

HYDERABAD CRICKET ASSOCIATION
A DIVISION TWO DAY LEAGUE CHAMPIONSHIP PLAYING
CONDITIONS-2026-27

All the matches will be played as per the current BCCI playing conditions except as varied hereunder.

Spirit of cricket

- The major responsibility for ensuring fair play rests with the captains, but extends to all players and match officials.
- Respect is central to the spirit of cricket.
- Respect your captain, team mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Show self-discipline, even when things go against you.
- Thank the officials and your opposition at the end of the match. Whatever the result.

1. All matches shall be of one innings per side. Each side's innings restricted to a maximum of 90 overs.

No bowler shall bowl more than 18 overs.

Whenever the overs are reduced no bowler shall bowl more than one fifth of the overs allotted. (either in both innings or in the second innings)

There shall not be more than 5 fielders on the onside throughout the match.

2. **Hours of Play:**

09:30 am	to	12:00 pm	First Session
12:00 pm	to	01:00 pm	Lunch
01:00 pm	to	03:00 pm	Second Session
03:00 pm	to	03:20 pm	Tea
03:20 pm	to	04:50 pm	Third Session

The teams should be aware of the fact that their innings can be terminated any time due to ground, weather and light conditions, they shall place their innings keeping in mind the minimum number of overs required to achieve a result.

Concussion replacement shall not apply.

Follow on and forfeiture shall not apply.

Teams, umpires and scorers should be present at the respective grounds at least 60 minutes before the scheduled start of the match for nomination and toss for smooth conduct of the league matches.

Each team should nominate its playing XI prior to the toss.

- A minimum of 9 registered players shall be available at the time of toss to conduct the match.
- If a side has less than 9 players then a grace time of 15 minutes will be given from the time of scheduled start of the match. In this case the opposing captain can claim walkover after the completion of the grace time, provided his side has a minimum of 11 registered player physically present, in such cases if the captain is willing to wait to play the match, then a grace time of 1 hour from the scheduled start is permitted. (overs will be reduced in this case)
- If a side is fielding first with 9/10 players, then a substitute can only be allowed with the consent of the opposing captain. (Penalty time will be applicable for the player absent)
- If a nominated player is absent for the whole inning, he shall not be allowed to bat/bowl/field in the match.

➤ **If the match is continuing on day two the pitch can be rolled for not more than 7 minutes at the request of the captain of the batting side.**

3. **Number of overs per day:** 90 overs should be bowled on each day. (15 overs per hour of playing time).
4. **Un-interrupted Matches:**
 - On the first day 90 overs have to be bowled by scheduled close of play (15 overs per hour) in six hours of playing time. If the required number of overs are not completed then play will continue for a maximum of 30 minutes (permitted over time) from the scheduled close of play to complete those overs. The day will end after the completion of overs or after 30 minutes (permitted over time) whichever is earlier.
 - Team batting second will face the same number of overs as bowled by them.
 - If an innings ends within the permitted over time, (5.20 pm) penalty clause will not be applicable and team batting second will get full quota of overs.
 - If an inning ends on day one then permitted over time will not be applicable.

5. Interrupted Matches:

- On first day, in case of a delayed start due to weather, ground or light conditions number of overs per team will be arranged at a rate of 15 overs per hour in total time available for play.
- On first day in case of suspension of play during the innings of the team batting first, then the number of overs per team will be rearranged by total time available for play. (the time play was already in progress and the time remaining for the match)
- On first day, if play is delayed or suspended due to ground, weather and light conditions playing time will be extended to the extent of time lost up to a maximum of 30 minutes.
- A minimum of 50 overs per side shall constitute a match.
- In case of the first innings of the match is delayed or interrupted, the idea is to rearrange the overs, so that both the teams shall get equal number of overs.

- 6. If in reduced game (minimum 50 overs) if both sides get equal number of overs, then a result can be achieved if:**
- a. a side is all out, or
 - b. a side scores required runs to win, or
 - c. the overs as allocated are completed

- In case of delayed or interrupted game the umpires can rearrange the timings of intervals in consultation with both the captains.

