurring more than 30 minutes prior to the scheduled interval.

If the innings of the team batting first is completed more than 30 minutes prior to the scheduled interval a 10-minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.

If at the time of the scheduled interval, the team batting second has lost nine wickets or requires no more than 25 runs to win, play shall continue until a result has been achieved, unless the players otherwise have cause to leave the field of play.

- Drinks interval cannot be forgone.

7. 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.

8. Hours of Play; Minimum Overs Requirement

There will be 2 sessions of 3 hours and 30 minutes each, separated by a 45 minutes interval between innings.

Hours of play:

9.00 a.m. to 12.30 p.m. (First Session)

12.30 p.m. to 1.15 p.m. (Lunch)

1.15 p.m. to 4.45 p.m. (Second Session)

If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.

9. Minimum Over Rates

The minimum over rate to be achieved in One Day Limited Over Matches shall be 14.28 overs per hour. (4.2 Minutes per over)

Penalty will be double the run rate X number of over bowled short.

Penalty will not be applicable in the second innings if a result is achieved.

10. Length of Innings

- Uninterrupted Matches.

Each team shall bat for 50 overs unless all out earlier.

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 to complete the number of overs.

A minimum interval of 30 minutes will be taken in case the first innings over runs the schedule closing time.

If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

If the team fielding second fails to bowl 50 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.

- Delayed or Interrupted Matches
- Delay or Interruption to the Innings of the Team Batting First (see table 1 of Appendix F)

When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in the total remaining time available for play. The minimum interval shall be of 30 minutes.

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 20 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.

As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.2, then the first innings is terminated.

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 14.28 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 intervals, excluding those for drinks, 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.

If the team fielding first fails to bowl the revised number of overs by the specified time, play shall cease after the completion of the over in progress. Provided a minimum of 20 overs are completed unless all out earlier.

In case a innings is scheduled for 25 overs or less the penalty clause will not be applicable for that innings.

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 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

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.

To constitute a match, a minimum of 20 overs have to be bowled to the team batting second subject to a result not being achieved earlier.

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.

A fixed time will be specified for the close of play by applying a rate of 14.28 overs per hour. With the exception of drinks intervals, 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.

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

In the event of team batting second gets less number of overs than the team batting first, (minimum 20 overs) then the target score will be determined by applying the VJD system.

11. Number of Overs per Bowler

No bowler shall bowl more than 10 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.

12. Result

- A Tie

The result of a match shall be a Tie when all innings have been completed and the scores are equal.

If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen.

In case of both teams don't have the opportunity for a minimum of 20 overs or the team batting second does not have the opportunity for a minimum of 20 overs or the result of the match is a tie, then the result of the match will be decided by spin of coin in presence of both the umpires.

- **C division one-day league cum knockout tournament.**

Teams are divided into 10 groups.

Two top teams from each group will qualify for the knockouts with the following criteria:

A) Most number of points in the league.

B) If teams are on equal number of points the team with greater number of wins will be ranked higher.

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

D) If points and number of wins are equal and the teams have not played against each other than the team with higher net run rate up to the league phase.

E) In the unlikely event that teams cannot be separated by the above, this will be done by draw of lots in presence of the team captains and HCA officials.

F) If a team gets walk over in the knockouts it will be placed last in the grouping for the next round.

G) If more than one team gets walk over in the knockouts in the same round, then the ranking will be decided by draw of lots in presence of the team captains and HCA officials and will be ranked from below accordingly.

Knockout format and draws:

a) Teams are divided into 10 groups.

b) Top two teams from each group will qualify for the knock out.

c) Division of groups:

A v F, B v G, C v H, D v I, E v J.

d) First round draws:

A1 v F2, A2 v F1, B1 v G2, B2 v G1, C1 v H2, C2 v H1, D1 v I2, D2 v I1, E1 v J2, E2 v J1.
(10 winning teams will qualify for the next round)

The net run rate of all the 10 teams will be taken into account from the first round of the knock out match to determine the position from 1 to 10.

e) Round two 5 matches (10 teams) Draws:

1 v 6, 2 v 7, 3 v 8, 4 v 9, 5 v 10. (5 winning teams qualify for the next round)

The net run rate of all the 5 teams will be taken into account from the second round to determine the position from 1 to 5.

Top 3 teams with better net run rate will get bye and directly qualify for the semi-final.

Team 4 and 5 will play quarter final match. (winning team will qualify for the semi-final)

f) Semi-final draw:

1 v winner of 4 v 5.

2 v 3.

g) The final will be played between the winners of both the semi-finalist.

Note:

In case two or more teams net run rate are same at any stage of the tournament then those teams will be separated by draw of lots in presence of the team captains and HCA officials.

- 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).

13. Free Hit

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.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

There is a change of striker (the provisions of clause 41.2 shall apply), or

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.

For clarity, the bowler can change his mode of delivery for the free hit delivery.

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

14. FIELDER'S ABSENCE; SUBSTITUTES

- Substitute fielders

The umpires shall allow a substitute fielder

if they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or

for any other wholly acceptable reason.

In all other circumstances, a substitute is not allowed.

A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires.

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'.

- Fielder absent or leaving the field of play

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,

an umpire shall be informed of the reason for this absence.

he shall not thereafter come on to the field of play during a session of play without the consent of the umpire. The umpire shall give such consent as soon as it is practicable.

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:

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.

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 the player leaves the field before having served all of his Penalty time, the balance is carried forward as unserved Penalty time.

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.

the playing time shall comprise the time play is in progress excluding 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.

If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,

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.

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.

Any unserved Penalty time shall be carried forward into the next innings of the match, as applicable.

- Penalty time not incurred

A nominated player's absence will not incur Penalty time if,

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.

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.

the player is absent from the field for a period of 8 minutes or less.

15. Batsman retiring

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.

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'.

If a batsman retires for any other reason than, he will not be allowed to bat again and his innings shall be recorded as retired out.

16. Limitation of on side fielders

At the instant of delivery, there may not be more than 5 fielders on the leg side.

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.

17. There shall not be more than 5 fielders outside the 30-yard circle throughout the match.

In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

18. Fast short pitched deliveries

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

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.

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.

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.

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.

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

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.

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.

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 may 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 HCA.

19. Bowling of dangerous and unfair non-pitching deliveries

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.

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.

If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in clause above, then the caution and warning in 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.

A handwritten signature in blue ink, consisting of a stylized first name followed by a surname and a long horizontal stroke extending to the right.