

RULES AND PLAYING CONDITIONS



AKS - Bangladesh Premier League T20 2017

Powered By **SHAH CEMENT**

GENERAL INFORMATION

The official title sponsor of the Bangladesh Premier League -T20 is Abul Khair Group and the competition will be called **AKS Steel - Bangladesh Premier League - T20 powered by Shah Cement**.

Bangladesh premier league Governing Council (BPL GC) shall arrange the 5th edition of AKS - AKS - BPL T20 tournament. The event authority of the tournament is Bangladesh Cricket Board (BCB).

A. Participating Teams:

The Seven (07) participating Teams/ Franchises will be under the following titles (Brand Name):

1	DHAKA DYNAMITES	(DD)
2	RAJSHAHI KINGS	(RK)
3	KHULNA TITANS	(KT)
4	CHITTAGONG VIKINGS	(CHV)
5	RANGPUR RIDERS	(RR)
6	COMILLA VICTORIANS	(COV)
7	SYLHET SIXERS	(SS)

B. Team Formation and Qualification Rules:

The Seven (07) AKS - BPL T20 teams, each being attached with a franchise will form their respective teams according to the BPL Governing Council prescribed team picking format called "Players' Draft".

C. Team Management:

A 10 (Ten) member team management committee will be there for each team in the following manners:

- | | |
|--------------------------------------|-----------------------------|
| 1. Manager | : Franchisee Representative |
| 2. Coach | : Franchisee will assign |
| 3. Asst. Coach | : Franchisee will assign |
| 4. Asst. Coach | : Franchisee will assign |
| 5. Physic | : Franchisee will assign |
| 6. Media /Security/ Logistic Manager | : Franchisee will assign |
| 7. Trainer | : Franchisee will assign |
| 8. Computer Analyst | : Franchisee will assign |
| 9. Masseur | : Franchisee will assign |
| 10. Team Boy | : Franchisee will assign |

Additional requirements of PMOA will be addressed separately by Head of Anti -Corruption of BCB considering the functional role of the respective personnel.

D. Accreditation :

- Total 07 (seven) numbers of Accreditation cards will be issued to franchise owners/owners' representatives. (for stadium entry)
- Out of 07 (seven) accredited franchise owner/owners' representatives, only 03 (three) persons will get on field access via 03 (three) numbers of Special Ground Pass for each match. By inter-exchanging the special ground passes, 03 (three) accredited owner/owners' representatives will enjoy on ground access. The team must provide names of those 03 individuals in prescribed form to BPL ACU 24 hours before the start of the match.
- A separate seating place (Sofa) detached from the 'Dug-out' will be enforced to accommodate not more than 03 Franchisee or their Representative as stated in clause no - D (2).
- BPL Governing Council reserves the rights to make any change, deletion or edition in regards to accreditation policy of the Bangladesh Premier League - T20 - 2017.

E. BPL Technical Committee:

SL	Name	Designation
1.	Mr. Mohammed Jalal Yunus Chairman - Media and Communications Bangladesh Cricket Board	Convenor
2.	Mr. Sailab Hossain Tutul Member Secretary , Umpires Committee Bangladesh Cricket Board	Member
3.	Mr. Abhi Abdullah Al Noman Umpire Educator Bangladesh Cricket Board.	Ex- Officio Member
4.	Mr. Saiful Amin In-charge , BPL T20 Tournament	Ex- Officio Member

1. Responsibility of the Technical Committee:

- 1.1 A Technical Committee formed by BPL Governing Council will ensure the smooth staging of the Tournament in respect of all technical issues i.e. Players’ regulations, Match playing conditions, Code of Conduct, Clothing & Equipment Rules & Regulations and any other technical issues referred by the BPL Governing council. The Technical Committee may re-schedule the match timing, venue in the interest of the Tournament.
- 1.2 Any decisions taken by this committee shall be binding on all stake holders.
- 1.3 BPL Technical Committee reserves the rights to make any change, deletion or edition in the rules and regulations of AKS - BPL T20 5th edition 2017.

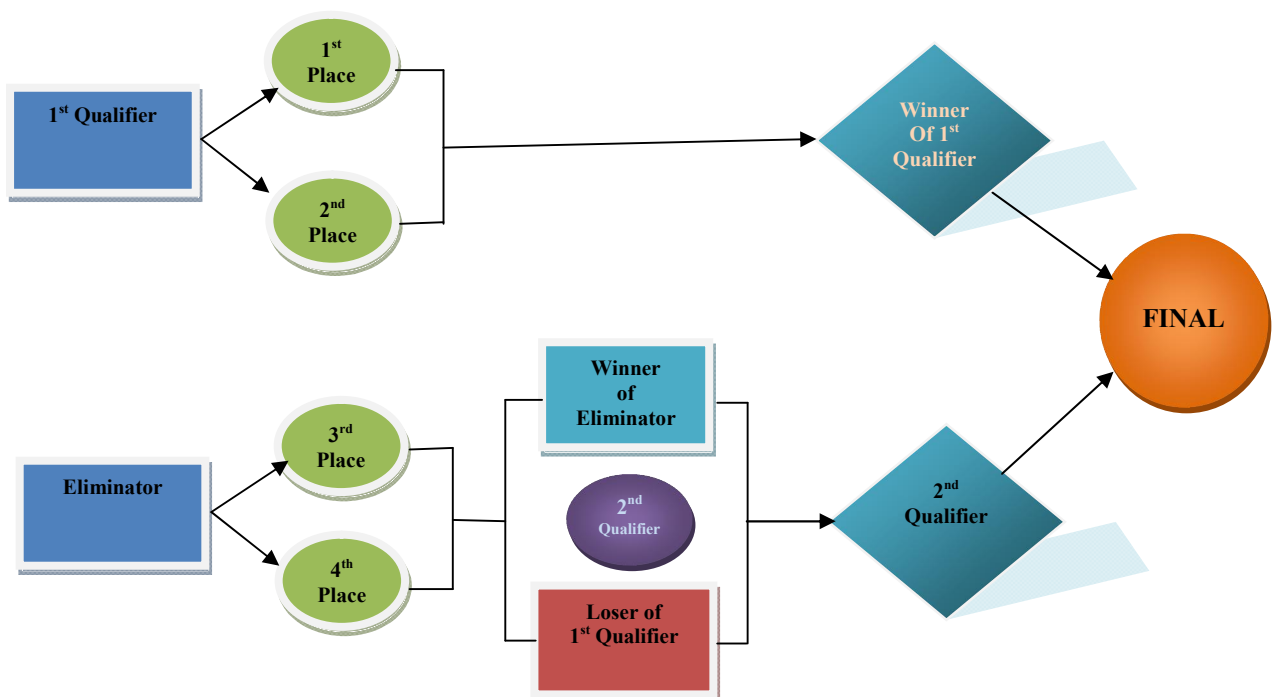
F. Format of the Tournament:

AKS-Bangladesh Premier League T20 2017 powered by **SHAH CEMENT** will be the 5th (Fifth) Edition of the Bangladesh Premier League. The competition will commence on the 4th of **November 2017** with the final to be played on the 12th of **December 2017**. A total of 46 matches will be played throughout the tournament.

Following the completion of the double league round, top 4 (four) teams will play the Play-off matches. There will be 3 (three) **Play-off matches**, 1st Qualifier match, The Eliminator match and 2nd Qualifier match. 1st Qualifier match will be played between position number 1 (one) and 2 (two). The Eliminator match will be played between position number 3 (one) and 4 (two). 2nd Qualifier match will be played between the winning Team of The Eliminator match and the losing Team of 1st Qualifier match. The Final will be played between the winner Teams of 1st and 2nd Qualifier match. The winner team of the final match will be the Champion .In the case of no result in the final match; the participating teams will be declared Joint Champion.

Matches will be held in Dhaka (SBNCS), Chittagong (ZACS) and Sylhet (SICS) with a total of seven (07) franchises taking part. The franchises will represent: Chittagong Vikings, Comilla Victorians, Dhaka Dynamites, Khulna Titans, Rangpur Riders, Rajshahi Kings and Sylhet Sixers.

G. Play-Off Chart:



H. Points:

Result	Points
Win	2 points
No Result	1 point
Loss	0 point

*Please refer to Tournament playing conditions of AKS - BPL T20 2017 for more details

(Page -16 Clause: 21.10).

I. Tournament Venues :

All the matches of the AKS - BPL T20 tournament will be played in 03 (Three) Venues as follows:

1. Sher-e-Bangla National Cricket Stadium, Dhaka (SBNCS).
2. Zahur Ahmed Chowdhury Stadium (ZACS).
3. Sylhet International Cricket Stadium (SICS).

Note: BPL Governing Council reserves the rights to change any venue at its sole discretion.

J. Fixtures of the Tournament:

BPL T20 - 2017 (5th Edition)																	
Tournament Schedule																	
No. of Days	Day & Date	Venue	Match Number	Day Match				Match Number	Night Match				TEAM	DAY	NIGHT	P 2 B	TOTAL
				Friday Match - 2:30 PM to 5:50 PM Weekdays including Saturday Match - 2.00 PM to 5.20 PM					Friday Match - 7:15 PM to 10:35 PM Weekdays including Saturday Match - 7.00 PM to 10.20 PM								
1	Saturday, November 04, 2017	(SICS) Sylhet	1	Sylhet Sixers	VS	Dhaka Dynamites	2	Rajshahi Kings	VS	Rangpur Riders							
2	Sunday, November 05, 2017		3	Sylhet Sixers	VS	Comilla Victorians	4	Khulna Titans	VS	Dhaka Dynamites							
3	Monday, November 06, 2017		REST DAY				REST DAY										
4	Tuesday, November 07, 2017		5	Chittagong Vikings	VS	Comilla Victorians	6	Sylhet Sixers	VS	Rajshahi Kings							
5	Wednesday, November 08, 2017		7	Rangpur Riders	VS	Chittagong Vikings	8	Sylhet Sixers	VS	Khulna Titans							
6	Thursday, November 09, 2017		REST DAY				REST & TRAVEL										
7	Friday, November 10, 2017		REST DAY				REST & TRAVEL										
8	Saturday, November 11, 2017	(SBNCS) Dhaka	9	Rangpur Riders	VS	Rajshahi Kings	10	Dhaka Dynamites	VS	Sylhet Sixers							
9	Sunday, November 12, 2017		11	Chittagong Vikings	VS	Khulna Titans	12	Rajshahi Kings	VS	Comilla Victorians							
10	Monday, November 13, 2017		REST DAY				REST DAY										
11	Tuesday, November 14, 2017		13	Dhaka Dynamites	VS	Khulna Titans	14	Comilla Victorians	VS	Chittagong Vikings							
12	Wednesday, November 15, 2017		15	Khulna Titans	VS	Sylhet Sixers	16	Dhaka Dynamites	VS	Chittagong Vikings							
13	Thursday, November 16, 2017		REST DAY				REST DAY										
14	Friday, November 17, 2017		17	Rajshahi Kings	VS	Sylhet Sixers	18	Khulna Titans	VS	Chittagong Vikings							
15	Saturday, November 18, 2017		19	Dhaka Dynamites	VS	Rajshahi Kings	20	Rangpur Riders	VS	Comilla Victorians							
16	Sunday, November 19, 2017		REST DAY				REST DAY										
17	Monday, November 20, 2017		21	Dhaka Dynamites	VS	Comilla Victorians	22	Sylhet Sixers	VS	Rangpur Riders							
18	Tuesday, November 21, 2017	23	Rajshahi Kings	VS	Khulna Titans	24	Dhaka Dynamites	VS	Rangpur Riders								
19	Wednesday, November 22, 2017	REST & TRAVEL				REST & TRAVEL											
20	Thursday, November 23, 2017	REST & TRAVEL				REST & TRAVEL											
21	Friday, November 24, 2017	(ZACS) Chittagong	25	Khulna Titans	VS	Rangpur Riders	26	Chittagong Vikings	VS	Sylhet Sixers							
22	Saturday, November 25, 2017		27	Comilla Victorians	VS	Rajshahi Kings	28	Chittagong Vikings	VS	Rangpur Riders							
23	Sunday, November 26, 2017		REST DAY				REST DAY										
24	Monday, November 27, 2017		29	Chittagong Vikings	VS	Dhaka Dynamites	30	Khulna Titans	VS	Rajshahi Kings							
25	Tuesday, November 28, 2017		31	Rangpur Riders	VS	Sylhet Sixers	32	Khulna Titans	VS	Comilla Victorians							
26	Wednesday, November 29, 2017	33	Chittagong Vikings	VS	Rajshahi Kings	34	Comilla Victorians	VS	Dhaka Dynamites								
27	Thursday, November 30, 2017	REST & TRAVEL				REST & TRAVEL											
28	Friday, December 01, 2017	REST & TRAVEL				REST & TRAVEL											
29	Saturday, December 02, 2017	(SBNCS) DHAKA	35	Comilla Victorians	VS	Rangpur Riders	36	Dhaka Dynamites	VS	Rajshahi Kings							
30	Sunday, December 03, 2017		37	Sylhet Sixers	VS	Chittagong Vikings	38	Rangpur Riders	VS	Khulna Titans							
31	Monday, December 04, 2017		REST DAY				REST DAY										
32	Tuesday, December 05, 2017		39	Comilla Victorians	VS	Khulna Titans	40	Rajshahi Kings	VS	Chittagong Vikings							
33	Wednesday, December 06, 2017		41	Dhaka Dynamites	VS	Rangpur Riders	42	Comilla Victorians	VS	Sylhet Sixers							
34	Thursday, December 07, 2017		REST DAY				REST DAY										
35	Friday, December 08, 2017		43	Eliminator (3rd Position VS 4th Position)			44	1st Qualifier (1st Position VS 2nd Position)									
36	Saturday, December 09, 2017		REST DAY				REST DAY										
37	Sunday, December 10, 2017		REST DAY				REST DAY										
38	Monday, December 11, 2017		REST DAY				REST DAY										
39	Tuesday, December 12, 2017	REST DAY				REST DAY											
40	Wednesday, December 13, 2017	REST DAY				REST DAY											
						Final - Winners of 44 VS Winner 45											
						Reserve Day for FINAL											