On second day play shall continue beyond the scheduled or rescheduled time till a result is achieved provided ground, weather or light conditions permit.

- If more than 50 overs (less than 90 overs) are allocated for both the teams and the team bowling first fails to complete the overs:

Examples:

- a. Allocated overs 70 per side, If the team bowling first finishes the 70 overs in allocated time. The team batting second will bat for 70 overs.
- b. The team bowling first bowls only 65 overs (in place of 70 overs) in the allocated time. (no extra time in this case) The team batting second will bat for 65 overs.
- c. The team bowling first bowls only 60 overs (in place of 70 overs) in the allocated time. The team batting second will bat for 60 overs.
- d. The team bowling first bowls only 45 overs (in place of 50 overs) in order to constitute a game, they have to bowl another 5 overs to complete the minimum 50 overs. (extra time is permitted to bowl the 5 overs) The team batting second will bat for 50 overs.
- e. If side batting first is all out or declare their innings close the team batting second will bat for the number of overs as allocated to them unless all out earlier.
- f. In case only a total of 60 overs are available, the team batting first bats for 50 overs unless all out or declare their innings and team batting second will bat for the allocated overs. (10 overs in this case)

- g. In case of 50 overs or less remain in total time available for the match the game will continue till the overs are bowled or the inning is completed. Only one team gets the opportunity to bat/bowl. (Both captains can agree to call of the match in such cases.)
7. In case of team batting first, bats for a greater number of overs (minimum 50 overs) and team batting second gets less number of overs due to ground, weather and light conditions and a result can be achieved only if:
- a) a side is all out, or
 - b) a side scores required runs

otherwise, the result of the match will be draw.

- ✓ The umpires, scorers and team shall wait at least up to tea interval before calling of the game due to ground, weather and light conditions. No request shall be entertained. The umpires shall suggest methods to the grounds men to improve the ground conditions as required to facilitate play.
- In case the first day's play is completely washed out without a ball being bowled, day two will be played with the following playing conditions:
 - Each side's innings restricted to a maximum of 45 overs.
 - No bowler shall bowl more than 9 overs in a 45 overs game.
 - In case the overs are reduced, either for both the innings or in the second innings, no bowler shall bowl more than one fifth of the allocated overs.
 - There shall not be more than 5 fielders on the on side throughout the match.

Hours of play:

09.30 am	to	12.40 pm	First session (drinks time included)
12.40 pm	to	01.40 pm	Lunch
01.40 pm	to	04.50 pm	Second session (drinks time included)

Uninterrupted matches:

- 45 overs have to be bowled in three hours of playing time. (15 overs per hour)
- If the required number of overs are not completed:

Examples:

 - a) If the team bowling first bowls 45 overs in allocated time the team batting second will bat for the 45 overs.
 - b) If the team bowling first bowls only 30 overs (in place of 40 overs) the team batting second will bat for 30 overs.
 - c) If team bowling first bowls only 28 overs in place of 35, another 2 overs have to be completed to achieve the minimum 30 overs.

Interrupted matches:

- a. A minimum of 30 overs each side shall constitute a match.
- b. In case both sides get equal number of overs (minimum 30 overs) then a result can be achieved as mentioned below:

- I. a side is all out, or
- II. a side scores required runs to win, or
- III. the overs as allocated are completed

In case the team batting first gets more number of overs (minimum 30 overs) and team batting second gets less number of overs (less than 30) then a result can only be achieved as mentioned below:

- a) a side is all out, or
- b) a side scores required runs

otherwise, the result of the match will be draw.

- 8. In case of a delayed start due to weather, ground or light conditions number of overs per team will be arranged at a rate of 15 overs per hour in total time available for play.

In case of suspension of play during the innings of the team batting first, then the number of overs per team will be rearranged by total time available for play.

✓ On day two the match will continue beyond the schedule closing time till light permits to achieve a result.

Penalty is applicable for slow over rate.