K. Logo Policy of Teams' clothing:

It must be according to BPL Clothing & Equipment Rules & Regulations 2017, which is as follows:

*Please refer to ___-BPL Clothing & Equipment Rules & Regulations 2017 for more details (Page No: 81)

Attire/Kits	Specification	Position	Size	Number of positions	Logo
T-Shirt / Sweater	In front	On Belly	32 square inch	1	commercial Logo
		On Chest (R)	10 square inch	1	commercial Logo
		On Chest (M)	06 square inch	1	clothing
		On Chest (L)	10 square inch	1	Team
	Back	Player jersey number (M)	09.05 inch minimum, 11.02 inch maximum (height)	1	n/a
		Logo on jersey number (B)	02 square inch	1	team
		Player name (U)	02.36 inch minimum Height	1	n/a
		Large logo (B)	32 square inch	1	commercial
	Shoulder	medium logo (B)	24 square inch	1	commercial
		Sleeve of Leading Arm (Upper)	10 square inch	1	commercial
		Sleeve of Leading Arm (Lower)	10 square inch	1	Event logo
	Trouser	Right side	Sleeve of Non-Leading Arm	10 square inch	2
beside the pocket			10 square inch	1	Commercial Logo
Left side		beside the pocket (jersey number)	03.9 sq. inch minimum, 05.5 sq. inch maximum	1	n/a
		beside the pocket	10 square inch	1	Commercial Logo
From Waist to Toe	L&R	3.15 square inch (width) clothing partners' identification strips	1+1	clothing	
Cap/helmet	In front	Front	10 square inch	1	Team Logo
	Back	Back	6 square inch	1	Commercial Logo
	Leading side (Right Handed Bats man)	Leading Side	6 square inch	1	Commercial Logo
	Leading side (Left Handed Bats man)	leading side	6 square inch	1	Commercial Logo

L. Players' Draft:

1. "Players' Draft" shall mean the event organized by the BPL Governing Council for the recruitment of the players by the Franchisee.

2. In this edition “Players’ Draft” was held on 16th September 2017. 130 local players (excluding 07 A+ players/ICONS and 21 retained players) and 208 overseas players (excluding 63 overseas players taken before Draft) were listed in players’ Draft.
3. Through a lottery system the Player’ Draft was conducted.
4. A+ category players (Local) were allowed to choose any of the BPL Franchise Team independently. And that process had been completed by the A+ category players. This is mentionable that only 8th A+ category /ICON player Mr. Mustafizur Rahman has been picked through lottery during Players’ Draft.
5. Except **A+ category players** from local player list, a maximum 03 (three) Local Players can be **retained**. And twenty one (21) local players had been retained & picked by seven (07) BPL Franchise.

M. A+ Player / ICON:

1. “A+ Player/ ICON” shall mean a local player named by the BCB in the Players’ Draft.

N. Players’ Contract Fee:

1. As per the Players’ Draft of the AKS - BPL T20 or negotiated as the case may be for out of Draft Overseas Players.

O. Players Registration & Regulations:

1. **AKS - BPL T20- 2017 PLAYER REGULATIONS** (Version October 15, 2017) will be followed for this edition.
- Please refer to AKS - BPL T20- 2017 PLAYER REGULATIONS (Version October 15, 2017) for more details (Page No: 09)

P. Prize Money:

Champions of AKS - BPL T20 - 2017	BDT 2 Crore
Runner Up of AKS - BPL T20 - 2017	BDT 75 Lac

- In case of Joint Championship, the prize money will be shared equally.

Q. Nominated Teams exchanged before the toss:

Names of the nominated teams to be exchanged before the toss and should be handed over to the Match Referee who will then get it countersign by the Umpires.

R. Cricket Balls:

The AKS - BPL T20 matches will be played with a 4 (Four) part international standard ICC approved (**New & Replacement**) **White Kookaburra** Balls which will be supplied by The Bangladesh Cricket Board.

S. Code of Conduct:

1. BCB Code of Conduct will be followed for the entire tournament.

*Please refer to BCB Code of Conduct 2017 for more details (Page No: 62)

T. Definitions:

BPL	:	Bangladesh Premiere League
GC	:	Governing Council
ICC	:	International Cricket Council
BCB	:	Bangladesh Cricket Board
T20	:	Twenty-Twenty game
SBNCS	:	Sher-e-Bangla National Cricket Stadium, Dhaka
ZACS	:	Zohur Ahmed Chowdhury Stadium, Chittagong.
SICS	:	Sylhet International Cricket Stadium, Sylhet.
ACU	:	Anti-Corruption Unit.



**AKS - BANGLADESH
PREMIER LEAGUE T20
5th edition 2017**

AKS - BPLT20- 2017 PLAYER REGULATIONS

Version September 15, 2017

Index:

- A. Squad composition regulations and Players Draft.
- B. Player contracts
- C. Player registration

A Squad Composition Regulations

1. Overseas Players:

- 1.1. An Overseas Player is a Player who cannot produce evidence satisfactory to BPL GC that he is a Bangladeshi Player. A Bangladeshi Player is as defined by the ICC Player Eligibility Regulations.
- 1.2. Each Franchise shall be entitled to register unlimited number of Overseas Players for its Team in 5th edition of AKS - BPL T20, 2017.
- 1.3. A Franchise must include minimum 03 (three) and maximum 05 Overseas Players in its starting XI on the field of play in any Match.
- 1.4. An overseas player may only take the field as a substitute fielder if the player that he is replacing is an overseas player. If any overseas player is injured and there is no foreign player registered /declared in team's total squad. In that case a local player can take the field as a substitute player.

2. Local Players:

- 2.1. A Local Player is, in respect of a Franchise, a Player (not being an Overseas Player) who is a citizen of Bangladesh.
- 2.2. Each Franchise shall be entitled to register maximum of 13 local Players for its Team in 5th Edition of AKS - BPL T20, 2017.

3. NOCs:

As per ICC rules, all Overseas Players require a valid No Objection Certificate (NOC) to participate in the 5th edition of BPLT20. Any such NOC must need to come from the Overseas Player's Home Cricket Board where the Overseas Player is contracted. Any Overseas Player who has retired from International Cricket and is not contracted to his Home Cricket Board will also require an NOC.

4. Players' Draft:

- a) "Players' Draft" shall mean the event organized by the BPL Governing Council for the recruitment of the players by the Franchisee.
- b) In this edition "Players' Draft" was held on 16th September 2017. 130 local players (excluding 07 A+ players/ICONS and 21 retained players) and 208

overseas players (excluding 63 overseas players taken before Draft) were listed in players' Draft.

- c) Through a lottery system the Player' Draft was conducted.
- d) A+ category players (Local) were allowed to choose any of the BPL Franchise Team independently. And that process had been completed by the A+ category players.
- e) This is mentionable that only 8th A+ category /ICON player Mr. Mustafizur Rahman has been picked through lottery during Players' Draft.
- f) Except A+ category players from local player list, a maximum 03 (three) Local Players can be retained. And twenty one (21) local players had been retained & picked by seven (07) BPL Franchise.

5. A+ Player / ICON:

"A+ Player / ICON" shall mean a local player named by the BCB for a particular team in each edition of the event.

6. Categories of the Player in Players' Draft:

Overseas Players Grades	
<i>Grade A</i>	USD 70,000
<i>Grade B</i>	USD 50,000
<i>Grade C</i>	USD 40,000
<i>Grade D</i>	USD 30,000
<i>Grade E</i>	USD 15,000
<i>Grade F</i>	USD 10,000

Local Players Grade	
<i>Grade A+</i>	BDT 40,00,000 - 55,00,000
<i>Grade A</i>	BDT 25,00,000
<i>Grade B</i>	BDT 18,00,000
<i>Grade C</i>	BDT 12,00,000
<i>Grade D</i>	BDT 5,00,000

7. Payment Schedule:

i) 1st Installment:

50% of the Players Fees OR 50% of Pro-rata value as the case may be. The payment to be made at the time of signing of the contract to BCB account.

The installments shall be segregated as per following order:

- 30% to NBR as TDS for foreign player and 10% - 12% to NBR as TDS for local player.
- 70% to the respective foreign player's account and 90% -88% to the respective local player's account.

(ii) 2nd Installment:

25% of the Players Fees OR 25% of Pro-rata value as the case may be. The payment to be made before the completion of the league match of the respective team.

The installment shall be segregated as per following order:

- 30% to NBR as TDS for foreign player and 10% - 12% to NBR as TDS for local player.
- 70% to the respective foreign player's account and 90% -88% to the respective local player's account.

(iii) 3rd Installment:

25% of the Players Fees OR 25% of Pro-rata value as the case may be. The Payment to be made within 30 (Thirty) days from the date of completion of the BPL tournament.

The installment shall be segregated as per following order:

- 30% to NBR as TDS for foreign player and 10% -12% to NBR as TDS for local player.
- 70% to the respective foreign player's account and 90% -88% to the respective local player's account.

8. Player's Replacements:

- a) If a replacement is required for a player's gross injury or on any other logical ground, that replacement will have to be made from the The Registered Available Players' Draft List (if the player is bought from players' Draft). Such replacement will not be considered as additional number of registered player within the permissible maximum number limit.
- b) If any player is bought from out of Player's Draft, then the replacement shall be taken from The Registered Available Players' Draft List or any players outside the draft list. There is no restriction for players' category in respect of replacement.
- c) A replaced player cannot be re-instead or re-registered for the same edition of AKS - AKS - BPL T20 tournament.
- d) A player can be replaced due to his unavailability .The Players unavailability may be for any of or a combination of the following reasons:
 - i. FTP commitment of a player
 - ii. No NOC from the home board
 - iii. Injury making the player unavailable (to be certified by home board medical expert and BPL technical committee)
 - iv. Retirement from all professional crickets, including domestic cricket.

- v. Any other valid reason as approved by the BPL Technical Committee only. In each instance, the team /Franchise must confirm along with relevant documents to BPL Technical Committee about its acceptance that the Player is unavailable.
 - vi. In respect of the AKS-BPL T20 5th edition 2017, Players' Replacements can be done prior and during the competition, but must not have 13 local players registered at any time.
- e) The Registered Available Players' Draft List (RAPDL) being the final list of Overseas Players who were registered for BPL Players' Draft 2017 subject to the player
- i. not being purchased at the Players' Draft and
 - ii. not having withdrawn from Players' Draft.
 - iii. For any new entrant outside **RAPDL** subject to apply for new inclusion to BPL Technical Committee in prescribed "**PLAYERS NEW INCLUSION FORM**".
- f) However it must be noted that an Overseas Player cannot replace a Bangladeshi Player.
- g) For a Players' Replacement, the Franchise must send duly filled up the "PLAYER'S REPLACEMENT FORM" and submit along with all relevant information to the **Convenor, BPL Technical Committee**, at jalal.yunus@gmail.com or saiful@bcb-cricket.com or **BPL GC Office**, **Sher-e-Bangla Nation Cricket Stadium, Mirpur -2, Dhaka -1216** and await permission in writing from the **Convenor, BPL Technical Committee of Bangladesh cricket Board** before concluding the arrangement.

9. Fitness Test at the start of the edition:

It is mandatory for the Player to pass a Fitness Test to the Franchisee's reasonable satisfaction, within 48 hours of the Player arriving in Bangladesh. An assessment must be made that the Player is physically and/or mentally capable of discharging his obligations under this Agreement. Any such assessment shall be performed by a qualified doctor or physio appointed by the Franchisee and the Player agrees to release to such doctor or physio of any past medical, psychiatric and/or dental records in his possession or which he is entitled to access which are relevant to the assessment. All such records will only be used for this assessment and shall remain subject to the usual obligations of medical confidentiality. The Franchisee shall as soon as practicable notify BPL Technical Committee (copying the Player) if there is a disagreement between the Parties as to the Player's fitness or mental capability and any such matter shall be referred to a doctor to be appointed by BPL Governing Council who shall be provided with the above-mentioned past records if appropriate and whose decision in respect of the disagreement shall be final;

10. **Maximum Squad Size:**

As the Franchisees are entitled to registered unlimited Overseas players, so there is no maximum squad size but each franchise shall have a maximum of 13 Local players on its Player Register.

11. **National Association Registration:**

All Players must be registered with the BCB (if they are Bangladeshi Players) and the BPL.

B. **Player Contracts:**

1. Player Contract shall mean a contract between a Franchise, a Player and BCB in the agreement/contract format time to time prescribed by BPL GC. No other format of contract will be accepted by BPL Governing Council and no variations to the terms and conditions of the Player Contract (other than the player fee to be provided to any Player).
2. No Player Contract shall be permitted to be registered where the players' fee payable to the relevant Player under that contract (excluding win bonuses and other discretionary payments) is not paid as per payment schedule prescribed in players' contract.

C. **Player registration:**

1. Each franchise must provide duly signed copies of "Players Registration Form" to BPL GC for each player.
2. BPL GC shall maintain a register of Players for each Franchise (Player Register). The updated list will be available at BCB or BPL website.

4. **Requirement to Register:**

- 4.1 The BPL GC shall not allow any Player to play in any match, unless that Player is on the Players' Register and the details of such Player have been delivered to BPL GC as required. Any Franchise who includes any unregistered Player in its Squad shall be guilty of misconduct.
- 4.2 A Player shall only be deemed to be a registered Player upon receipt of the acknowledgement of his registration from BPL GC. Any such acknowledgement confirms that the Player has been registered with BPL GC.

5. **Procedure for Registering Players:**

- 5.1 The Franchise shall provide a complete copy of duly signed Player Contract and "Players Registration Form" to BPL Governing Council within 24 hours from the time of entering into a Player Contract with a Player.

6. Refusal of Registration:

6.1 BPL Governing Council shall be entitled to refuse the registration of a Player or refuse to accept a Player Contract as per the following circumstances:

6.1.1 If BPL GC reasonably believes that the Franchise concerned owes money in relation to previous edition of BPL T20 tournament; or

6.1.2 If the registration of the Player would mean that the Franchise is in breach of any of these Regulations or

6.1.3 If BPL GC reasonably believes that to accept the registration or contract may bring the Game into disrepute or may adversely affect the integrity of the League, BCB and/or BPL; or

6.1.4 If BPL GC reasonably believes that the relevant player is under a relevant suspension or ban imposed by BPL, BCB or ICC or another relevant governing body in any part of the world ; or

6.1.5 Violation of the players' Draft Rules & Players Regulation.

7. The registration of any Player may be cancelled by BPL Governing Council with immediate effect if it becomes aware that such registration has resulted in the Franchise being in breach of any of these Regulations including without limitation. In such circumstances, neither BPL GC, BCB nor any of their respective agents or advisers shall be liable for any losses suffered by the Franchise as a result of such deregistration.

8. Removal from Player Register:

8.1 A Player's name shall be immediately removed from the Player Register by the BPL Governing Council as set out below:

i. If any franchise submits an application to BPL GC in writing for removing a player from the player register in valid, acceptable and logical ground.

ii. If any franchise notify BPL GC regarding the termination of the players' contract which has been done mutually between franchise and player.

8.2 Franchises shall inform BPL GC within 24 hours of the termination for any reason of a Player Contract.

9. Default of Payment under Player Contract:

If a Franchise is found to be in breach of any payment obligation under a Player Contract to which it is a party, BPL Governing Council may without prejudice to any other right to a suitable remedy for recovery of its dues, place an embargo on any registration of Players from any source by such Franchise until such payment obligation is complied with.

10. **Penalty for infraction in Registration regulations:**

The above regulations with regards to Registration of Players will be strictly enforced for the 5th edition of AKS - BPL T20 -2017 and thereafter. Franchise will be liable for a penalty of an amount equal to the players' contracted fee (for whom the infraction has been reported). Furthermore, while the franchise is in default of the Player Registration regulations, it will be prevented from trading or acquiring new Players.

11. **Squad Finalization:**

11.1 No later than the date falling 48 hours before the start of each edition, each Franchise shall announce its Team's Final Squad for 5th edition of AKS - BPL T20 2017. As the Franchisees are entitled to registered unlimited Overseas players, so there is no maximum squad size but each franchise shall have a maximum of 13 Local players on its Player Register, all of whom shall be included in the Franchise's Registered Squad .Only members of the Playing Squad will be accredited and allowed into the PMOA (Players and Match Officials Area) during the Matches.

11.2 List of the 15 players playing squad for PMOA (Players and Match Officials Area) must be send to Head of BCB - Anti Corruption Unit at hmorshed@bcb-cricket.com at least 4 (four) hours before the start of the match.

11.2 Only 15 players playing squad are allowed in PMOA area.

12.3 In case of new/fresh inclusion within the quota or the player replacement, a player name along with necessary documents must be provided to BPL Technical Committee, BCB within 8 PM before any match. The incoming Player must have been included in the Franchise's Registered Squad for that edition.

12.4 However, the decision of BPL technical Committee regarding any technical issues related to AKS - BPL T20 tournament is final & bindings.

12.5 BPL Governing Council reserves the rights to amend the Players Regulations at its sole discretion.



**AKS - BANGLADESH
PREMIER LEAGUE T20
5th edition 2017**

AKS-Bangladesh Premier League (BPL) T20 - 2017

Match Playing Conditions

Except as varied hereunder, the Laws of Cricket (2017 Code) and its further amendment shall apply.

Note: All references to 'Governing Body' within the Laws of Cricket shall be replaced by 'BCB Match Referee'

1 LAW 1 - THE PLAYERS

1.1 Law 1.1 - Number of Players

Law 1.1 shall be replaced by the following:

A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain.

1.2 Law 1.2 - Nomination of Players

Law 1.2 shall be replaced by the following:

- 1.2.1 Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the BCB Match Referee before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.
- 1.2.2 Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the BCB Match Referee, in exceptional circumstances, allows subsequent additions.
- 1.2.3 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 be permitted from the toss of the coin and for the remainder of the match thereafter be permitted 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').
- 1.2.4 All those nominated including those nominated as substitute fielders, must be eligible to play for that particular team and have been included in the team's registered squad of players as announced to BCB per the Player Regulations and by such nomination the nominees shall warrant that they are so eligible.
- 1.2.5 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable BCB Regulations pertaining to domestic cricket and in particular, the Clothing and Equipment Regulations, the Code of Conduct for Players and Player Support Personnel (hereafter referred to as the BCB Code of Conduct), the Anti-Racism Code for Players and Player Support Personnel, the Anti-Doping Code and the Anti-Corruption Code.

- 1.2.6 Each Team / Franchisee must include maximum 05 (five) and minimum 03 (three) Foreign/Overseas players in its starting XI on the field of play in any match. (see the BPL Player Registration Regulations)
- 1.2.7 A team shall not have more than 05 (five) and not less than 03 (three) overseas players on the field of play at any time during any Match. Thus, an overseas player may only take the field as a substitute fielder if the player that he is replacing is an overseas player. If any overseas player is injured and there is no overseas/foreign player registered /declared in team's total squad. In that case a local player may take the field as substitute player, after given permission by the BPL Technical Committee.
- 1.2.8 Replacement of a player shall be taken from the unsold players Draft list.

1.3 Law 1.3 - Captain

- 1.3.1 If at any time the captain is not available, a deputy shall act for him.
- 1.3.2 If a captain is not available to nominate the players, then any person associated with that team may act as his deputy to do so. See 1.2.
- 1.3.3 At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these Playing Conditions, including at the toss. See clause 13.4 (The toss).
- 1.3.4 Each Team must nominate its ' Team Captain' to the BCB when appointed.
- 1.3.5 If the 'Team Captain' is not participating in a match, the relevant Team must nominate a replacement ' Team Captain' for the match/league/tournament. The Team shall advise the BCB Match Referee.
- 1.3.6 If the 'Team Captain' plays in a match without being the nominated captain for that match, he will be deemed to be the captain should any penalties be applied for over rate breaches under the BCB Code of Conduct.

1.4 Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within The Spirit of Cricket as well as within these Playing Conditions.

2 LAW 2 - THE UMPIRES

2.1 Law 2.1 - Appointment and attendance

Law 2.1 shall be replaced by the following:

The following rules for the selection and appointment of umpires shall be followed as far as it is practicable to do so:

- 2.1.1 The umpires shall control the game as required by the Laws (as read with these playing conditions), with absolute impartiality and shall be present at the ground at least one hour before the scheduled start of play.
- 2.1.2 Umpires Committee of BCB shall establish a Panel of qualified umpires.
- 2.1.3 Umpires Committee of BCB shall appoint both umpires to stand in each match from the selected Panel of Umpires.