Substitutes:

A substitute is allowed for a nominated player if the player is injured, ill or for wholly acceptable reason.

If a player wants to leave the field for taping, toilet or to change his dress or shoes, in such case a substitute will be allowed provided the player is back on the field within 8 minutes. (Maximum 2 overs)

Fielder absent:

The maximum penalty time for fielder absent is 120 minutes. (illness/internal injury)

Batter retiring:

If a batter retires without any reason, he will be declared out immediately and his innings will be recorded as retired out. (other than illness, injury or wholly acceptable reason)

- 9. Penalty for slow over rate:
 - i) Penalty clause will apply for slow over rate which will be calculated at the end of each innings.

- ii) Penalty will be double the run rate scored by the team batting multiplied by number of over bowled short.
- iii) Fractions are to be ignored at the end of the calculations.
- iv) Penalty will not be applicable if the side is all out or declares its innings closed within 50 or less overs.
- v) While calculating penalty the following deductions should be made regarding time lost during play due to the following:
 - a. Two minutes for every wicket taken. (2 minutes allowance is not given if an interval is taken at the fall of a wicket or in case of an interruption immediately after the fall of a wicket and the last wicket of the innings)
 - b. 4 minutes for each drinks break taken in any session.
 - c. Actual time lost due to any circumstances beyond the control of the fielding side. Eg; ball lost. Ball change, injury to a player, batsmen taking drinks, equipment change etc.

Note: Penalty will not be applicable for the innings in which the outright result is achieved.

10. Interval for Drinks:

- a) One drinks break per session will be permitted. The drinks break should be kept as short as possible and, in any case, shall not exceed 5 minutes.
- b) An individual player may be given a drink either on the boundary edge or at the fall of wicket on the field provided no playing time is wasted.
- c) No other drinks shall be taken on the field without the permission of the Umpires.

11. No-Ball:

- a) Two bouncers per over is allowed. Subsequent bouncer (3rd in a over) shall be called no-ball the umpires shall follow the procedure of caution, warning and removal as per BCCI playing conditions.
- b) A ball which is considered to have been delivered, bounces more than once before reaching the popping crease or rolling along the ground or comes to rest in front of the batsman's wicket shall be called No ball by the umpire at the bowler's end.

12. Wide Ball:

- a) A ball which passes after pitching above the batsman's head to an extent that it prevents the batsman from being able to hit it with his bat by means of normal cricket stroke, the umpire shall call the delivery wide and it shall also be considered as one bouncer for the over.
- b) For bowlers, whom the umpires feel are adopting negative tactic by bowling down the leg-side, the limited overs wide interpretation will be applied.
- c) For bowlers attempting to utilize the rough outside the batsman's leg stump, not necessarily as negative tactics, the strict limited overs wide interpretation shall be applied.

13. **Balls:** Teams are entitled to claim the second new ball on completion of a minimum of 80 over on turf pitches. 50 overs on matting wicket.
14. **Tea:** If play has been suspended for 30 minutes or more prior to the commencement of the scheduled tea interval, the tea interval shall be delayed for 30 minutes.
15. **Extra Time:** The umpires may decide to play 30 minutes (minimum of 8 overs) extra time at the end of first day if, requested by either captain if, in the umpires opinion, it would bring about a definite result on that day. If the umpires do not believe a result can be achieved, no extra time shall be allowed.
16. **Covering the Pitch:** The pitch shall be covered during inclement weather/rain before the start of the match during play and at the end of each day's play as per the availability of covers.
17. **Points:**
- | | |
|-----------------------|--------------|
| Win..... | 2 points |
| Tie or no result..... | 1 point each |
| Loss..... | 0 points |
- On the second day at or any time after tea, if both captains agree that there is no possibility of result, they may cease play in consultation with umpires.
18. **Umpires:** No protest will be entertained against umpiring decisions. Umpire decision is final.
19. In case of a side refuse to imply the instructions given by the umpires and refuses to play the match will be awarded to the opposing side.

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