2.1.4 The third umpire will be appointed by the Umpires Committee of BCB and shall act as the emergency on-field umpire and officiate in regard to TV replays. Such appointment shall be made from the 'the selected Panel of umpires.

2.1.4.1 The playing conditions governing the use of the third umpire are included in Appendix 5.

2.1.5 Umpires committee of BCB shall appoint The Reserve Umpire and he shall act as the emergency TV/Third umpire. Such appointment must be made from the selected Panel of umpires.

2.1.6 Umpires Committee of BCB shall appoint the match referee for all matches.

2.1.7 Neither team will have a right of objection to the appointment of any umpire or match referee.

2.2 Change of umpire

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he/she is injured or ill.

2.3 Consultation with Captains

Before the match the umpires shall consult with the Captains to determine;

2.3.1 the balls to be used during the match. See clause 4 (The ball).

2.3.2 the hours of play and the times and durations of intervals for meals and times for drinks intervals.

2.3.3 which clock or watch and back-up time piece is to be used during the match.

2.3.4 the boundary of the field of play. See clause 19 (Boundaries).

2.3.5 the use of covers. See clause 10 (Covering the pitch).

2.3.6 any special conditions of play affecting the conduct of the match.

2.4 inform the scorers of agreements in 2.3.2, 2.3.3, 2.3.4 and 2.3.6. The wickets, creases and boundaries

Before the toss and during the match, the umpires shall satisfy themselves that

2.4.1 the wickets are properly pitched. See clause 8 (The wickets)

2.4.2 the creases are correctly marked. See clause 7 (The creases).

2.4.3 the boundary of the field of play complies with the requirements of clauses 19.1 (Determining the boundary of the field of play), 19.2 (Identifying and marking the boundary) and 19.3 (Restoring the boundary).

2.5 Conduct of the match, implements and equipment

Before the toss and during the match, the umpires shall satisfy themselves that

2.5.1 the conduct of the match is strictly in accordance with these Playing Conditions.

2.5.2 the implements used in the match conform to the following

2.5.2.1 *clause 4 (The ball).*

2.5.2.2 *externally visible requirements of clause 5 (The bat) and Appendix B.1.*

2.5.2.3 *either clauses 8.2 (Size of stumps) and 8.3 (The bails).*

2.5.3 no player uses equipment other than that permitted. See Appendix A.2. Note particularly therein the interpretation of ‘protective helmet’.

2.5.4 the wicket-keeper’s gloves comply with the requirements of clause 27.2 (Gloves).

2.6 Fair and unfair play

The umpires shall be the sole judges of fair and unfair play.

2.7 Fitness for play

2.7.1 It is solely for the umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.

Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.

The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

2.7.2 Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.

2.7.3 Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

2.7.4 If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.

2.8 Suspension of play in dangerous or unreasonable circumstances

2.8.1 All references to ground include the pitch. See clause 6.1 (Area of pitch).

2.8.2 If at any time the umpires together agree that the conditions of ground, weather, or light, or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or to recommence. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make, following consultation with the BCB Match Referee.

2.8.3 If circumstances are warranted, the umpires shall stop play and instruct the Ground Authority to take whatever action they can and use whatever equipment is necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the ground staff to take such action during scheduled and unscheduled breaks in play.

2.8.4 The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

2.8.5 Light Meters

It is the responsibility of the BCB to supply light meters to the match officials to be used in accordance with these playing conditions.

2.8.5.1 All light meters shall be uniformly calibrated.

2.8.5.2 The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is fit for play in accordance with the criteria set out in clause 2.8.2 above.

2.8.5.3 Light meter readings may accordingly be used by the umpires:

2.8.5.3.1 To determine whether there has been at any stage a deterioration or improvement in the light.

2.8.5.3.2 As benchmarks for the remainder of the match.

2.8.6 Use of artificial lights

If in the opinion of the umpires, natural light is deteriorating to an unfit level, they shall authorize the Ground Authority to use the available artificial lighting so that the match can commence or continue in acceptable conditions.

In the event of power failure or lights malfunction, the provisions relating to the delay or interruption of play due to bad weather or light shall apply

2.8.7 When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.

2.8.8 The safety of all persons within the ground is of paramount importance to the BCB. In the event that of any threatening circumstance, whether actual or perceived (including for example weather, pitch invasions, act of God, etc.), then the umpires, on the advice of the BCB Match Referee, should suspend play and all players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, BCB Match Referee, the head of the relevant

Ground Authority, the head of ground security and/or the police as the circumstances may require.

2.8.9 Where play is suspended under clause 2.8.7 above the decision to abandon or resume play shall be the responsibility of the BCB Match Referee who shall act only after consultation with the head of ground security and the police.

2.9 Position of umpires

The umpires shall stand where they can best see any act upon which their decision may be required.

Subject to this over-riding consideration, the bowler's end umpire shall stand in a position so as not to interfere with either the bowler's run-up or the striker's view.

The striker's end umpire may elect to stand on the off side instead of the on side of the pitch, provided he informs the captain of the fielding side, the striker and the other umpire.

2.10 Umpires changing ends

Shall not apply.

2.11 Disagreement and dispute

Where there is disagreement or dispute about any matter, the umpires together shall make the final decision. See also clause 31.6 (Consultation by umpires).

2.12 Umpire's decision

An umpire may alter any decision provided that such alteration is made promptly. This apart, an umpire's decision, once made, is final.

2.13 Signals

2.13.1 The following code of signals shall be used by umpires.

2.13.1.1 *Signals made while the ball is in play*

No ball - by extending one arm horizontally.

Out - by raising an index finger above the head. (If not out, the umpire shall call Not out.)

Wide - by extending both arms horizontally.

Dead ball - by crossing and re-crossing the wrists below the waist.

2.13.1.2 *When the ball is dead, the bowler's end umpire shall repeat the signals in clause 2.13.1.1, with the exception of the signal for Out, to the scorers.*

2.13.1.3 *The signals listed below shall be made to the scorers only when the ball is dead.*

Boundary 4 - by waving an arm from side to side finishing with the arm across the chest

Boundary 6 - by raising both arms above the head.

Bye - by raising an open hand above the head.

Commencement of last hour - by pointing to a raised wrist with the other hand.

Five Penalty runs awarded to the batting side - by repeated tapping of one shoulder with the opposite hand.

Five Penalty runs awarded to the fielding side - by placing one hand on the opposite shoulder.

Leg bye - by touching a raised knee with the hand.

New ball - by holding the ball above the head.

Revoke last signal - by touching both shoulders, each with the opposite hand.

Short run - by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.

The following signal is for Level 4 player conduct offences. The signal has two parts, both of which should be acknowledged separately by the scorers.

Level 4 conduct Part 1 - by putting one arm out to the side of the body and repeatedly raising it and lowering it.

Part 2 - by raising an index finger, held at shoulder height, to the side of the body.

2.13.1.4 All the signals in clause 2.13.1.3 are to be made by the bowler's end umpire except that for Short run, which is to be signalled by the umpire at the end where short running occurs. However, the bowler's end umpire shall be responsible both for the final signal of Short run to the scorers and for informing them as to the number of runs to be recorded.

2.13.2 The umpire shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed.

If several signals are to be used, they should be given in the order that the events occurred.

2.14 Informing the umpires

Wherever the umpires are to receive information from captains or other players under these Playing Conditions, it will be sufficient for one umpire to be so informed and for him/her to inform the other umpire.

2.15 Correctness of scores

Consultation between umpires and scorers on doubtful points is essential. The umpires shall, throughout the match, satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where app

The umpires shall ensure that they are able to contact the scorers at any time during the match and at its conclusion to address any issues relating to the correctness of scores.

2.16 Advertising on grounds, perimeter boards and sightscreens

2.16.1 Advertising on grounds

The logos on outfields are to be positioned as follows:

- a) Behind the stumps - a minimum of 25.15 yards (23 meters) from the stumps.
- b) Midwicket/cover area - no advertising to be positioned within the 30 yard (27.50 meters) circle.

Note: Advertising closer to the stumps as set out above which is required to meet 3D requirements for broadcasters may be permitted, subject to prior BCB approval having been obtained.

2.16.2 Perimeter Boards

- a) Advertising on perimeter boards placed in front of the sightscreens is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball.
- b) Advertising on perimeter boards behind the stumps at both ends shall not contain moving, flashing or flickering images and operators should ensure that the images are only changed or moved at a time that will not be distracting to the players or the umpires.
- c) In addition, the brightness of any electronic images shall be set at a level so that it is not a distraction to the players or umpires.

2.16.3 Sightscreens

- a) Sightscreens shall be provided at both ends of all grounds.
- b) Advertising shall be permitted on the sightscreen behind the striker, providing it is removed for the subsequent over from that end.
- c) Such advertising shall not contain flashing or flickering images and particular care should be taken by the operators that the advertising is not changed at a time which is distracting to the umpire.

2.17 Day Night matches

- 2.17.1 Pads and players' and umpires' clothing shall be coloured.
- 2.17.2 Sight screens will be black.

3 LAW 3 - THE SCORERS

Law 3 shall apply.

4 LAW 4 - THE BALL

4.1 Law 4.2 - Approval and control of balls

White Kookaburra Balls supplied by BCB shall be used for all matches and spare used balls for changing during a match, which shall also be of the same brand.

The fielding captain or his nominee may select the balls with which he wishes to bowl from the supply provided by the BCB. The Reserve umpire shall take a box containing at least 6 new balls to the dressing room and supervise the selection of the balls.

The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the balls and shall retain possession of them at the fall of a wicket, a drinks interval, or any other disruption in play.

Each fielding team shall have one new ball for its innings.

4.2 Law 4.4 - New ball in match of more than one day's duration

Law 4.4 shall not apply.

4.3 Law 4.5 - Ball lost or becoming unfit for play

Law 4.5 shall be replaced by the following:

4.3.1 In the event of a ball during play being lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.

4.3.2 In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear, even though it has not gone out of shape.

4.3.3 If the ball is to be replaced, the umpire shall inform the batsmen and the fielding captain. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

4.4 Law 4.6 - Specifications

Law 4.6 shall not apply.

5 LAW 5 - THE BAT

5.1 The bat

5.1.1 The bat consists of two parts, a handle and a blade.

5.1.2 The basic requirements and measurements of the bat are set out in this clause with detailed specifications in Appendix B.1.

5.2 The handle

5.2.1 The handle is to be made principally of cane and/or wood.

5.2.2 The part of the handle that is wholly outside the blade is defined to be the upper portion of the handle. It is a straight shaft for holding the bat.

5.2.3 The upper portion of the handle may be covered with a grip as defined in Appendix B.1.2.2.

5.3 The blade

5.3.1 The blade comprises the whole of the bat apart from the handle as defined in 5.2 and in Appendix B.1.3.

5.3.2 The blade shall consist solely of wood.

5.4 Protection and repair

Subject to the specifications in Appendix B.1.4 and providing 5.5 is not contravened,

5.4.1 solely for the purposes of

either protection from surface damage to the face, sides and shoulders of the blade or repair to the blade after surface damage,

material that is not rigid, either at the time of its application to the blade or subsequently, may be placed on these surfaces.

5.4.2 for repair of the blade after damage other than surface damage

5.4.2.1 solid material may be inserted into the blade.

5.4.2.2 The only material permitted for any insertion is wood with minimal essential adhesives.

5.4.3 to prevent damage to the toe, material may be placed on that part of the blade but shall not extend over any part of the face, back or sides of the blade.

5.5 Damage to the ball

5.5.1 For any part of the bat, covered or uncovered, the hardness of the constituent materials and the surface texture thereof shall not be such that either or both could cause unacceptable damage to the ball.

5.5.2 Any material placed on any part of the bat, for whatever purpose, shall similarly not be such that it could cause unacceptable damage to the ball.

5.5.3 For the purpose of this clause, unacceptable damage is any change that is greater than normal wear and tear caused by the ball striking the uncovered wooden surface of the blade.

5.6 Contact with the ball

In these clauses,

5.6.1 reference to the bat shall imply that the bat is held in the batsman's hand or a glove worn on his hand, unless stated otherwise.

5.6.2 contact between the ball and any of 5.6.2.1 to 5.6.2.4

5.6.2.1 *the bat itself*

5.6.2.2 *the batsman's hand holding the bat*

5.6.2.3 *any part of a glove worn on the batsman's hand holding the bat*

5.6.2.4 *any additional materials permitted under 5.4*

shall be regarded as the ball striking or touching the bat or being struck by the bat.

5.7 Bat size limits

5.7.1 The overall length of the bat, when the lower portion of the handle is inserted, shall not be more than 38 in/96.52 cm.

5.7.2 The blade of the bat shall not exceed the following dimensions:

Width: 4.25in / 10.8 cm

Depth: 2.64in / 6.7 cm

Edges: 1.56in / 4.0cm.

Furthermore, it should also be able to pass through a bat gauge as described in Appendix B.1.7.

5.7.3 The handle shall not exceed 52% of the overall length of the bat.

5.7.4 The material permitted for covering the blade in clause 5.4.1 shall not exceed 0.04 in/0.1 cm in thickness.

5.7.5 The maximum permitted thickness of protective material placed on the toe of the blade is 0.12 in/0.3 cm.

5.8 Categories of bat

5.8.1 Type A bats conform to 5.1 to 5.7 inclusive.

5.8.2 Only Type A bats shall be used in all matches.

6 LAW 6 - THE PITCH

6.1 Law 6.3 - Selection and preparation

The following will apply in addition to Law 6.3:

6.1.1 The ground staff shall ensure that during the period prior to the start of play and during intervals, the pitch area shall be roped off so as to prevent unauthorised access. (The pitch area shall include an area at least 2 metres beyond the rectangle made by the crease markings at both ends of the pitch).

6.1.2 The fourth umpire shall ensure that, prior to the start of play and during any intervals, only authorised staff, the BCB match officials, players, team coaches and authorised television personnel shall be allowed access to the

pitch area. Such access shall be subject to the following limitations:

- a) Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
- b) Access to the pitch area by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcaster(s) (but not news crews).
- c) No spiked footwear shall be permitted.
- d) No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.
- e) Access shall not interfere with pitch preparation.

6.1.3 In the event of any dispute, the BCB Match Referee will rule and his ruling will be final.

6.2 Law 6.4 - Changing the pitch

Law 6.4 shall be replaced by the following:

- 6.2.1 In the event of a pitch being considered too dangerous for play to continue in the estimation of the on-field umpires, they shall stop play and immediately advise the BCB Match Referee.
- 6.2.2 The on-field umpires and BCB Match Referee shall consult with both captains.
- 6.2.3 If the captains agree to continue, play shall resume.
- 6.2.4 If the decision is not to resume play, the on-field umpires together with the BCB Match Referee shall consider whether the existing pitch can be repaired and the match resumed from the point it was stopped. In considering whether to authorise such repairs, the BCB Match Referee must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.
- 6.2.5 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned as a draw.
- 6.2.6 If the abandonment occurs on the first scheduled day of the match, the BCB Match Referee shall consult with the authority with the objective of finding a way for a new match to commence on the same date and venue. Such a match may be played either on the repaired pitch or on another pitch, subject to the BCB Match Referee and the relevant ground authority both being satisfied that the new pitch will be of the required 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 clause 16.
- 6.2.7 If it is not possible to start a new match on the scheduled first day of the original match, the BCB will decide whether the match can be replayed within the existing schedule.
- 6.2.8 Throughout the above decision making processes, the BCB Match Referee shall keep informed both captains and the head of the ground authority. The head of the ground authority shall ensure that suitable and prompt public announcements are made.

6.3 Law 6.5 - Non-turf pitches

Law 6.5 shall not apply.

All matches shall be played on natural turf pitches. The use of PVA and other adhesives in the preparation of pitches is not permitted.

7 LAW 7 - THE CREASES

7.1 Law 7.3 - The popping crease

Law 7.3 shall apply, except that the reference to ‘a minimum of 6 ft’ shall be replaced by ‘a minimum of 15 yards (13.71 metres)’.

8 LAW 8 - THE WICKETS

8.1 Law 8.2 - Size of stumps

The following shall apply in addition to Law 8.2:

For televised matches the BCB may provide a slightly larger cylindrical stump to accommodate the stump camera. When the larger stump is used, all three stumps must be exactly the same size.

8.2 LED Wickets

The use of LED wickets is permitted.

9 LAW 9 - PREPARATION AND MAINTENANCE OF THE PLAYING AREA

9.1 Rolling

The pitch shall not be rolled during the match except as permitted in clauses 9.1.1 and 9.1.2.

9.1.1 Frequency and duration of rolling

During the match the pitch may be rolled at the request of the captain of the side batting second, for a period of not more than 7 minutes, before the start of the second innings.

9.1.2 Rolling after a delayed start

In addition to the rolling permitted above, if, after the toss and before the first innings of the match, the start is delayed, the captain of the batting side may request that the pitch be rolled for not more than 7 minutes. However, if the umpires together agree that the delay has had no significant effect on the state of the pitch, they shall refuse such request for rolling of the pitch.

9.1.3 Choice of rollers

If there is more than one roller available the captain of the batting side shall choose which one is to be used.

The following shall apply in addition to clause 9.1:

9.1.4 Prior to the scheduled time for the toss, the artificial drying of the pitch and outfield shall be at the discretion of the Ground Authority. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the Ground Authority, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

9.1.5 The umpires may instruct the Ground Authority to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

9.1.6 An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

9.2 Clearing debris from the pitch

9.2.1 The pitch shall be cleared of any debris

9.2.1.1 between innings. This shall precede rolling if any is to take place.

9.2.1.2 at all intervals for meals.

9.2.2 The clearance of debris in clause 9.2.1 shall be done by sweeping, except where the umpires consider that this may be detrimental to the surface of the pitch. In this case the debris must be cleared from that area by hand, without sweeping.

9.2.3 In addition to 9.2.1, debris may be cleared from the pitch by hand, without sweeping, before mowing and whenever either umpire considers it necessary.

9.3 Mowing

9.3.1 Responsibility for mowing

9.3.1.1 All mowings which are carried out before the match shall be the sole responsibility of the Ground Authority.

9.4 Watering the pitch

The pitch shall not be watered during the match.

9.5 Re-marking creases

Creases shall be re-marked whenever either umpire considers it necessary.

9.6 Maintenance of foot holes

The umpires shall ensure that the holes made by the bowlers and batsmen are cleaned out and dried whenever necessary to facilitate play.

The umpires shall allow, if necessary, the reurfing of foot holes made by the bowlers in their delivery strides, or the use of quick-setting fillings for the same purpose.

In addition, the umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's foot holes.

9.7 Securing of footholds and maintenance of pitch

During play, umpires shall allow the players to secure their footholds by the use of sawdust provided that no damage to the pitch is caused and that clause 41 (Unfair play) is not contravened.

9.8 Protection and preparation of adjacent pitches during matches

The protection (by way of an appropriate cover) and preparation of pitches which are adjacent to the match pitch will be permitted during the match subject to the following:

9.8.1 Such measures will only be possible if requested by the Ground Authority and approved by the umpires before the start of the match.

9.8.2 Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.

9.8.3 The preparation work shall be carried out under the supervision of the fourth umpire.

9.8.4 The consent of the captains is not required but the umpires shall advise both captains and the BCB Match Referee before the start of the match on what has been agreed

10 COVERING THE PITCH

10.1 Before the match

The use of covers before the match is the responsibility of the Ground Authority and may include full covering if required.

The pitch shall be entirely protected against rain up to the commencement of play.

However, the Ground Authority shall grant suitable facility to the captains to inspect the pitch before the nomination of their players and to the umpires to discharge their duties as laid down in clauses 2 (The umpires), 6 (The pitch), 7 (The creases), 8 (The wickets), and 9 (Preparation and maintenance of the playing area).

10.2 During the match

The pitch shall be entirely protected against rain up to the commencement of play, and for the duration of the period of the match.

The covers must totally protect the pitch and also the pitch surroundings, to a minimum of 5 metres either side of the pitch, and any worn or soft areas in the outfield.

The bowlers' run-ups shall be covered during inclement weather, in order to keep them dry, to a distance of at least 10 x 10 metres.

10.3 Removal of covers

All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2 ½ hours before the scheduled start of play provided it is not raining at the time, but the pitch will be covered again if rain falls prior to the commencement of play.

11 LAW 11 - INTERVALS

11.1 An interval

11.1.1 The following shall be classed as intervals.

- Intervals between innings.
- Intervals for meals.
- Intervals for drinks.
- Any other agreed interval.

11.1.2 Only these intervals shall be considered as scheduled breaks for the purposes of clause 24.2.6.

11.2 Duration of interval

11.2.1 There shall be a 20 minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

11.3 Allowance for interval between innings

Law 11.3 of the Laws of Cricket shall not apply.

11.4 Changing agreed times of intervals

11.4.1 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. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The minimum time for the interval will be 10 minutes.

11.4.2 However, following a lengthy delay or interruption prior to the completion of the innings of the team batting first, the Match Referee may, at his discretion, reduce the interval between innings from 20 minutes to not less than 10 minutes.

11.4.3 Such discretion should only be exercised after determining the adjusted overs per side based on a 20 minute interval. If having exercised this discretion, the rescheduled finishing time for the match is earlier than the latest possible finishing time, then these minutes should be deducted from the length of any interruption during the second innings before determining the overs remaining.

11.5 Intervals for drinks

11.5.1 There will be two time-outs of 2 minutes 30 seconds in duration in each innings. The time-outs are to allow the teams to re-group tactically.

11.5.2 Drinks may be brought out on to the field during the time-out. At other times, an 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 the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

11.5.3 Subject to clauses 11.5.4 and 11.5.8 below, the above-mentioned time-outs will occur in each innings of matches which are not Interrupted (such that the scheduled number of overs in respect of such innings remains 20) at the following times: (a) at the end of either the 6th,, 7th, 8th or 9th over at the election of the fielding team and (b) at the end of either the 13th, 14th 15th or 16th over at the election of the batting team.

11.5.4 If there is a stoppage in play (whether for a wicket or injury or any other reason) during an over once a time-out has been requested pursuant to clause 15.2.5 below or the 9th or 16th over if the relevant time-out has not yet been taken, then the umpires shall, if they believe that it will speed up the game, not wait for the end of the over and may immediately call the time-out..

11.5.5 Each time-out should be called by either (a) the fielding captain or the batsmen (as appropriate in accordance with clause 15.2.3 (a) and (b) respectively) notifying one of the two on field umpires or (b) the person accredited as team coach for the fielding side or batting side (as appropriate) notifying the fourth umpire, in each case prior to the bowler's end umpire for the next over getting into his position behind the stumps. In the event of a divergence between the notifications under a) and b) above, the notification by the team coach shall prevail. Any notification once the bowler's end umpire for the next over is in position behind the stumps will not be valid. If either the fielding captain or the batsmen respectively does not make an election, the umpires will call the time-out at the end of the 9th and 16th over respectively.

11.5.6 The umpires will clearly signal the time-out by making the sign of a "T" with their arms.

11.5.7 In any match which is interrupted (such that the scheduled number of overs in respect thereof is less than 20) then the time-outs will occur as follows:

Scheduled Number of Overs	Earliest Fielder Time out (End of over) of	Latest Fielder Time out (End of over) of	Earliest Batsmen Time out (End of over)	Latest Batsmen Time out (End of over)
20	6	9	13	16
19	6	9	13	16
18	5	8	12	15
17	5	8	12	14
16	5	7	11	13
15	5	6	10	12
14 or less	None	None	None	None

If the scheduled number of overs in the innings in an interrupted match is 14 overs or less, there will be no time-outs. Furthermore following a lengthy delay or interruption prior to any of the time-outs, the Match Referee may, at his discretion, cancel all of the remaining time-outs.

11.5.8 If in any innings the batting team is dismissed before a scheduled time-out then there will be no such time-out in respect of such innings.

11.6 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.

12 LAW 12 - START OF PLAY; CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 Start and Cessation Time

There being 2 sessions of 1 hour 30 minutes each (including 5 minutes of time-out), separated by a 20 minute interval between innings.

12.1.1 The scheduled hours of play for the weekdays are as follows:

1st match:

1 st Sessions	02.00 p.m.-03.30 p.m.	1.30 Hours
Interval	03.30 p.m.- 03.50 p.m.	20 Minutes
2 nd Sessions	03.50 p.m.- 05.20 p.m.	1.30 Hours

2nd match:

1 st Sessions	07.00 p.m.- 08.30 p.m.	1.30 Hours
Interval	08.30 p.m.- 08.50 p.m.	20 Minutes
2 nd Sessions	08.50 p.m.- 10.20 p.m.	1.30 Hours

12.1.2 The scheduled hours of play ONLY for the Fridays are as follows:

1st match:

1 st Sessions	02.30 p.m.-04.00 p.m.	1.30 Hours
Interval	04.00 p.m.- 04.20 p.m.	20 Minutes
2 nd Sessions	04.20 p.m.- 05.50 p.m.	1.30 Hours

2nd match:

1 st Sessions	07.15 p.m.- 08.45 p.m.	1.30 Hours
Interval	08.45 p.m.- 09.05 p.m.	20 Minutes
2 nd Sessions	09.05 p.m.- 10.35 p.m.	1.30 Hours

12.2 Minimum over Rates

The minimum over rate to be achieved in a T20 match will be 14.11 overs per hour (ignoring the time taken by time-outs).

The actual over rate will be calculated at the end of the match by the umpires.

In calculating the actual over rate for the match, allowances will be given for the actual time lost as a result of any of the following:

- Treatment given to a player by authorized medical personnel on the field of play;
- a player being required to leave the field as a result of a serious injury;
- All umpire's consultations;
- Time wasting by the batting side; and
- All other circumstances that are beyond the control of the fielding side.

In the event of any time allowances being granted to the fielding team under 16.2 (d) above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.

In addition to the allowances as provided for above,

- in the case of an innings that has been reduced due to any delay or interruption in play, an additional allowance of 1 minute for every full 3 overs by which the innings is reduced will be granted.
- an additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings.

If a side 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 will be deemed to have complied with the required minimum over rate.

13 LAW 13 - INNINGS

13.1 Number of innings

13.1.1 A match shall be one innings for each side.

13.2 Alternate innings

Each side shall take their innings alternately.

13.3 Completed innings

A side's innings is to be considered as completed if any of the following applies

13.3.1 the side is all out.

13.3.2 at the fall of a wicket or the retirement of a batsman, further balls remain to be bowled but no further batsman is available to come in.

13.3.3 the prescribed number of overs have been bowled to the batting side.

13.4 The toss

The captains shall toss a coin for the choice of innings, on the field of play and under the supervision of the BCB Match Referee, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play. Note, however, the provisions of clause 1.3 (Captain).

13.5 Decision to be notified

As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the umpires of this decision. Once notified, the decision cannot be changed.

13.6 Duration of Match

13.6.1 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.

13.6.2 There shall be no reserve day for any matches except the Final.

13.6.3 There shall be one reserve day allocated to the Final match on which the incomplete Final match shall be continued from the scheduled day.

13.6.4 Every effort will be made to complete the match on the scheduled day with any necessary reduction in overs taking place and only if the minimum number of over's necessary to constitute a match cannot be bowled on the scheduled day will the match be completed on the reserve day.

13.6.5 If the match has started on the scheduled day and overs are subsequently reduced following an interruption, but no further play is possible, the match will resume on the reserve day under the same assumption that the last ball was played on the scheduled day.

13.6.5 Any play on the reserve day will commence at the same time as the scheduled start of play on the scheduled day.

13.7 Length of Innings

13.7.1 Uninterrupted Matches.

13.7.1.1 Each team shall bat for 20 overs unless all out earlier.

- 13.7.1.2 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 scheduled 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.
- 13.7.1.3 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- 13.7.1.4 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.
- 13.7.1.5 Penalties shall apply for slow over rates (refer to the BCB Code of Conduct).

13.7.2 Delayed or Interrupted Matches

13.7.2.1 Delay or Interruption to the Innings of the Team Batting First (see Appendix 1A)

- 13.7.2.1.1 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.
- 13.7.2.1.2 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.
- 13.7.2.1.3 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 of 13.7.2.2 below take effect.
- 13.7.2.1.4 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 intervals 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.
- 13.7.2.1.5 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.
- 13.7.2.1.6 Penalties shall apply for slow over rates (refer to the BCB Code of Conduct).

13.7.2.2 Delay or Interruption to the innings of the Team Batting Second (see Appendix 2B)

- 13.7.2.2.1 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.

- 13.7.2.2.2 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.
- 13.7.2.2.3 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.
- 13.7.2.2.4 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.
- 13.7.2.2.5 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.
- 13.7.2.2.6 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.
- 13.7.2.2.7 Penalties shall apply for slow over rates (refer to the BCB Code of Conduct).

13.8 Extra Time

There shall be 30 minutes of extra time where the start of play is delayed or play is suspended. For clarity, the changeover period (max 10 mins) for a Super Over after the main match is not to be taken into account when applying any permitted extra time available.

13.9 Number of Overs per Bowler

- 13.9.1 No bowler shall bowl more than 4 overs in an innings.
- 13.9.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second;
- 13.9.2.1 for innings of rescheduled length of at least 10 overs, 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.
- 13.9.2.2 for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.
- 13.9.3 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.
- 13.9.4 The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

14 LAW 14 - THE FOLLOW-ON

Law 14 shall not apply.

15 LAW 15 - DECLARATION AND FORFEITURE

Law 15 shall not apply.

16 LAW 16 - THE RESULT

Law 16 shall apply subject to the following:

16.1 A Win - one-innings match

16.1.1 The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See clause 13.3 (Completed innings). Note also clause 16.5 (Winning hit or extras).

16.1.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 16.2), 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.

16.1.3 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 16.2), all matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared a No Result.

16.2 BCB Match Referee awarding a match

16.2.1 A match shall be lost by a side which either

16.2.1.1 concedes defeat or

16.2.1.2 in the opinion of the BCB Match Referee refuses to play and the BCB Match Referee shall award the match to the other side.

16.2.2 If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the BCB Match Referee of this fact. The BCB Match Referee shall together with the umpires ascertain the cause of the action. If the BCB Match Referee, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, he/she shall so inform the captain of that side. If the captain persists in the action the BCB Match Referee shall award the match in accordance with clause 16.2.1.2 above.

16.2.3 If action as in clause 16.2.2 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 clauses 13.7.2 (Delayed and Interrupted Matches) and 11.4 (Changing agreed times for intervals) above.

Note: 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 BCB Code of Conduct.

16.3 All other matches - A Tie or No Result

16.3.1 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 the event of a tied match the teams shall compete in a Super Over to determine the winner. Refer to Appendix .

16.3.2 No Result

See 16.1.3 above.

16.4 Prematurely Terminated Matches - Calculation of the Target Score

16.4.1 Interrupted Matches - Calculation of the Target Score

16.4.1.1 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis/Stern method. The target set will always be a whole number and one run less will constitute a Tie (refer to the Duckworth/Lewis/Stern Regulations).

16.4.2 Prematurely Terminated Matches

16.4.2.1 If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis/Stern method (refer Duckworth/Lewis/Stern 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.

16.5 Winning hit or extras

16.5.1 As soon as a result is reached as defined in clauses 16.1, 16.2 or 16.3.1, the match is at an end. Nothing that happens thereafter, except as in clause 41.18.2 (Penalty runs), shall be regarded as part of it. Note also clause 16.8.

16.5.2 The side batting last will have scored enough runs to win only if its total of runs is sufficient without including any runs completed by the batsmen before the completion of a catch, or the obstruction of a catch, from which the striker could be dismissed.

16.5.3 If a boundary is scored before the batsmen have completed sufficient runs to win the match, the whole of the boundary allowance shall be credited to the side's total and, in the case of a hit by the bat, to the striker's score.

16.6 Statement of result

If the side batting last wins the match without losing all its wickets, the result shall be stated as a win by the number of wickets still then to fall.

If, without having scored a total of runs in excess of the total scored by the opposing side, the side batting last has lost all its wickets, but as the result of an award of 5 Penalty runs its total of runs is then sufficient to win, the result shall be stated as a win to that side by Penalty runs.

If the side fielding last wins the match, the result shall be stated as a win by runs.

If the match is decided by one side conceding defeat or refusing to play, the result shall be stated as Match Conceded or Match Awarded, as the case may be.

16.7 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).

16.8 Mistakes in scoring

If, after the players and umpires have left the field in the belief that the match has been concluded, the umpires discover that a mistake in scoring has occurred which affects the result then, subject to clause 16.9, they shall adopt the following procedure.

16.8.1 If, when the players leave the field, the side batting last has not completed its innings and

either the number of overs to be bowled in that innings has not been completed, or the end of the innings has not been reached,

then, unless one side concedes defeat, the umpires shall order play to resume.

Unless a result is reached sooner, play will then continue, if conditions permit, until the prescribed number of overs has been completed. The number of overs shall be taken as they were at the call of Time for the supposed conclusion of the match. No account shall be taken of the time between that moment and the resumption of play.

16.8.2 If, at this call of Time, the overs have been completed and no Playing time remains, or if the side batting last has completed its innings, the umpires shall immediately inform both captains of the necessary corrections to the scores and to the result.

16.9 Result not to be changed

Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match - see clauses 2.15 (Correctness of scores) and 3.2 (Correctness of scores) - the result cannot thereafter be changed.

16.10 The Competition Format:

The AKS - BPL Fifth Edition 2017 will be contested by 07 (seven) teams. The participants in the AKS - BPL Fifth Edition 2017 are as follows:

1	DHAKA DYNAMITES	(DD)
2	RAJSHAHI KINGS	(RK)
3	KHULNA TITANS	(KT)
4	CHITTAGONG VIKINGS	(CHV)
5	RANGPUR RIDERS	(RR)
6	COMILLA VICTORIANS	(COV)
7	SYLHET SIXERS	(SS)

The 7 (seven) participating teams will play with each other in a double league basis. Points will be allocated for each match in accordance with the system described in clause 16.11 of these playing conditions, which will apply throughout the competition.

Following the completion of the double league round, top 4 (four) teams will play the Play-off matches.

There will be 3 (Three) Play-off matches, 1st Qualifier match, 2nd Qualifier match and The Eliminator.

1st Qualifier match will be played between position number 1 (one) and 2 (two).

The Eliminator match will be played between position number 3 (three) and 4 (four).

2nd Qualifier match will be played between the winning Team of The Eliminator match and the losing Team of 1st Qualifier match.

The Final will be played between the winner Teams of 1st and 2nd Qualifier match.

The winner team of the final match will be the Champion. However, in case of “No Result” in the final match, the participating teams will be declared “Joint Champion”

16.11 Points

16.11.1 The following points system will apply:

2 (two) points for each match won;

1(one) point per team taking part in any match with no result and any match which is tied (where it was not possible to complete a Super Over at the end of play or where the Super Over itself is tied);

1(one) point per team for any match involving such team which does not commence for any reason (other than where the reason for such non-commencement is a breach of the Operational Rules by one Franchisee which results in such Franchisee forfeiting such match); and

0 (zero) points for any match lost or forfeited.

The team with the highest number of points shall be at the top of the table and the team with the lowest shall be at the bottom.

16.11.2 Where teams have an equal number of points their relative positions shall be determined by the following:

a. the team with the most wins in matches in the double league round will be placed in the higher position;

b. if there are teams with equal points and equal wins during the tournament, then in such case the team with the higher net run rate (as calculated in clause 16.13 below) will be placed in the higher position;

c. if following the net run rate calculation above there are teams which are still equal, then the team with the higher 'Wicket Rate'(A team's Wicket Rate is calculated by dividing the total wicket taken by that team throughout the tournament with the total over bowled by that team throughout the tournament; i.e. wicket taken per over) will be placed in the higher position;

d. if still equal at the end of the double league round then the team position will be determined by drawing lots.

16.11.3 References in paragraph 16.11 to "matches" shall not include the play-off matches.

16.12 Play-off matches

If any of the Eliminator, Qualifier 1 or Qualifier 2 matches are tied, or there is no result, the following shall apply:

a) the relevant teams shall compete in a Super Over to determine which team is the winner of the match in question; and

b) if conditions do not permit a Super Over within the time available to determine the winner or if the Super Over is tied, then the team which, at the end of the relevant regular Tournament, finished in the higher position in the League table (in accordance with paragraph 16.10 above) will be deemed the winner of the relevant play-off match.

The procedure for any Super Over shall be as set out in Appendix 6 .

16.13	Net	Run	Rate
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16.13.1 A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the tournament, the average runs per over scored against that team throughout the tournament.

16.13.2 In the event of a team being all out/innings completed in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

16.13.3 Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes, team 1 will be accredited with team 2's Par Score on abandonment off the same number of overs faced by team 2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, team 1 will be accredited with 1 run less than the final Target Score for team 2 off the total number of overs allocated to team 2 to reach the target.

16.13.4 In circumstances where a match (and the points for such match) is awarded to a team as a result of the other team's refusal to play, either by the match referee in accordance with Law 16.3.1.2 as read with playing condition 16.2 or in accordance with the provisions of the relevant event agreements signed by the participating teams, the net run rate of the defaulting team shall be affected in that the full 20 overs of the defaulting team's innings in such forfeited match shall be taken into account in calculating the average runs per over of the defaulting team over the course of the relevant portion of the competition. For the avoidance of doubt the runs scored and overs bowled in such forfeited match will not be taken into account when calculating the net run rate of the team to whom the match was awarded.

Note: The Super Over is not included in the net run rate calculation.

17 LAW 17 - THE OVER

Law 17 shall apply subject to the addition of the following to Law 17.5:

17.1 Law 17.5 - Umpire miscounting

Whenever possible the Reserve Umpire shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

18 LAW 18 - SCORING RUNS

Law 18 shall apply.

19 LAW 19 - BOUNDARIES

Law 19 shall apply subject to the following:

19.1 Law 19.1 - Determining the boundary of the field of play

The following shall apply in addition to Law 19.1:

The aim shall be to maximize the size of the playing area at each venue. With respect to the size of the boundaries, no boundary shall be longer than 90 yards (82.29 meters), and no boundary should be shorter than 65 yards (59.43 metres) from the centre of the pitch to be used.

Any ground which has previously been approved to host domestic cricket which is unable to conform to the minimum boundary dimension shall be exempt. In such cases, the boundary shall be positioned so as to maximize the size of the playing area.

19.2 Law 19.2 - Identifying and marking the boundary

The following shall apply in addition to Law 19.2:

All boundaries must be designated by a rope or similar object of a minimum standard as authorised by the BCB from time to time. The rope should be a required minimum distance (3 yards (2.74 metres) minimum) inside the perimeter fencing or advertising signs. For grounds with a large playing area, the maximum length of boundary should be used before applying the minimum 3 yards (2.74 metres) between the boundary and the fence.

19.3 Law 19.5- Fielder grounded beyond the boundary

19.3.1 A fielder is grounded beyond the boundary if some part of his person is in contact with any of the following:

- the boundary or any part of an object used to mark the boundary;
- the ground beyond the boundary;
- any object that is in contact with the ground beyond the boundary;
- another fielder who is grounded beyond the boundary.

19.3.2 A fielder who is not in contact with the ground is considered to be grounded beyond the boundary if his final contact with the ground, before his first contact with the ball after it has been delivered by the bowler, was not entirely within the boundary.

19.4 Law 19.6 Boundary allowances

6 runs shall be allowed for a boundary 6; and 4 runs for a boundary 4. See also 19.7.

20 LAW 20 - DEAD BALL

Law 20 shall apply subject to the addition of the following.

20.1 Law 20.1 Ball is Dead

In a match where cameras are being used on or over the field of play (e.g. Spider cam), should a ball that has been hit by the batsman make contact, while still in play, with the camera, its apparatus or its cable, either umpire shall call and signal 'dead ball'. The ball shall not count as one of the over and no runs shall be scored. If the delivery was called a no ball it shall count and the no ball penalty applied, including if appropriate a free hit from the next delivery. No other runs (including

penalty runs) apart from the no ball penalty shall be scored.

Should a ball thrown by a fielder make contact with a camera on or over the field of play, its apparatus or its cable, either umpire shall call and signal dead ball. Unless this was already a no-ball or wide, the ball shall count as one of the over. All runs scored to that point shall count, plus the run in progress if the batsmen have already crossed.

Refer also to Appendix .

21 LAW 21 - NO BALL

Law 21 shall apply subject to the following:

21.1 Law 21.1 - Mode of delivery

Underarm bowling shall not be permitted.

21.2 Fair delivery - the arm

For a delivery to be fair in respect of the arm the ball must not be delivered with an Illegal Bowling Action.

An Illegal Bowling Action is defined as a bowling action where a bowler's Elbow Extension exceeds 15 degrees, measured from the point at which the bowling arm reaches the horizontal until the point at which the ball is released (any Elbow Hyperextension shall be discounted for the purposes of determining an Illegal Bowling Action).

Should either umpire or the BCB Match Referee suspect that a bowler has used an Illegal Bowling Action, they shall complete the BCB Bowling Action Report Form at the conclusion of the match, as set out in the Illegal Bowling Regulations.

21.3 Fair Delivery - the feet

Law 21.5 shall apply, subject to the final paragraph being replaced by the following:

If the bowler's end umpire is satisfied that any of these three conditions have not been met, he shall call and signal No ball. See Law 41.8 (Bowling of deliberate front foot No ball).

21.4 Ball bouncing over head height of striker

See clauses 22.1.1.2 and 41.6.1.7.

21.5 Free Hit

21.5.1 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.

21.5.2 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.

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

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

21.5.3.2 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.

21.5.4 For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances clause 21.1 shall apply.

21.5.5 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.

22 LAW 22 - WIDE BALL

22.1 Judging a Wide

22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in clause 22.1.2

22.1.1.1 the ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position.

22.1.1.2 the ball passes above the head height of the striker standing upright at the popping crease.

22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat by means of a normal cricket stroke.

22.1.3 Umpires are instructed to apply very strict and consistent interpretation in regard to this clause in order to prevent negative bowling wide of the wicket.

23 LAW 23 - BYE AND LEG BYE

Law 23 shall apply.

24 FIELDER'S ABSENCE; SUBSTITUTES

24.1 Substitute fielders

24.1.1 The umpires shall allow a substitute fielder

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

24.1.1.2 for any other wholly acceptable reason.

In all other circumstances, a substitute is not allowed.

24.1.2 A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires. Note, however, clause 42.4.1.

24.1.3 A nominated player may bowl or field even though a substitute has previously acted for him, subject to clauses 24.2 and 24.3.

24.1.4 Squad members of the fielding or batting team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).

24.2 Fielder absent or leaving the field of play

24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this clause, is he to be regarded as having left the field of play.

24.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,

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

24.2.2.2 he shall not thereafter come on to the field of play during a session of play without the consent of the umpire. See clause 24.4. The umpire shall give such consent as soon as it is practicable.

24.2.3 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:

24.2.3.1 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 40 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.

24.2.3.2 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 any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.

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

24.2.5 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 40 minutes, and that player shall not bowl until all of his Penalty time has been served.

24.2.6 For the purposes of clauses 24.2.3.1 and 24.2.3.2, playing time shall comprise the time play is in progress excluding intervals between innings. For clarity, a player's Penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings.

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

24.2.7.1 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.

24.2.7.2 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.

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

24.3 Penalty time not incurred

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

24.3.1 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.

24.3.2 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.

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

24.4 Player returning without permission

If a player comes on to the field of play in contravention of clause 24.2.2 and comes into contact with the ball while it is in play, the ball shall immediately become dead.

- The umpire shall award 5 Penalty runs to the batting side.
- Runs completed by the batsmen shall be scored together with the run in progress if they had already crossed at the instant of the offence.
- The ball shall not count as one of the over.
- The umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for this action.

25 BATSMAN'S INNINGS

25.1 Eligibility to act as a batsman

Only a nominated player may bat and, subject to 25.3, may do so even though a substitute fielder has previously acted for him.

25.2 Commencement of a batsman's innings

The innings of the first two batsmen, and that of any new batsman on the resumption of play after a call of Time, shall commence at the call of Play. At any other time, a batsman's innings shall be considered to have commenced when that batsman first steps onto the field of play.

25.3 Restriction on batsman commencing an innings

25.3.1 If a member of the batting side has unserved Penalty time, see clause 24.2.7, that player shall not be permitted to bat until that Penalty time has been served. However, even if the unserved Penalty time has not expired, that player may bat after his side has lost 5 wickets.

25.3.2 A batsman's Penalty time is served while waiting to bat, during his innings and for the remainder of the team's innings after he is dismissed, subject to the conditions in clauses 25.3.2.1 to 25.3.2.3.

25.3.2.1 The period of time for a scheduled interval does not count as Penalty time served.

25.3.2.2 In the event of an unscheduled stoppage, the stoppage time after the batsman notifies an umpire in person that he is able to participate shall count as Penalty time served.

25.3.3 If any unserved Penalty time remains at the end of a team's innings, it shall be carried forward to the next and subsequent innings of the match if appropriate.

25.4 Batsman retiring

25.4.1 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.

25.4.2 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'.

25.4.3 If a batsman retires for any reason other than as in clause 25.4.2, the innings of that batsman may be resumed only with the consent of the opposing captain. If for any reason his innings is not resumed, that batsman is to be recorded as 'Retired - out'.

25.4.4 If after retiring a batsman resumes his innings, subject to the requirements of clauses 25.4.2 and 25.4.3, it shall be only at the fall of a wicket or the retirement of another batsman.

25.5 Runners

Runners shall not be permitted in NCC matches.

26 PRACTICE ON THE FIELD

26.1 Practice on the pitch or the rest of the square

26.1.1 There shall not be any practice on the pitch at any time.

26.1.2 There shall not be any practice on the rest of the square at any time except with the approval of the umpires.

26.1.2.1 If approved by the umpires, the use of the square for practice on any day of any match will be restricted to any netted practice area or bowling strips specifically prepared on the edge of the square for that purpose.

26.1.2.2 Bowling practice on the bowling strips referred to above shall also be permitted during the interval (and change of innings if not the interval) unless the umpires consider that, in the prevailing conditions of ground and weather, it will be detrimental to the surface of the square.

26.2 Practice on the outfield

26.2.1 On any day of the match, all forms of practice are permitted on the outfield

- before the start of play
- after the close of play, and
- during the interval or between innings

providing the umpires are satisfied that such practice will not cause significant deterioration in the condition of the outfield.

26.2.2 Between the call of Play and the call of Time, practice shall be permitted on the outfield, providing that all of the following conditions are met:

- only the fielders as defined in paragraph 7 of Appendix A participate in such practice.
- no ball other than the match ball is used for this practice.
- no bowling practice takes place in the area between the square and the boundary in a direction parallel to the match pitch.

- the umpires are satisfied that it will not contravene either of clauses 41.3 (The match ball changing its condition) or 41.9 (Time wasting by the fielding side).

Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the other conditions in this clause.

26.3 Trial run-up

A bowler is permitted to have a trial run-up provided the umpire is satisfied that it will not contravene either of clauses 41.9 (Time wasting by the fielding side) or 41.12 (Fielder damaging the pitch).

26.4 Penalties for contravention

All forms of practice are subject to the provisions of clauses 41.3 (The match ball - changing its condition), 41.9 (Time wasting by the fielding side) and 41.12 (Fielder damaging the pitch).

26.4.1 If there is a contravention of any of the provisions of clause 26.1 or 26.2, the umpire shall

- warn the player that the practice is not permitted;
- inform the other umpire and, as soon as practicable, both captains of the reason for this action.

26.4.1.1 If the contravention is by a batsman at the wicket, the umpire shall inform the other batsman and each incoming batsman that the warning has been issued. The warning shall apply to the team of that player throughout the match.

26.4.2 If during the match there is any further contravention by any player of that team, the umpire shall

- award 5 Penalty runs to the opposing side;
- inform the other umpire, the scorers and, as soon as practicable, both captains, and, if the contravention is during play, the batsmen at the wicket.

27 LAW 27 - THE WICKET-KEEPER

Law 27 shall apply.

28 LAW 28 - THE FIELDER

28.1 Protective equipment

No fielder other than the wicket-keeper shall be permitted to wear gloves or external leg guards. In addition, protection for the hand or fingers may be worn only with the consent of the umpires.

28.2 Fielding the ball

28.2.1 A fielder may field the ball with any part of his person (see paragraph 12 of Appendix A), except as in clause 28.2.1.2. However, he will be deemed to have fielded the ball illegally if, while the ball is in play he wilfully

28.2.1.1 uses anything other than part of his person to field the ball.

28.2.1.2 extends his clothing with his hands and uses this to field the ball.

28.2.1.3 discards a piece of clothing, equipment or any other object which subsequently makes contact with the ball.

28.2.2 It is not illegal fielding if the ball in play makes contact with a piece of clothing, equipment or any other object which has accidentally fallen from the fielder's person.

28.2.3 If a fielder illegally fields the ball, the ball shall immediately become dead and

- the penalty for a No ball or a Wide shall stand.

- any runs completed by the batsmen shall be credited to the batting side, together with the run in progress if the batsmen had already crossed at the instant of the offence.

- the ball shall not count as one of the over.

In addition the umpire shall:

- award 5 Penalty runs to the batting side.

- inform the other umpire and the captain of the fielding side of the reason for this action.

- inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.

28.3 Protective helmets belonging to the fielding side

28.3.1 Protective helmets, when not in use by fielders, may not be placed on the ground, above the surface except behind the wicket-keeper and in line with both sets of stumps.

28.3.2 If the ball while in play strikes a helmet, placed as described in clause 28.3.1,

28.3.2.1 the ball shall become dead

and, subject to clause 28.3.3,

28.3.2.2 an award of 5 Penalty runs shall be made to the batting side;

28.3.2.3 any runs completed by the batsmen before the ball strikes the protective helmet shall be scored, together with the run in progress if the batsmen had already crossed at the instant of the ball striking the protective helmet.

28.3.3 If the ball while in play strikes a helmet, placed as described in clause 28.3.1, unless the circumstances of clause 23.3 (Leg byes not to be awarded) or clause 34 (Hit the ball twice), apply, the umpire shall:

- permit the batsmen's runs as in clause 28.3.2.3 to be scored

- signal No ball or Wide ball to the scorers if applicable

- award 5 Penalty runs as in clause 28.3.2.2

- award any other Penalty runs due to the batting side.

28.3.4 If the ball while in play strikes a helmet, placed as described in clause 28.3.1, and the circumstances of clause 23.3 (Leg byes not to be awarded) or clause 34 (Hit the ball twice) apply, the umpire shall:

- disallow all runs to the batting side
- return any not out batsman to his original end
- signal No ball or Wide ball to the scorers if applicable
- award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3.2.

28.4 Limitation of on side fielders

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

28.4.2 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.

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

28.5 Fielders not to encroach on pitch

While the ball is in play and until the ball has made contact with the striker's bat or person, or has passed the striker's bat, no fielder, other than the bowler, may have any part of his person grounded on or extended over the pitch.

In the event of infringement of this clause by any fielder other than the wicket-keeper, the bowler's end umpire shall call and signal No ball as soon as possible after delivery of the ball. Note, however, clause 27.3 (Position of wicket-keeper).

28.6 Movement by any fielder other than the wicket-keeper

28.6.1 Any movement by any fielder, excluding the wicket-keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:

28.6.1.1 minor adjustments to stance or position in relation to the striker's wicket.

28.6.1.2 movement by any fielder, other than a close fielder, towards the striker or the striker's wicket that does not significantly alter the position of the fielder.

28.6.1.3 movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.

28.6.2 In all circumstances clause 28.4 (Limitation of on side fielders) shall apply.

28.6.3 In the event of such unfair movement, either umpire shall call and signal Dead ball.

28.6.4 Note also the provisions of clause 41.4 (Deliberate attempt to distract striker). See also clause 27.4 (Movement by wicket-keeper).

28.7 Restrictions on the placement of fielders

28.7.1 In addition to the restrictions contained in clause Error! Reference source not found. 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 are set out in the following paragraphs.

28.7.2 Subject to 0 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).

28.7.3 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked

by two parallel straight lines drawn on the field (see paragraph 2 of Appendix C). These fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

28.7.4 During the Powerplay overs only two fielders shall be permitted outside this fielding restriction area at the instant of delivery.

28.7.5 During the non Powerplay overs, no more than 5 fielders shall be permitted outside the fielding restriction area referred to in clause 28.7.3 above.

28.7.6 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.

Total overs in innings	Number of overs for which fielding restrictions in clauses 28.7.2 and 28.7.4 above will apply
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

28.7.7 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 have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

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

29 LAW 29 - THE WICKET IS DOWN

Law 29 shall apply.

30 LAW 30 - BATSMAN OUT OF HIS/HER GROUND

Law 30 shall apply.

31 LAW 31 - APPEALS

Law 31 shall apply.

32 LAW 32 - BOWLED

Law 32 shall apply.

33 LAW 33 - CAUGHT

Law 33 shall apply.

34 LAW 34 - HIT THE BALL TWICE

Law 34 shall apply.

35 LAW 35 - HIT WICKET

Law 35 shall apply.

36 LAW 36 - LEG BEFORE WICKET

Law 36 shall apply.

37 LAW 37 - OBSTRUCTING THE FIELD

Law 37 shall apply.

38 LAW 38 - RUN OUT

Law 38 shall apply.

39 LAW 39 - STUMPED

Law 39 shall apply.

40 LAW 40 - TIMED OUT

Law 40 shall apply.

41 LAW 41 - UNFAIR PLAY

41.1 Fair and unfair play - responsibility of captains

The captains are responsible for ensuring that play is conducted within the Spirit of Cricket, as well as within these Playing Conditions.

41.2 Fair and unfair play - responsibility of umpires

The umpires shall be the sole judges of fair and unfair play. If either umpire considers an action, not covered by these Playing Conditions, to be unfair he/she shall intervene without appeal and, if the ball is in play, call and signal Dead ball and implement the procedure as set out in clause 41.19. Otherwise umpires shall not interfere with the progress of play without appeal except as required to do so by these Playing Conditions.

41.3 The match ball - changing its condition

41.3.1 The umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in clause 41.3.2.

41.3.2 It is an offence for any player to take any action which changes the condition of the ball.

Except in carrying out his normal duties, a batsman is not allowed to damage the ball other than, when the ball is in play, in striking it with the bat. See also clause 5.5 (Damage to the ball).

A fielder may, however:

41.3.2.1 polish the ball on his clothing provided that no artificial substance is used and that such polishing wastes no time.

41.3.2.2 remove mud from the ball under the supervision of an umpire.

41.3.2.3 dry a wet ball on a piece of cloth that has been approved by the umpires.

41.3.3 The umpires shall consider the condition of the ball to have been unfairly changed if any action by any player does not comply with the conditions in clause 41.3.2.

41.3.4 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of either side, or that its condition is inconsistent with the use it has received, they shall consider that there has been a contravention of this clause and decide together whether they can identify the player(s) responsible for such conduct.

41.3.5 If it is possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall;

41.3.5.1 Change the ball forthwith.

41.3.5.1.1 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the fielding side, the batsman at the wicket shall choose the replacement ball from a selection of six other balls of

various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.

41.3.5.1.2 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the batting side, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.

41.3.5.2 Additionally, the bowler's end umpire shall

- award 5 Penalty runs to the opposing side.
- if appropriate, inform the batsmen at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action.
- inform the captain of the batting side as soon as practicable of what has occurred.

The umpires shall then report the matter to the BCB Match Referee who shall take such action as is considered appropriate against the player(s) concerned.

41.3.6 If it is not possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall;

41.3.6.1 Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.

41.3.6.2 The bowler's end umpire shall issue the captain with a first and final warning, and

41.3.6.3 Advise the captain that should there be any further instances of changing the condition of the ball by that team during the remainder of the series, clause 41.3.5.2 above will be adopted, with the captain deemed to be the player responsible for the contravention.

41.4 Deliberate attempt to distract striker

41.4.1 It is unfair for any fielder deliberately to attempt to distract the striker while he is preparing to receive or receiving a delivery.

41.4.2 If either umpire considers that any action by a fielder is such an attempt, he/she shall immediately call and signal Dead ball and inform the other umpire of the reason for the call. The bowler's end umpire shall

- award 5 Penalty runs to the batting side.
- inform the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for the action.

Neither batsman shall be dismissed from that delivery and the ball shall not count as one of the over.

The umpires may then report the matter to the BCB Match Referee who shall take such action as is considered appropriate against the fielder concerned.

41.5 Deliberate distraction, deception or obstruction of batsman

41.5.1 In addition to clause 41.4, it is unfair for any fielder wilfully to attempt, by word or action, to distract, deceive or obstruct either batsman after the striker has received the ball.

41.5.2 It is for either one of the umpires to decide whether any distraction, deception or obstruction is wilful or not.

41.5.3 If either umpire considers that a fielder has caused or attempted to cause such a distraction, deception or obstruction, he/she shall immediately call and signal Dead ball and inform the other umpire of the reason for the call.

41.5.4 Neither batsman shall be dismissed from that delivery.

41.5.5 If an obstruction involves physical contact, the umpires together shall decide whether or not an offence under clause 42 (Players' conduct) has been committed.

41.5.5.1 If an offence under clause 42 (Players' conduct) has been committed, they shall apply the relevant procedures in clause 42 and shall also apply each of clauses 41.5.7 to 41.5.9.

41.5.5.2 If they consider that there has been no offence under clause 42 (Players' conduct), they shall apply each of clauses 41.5.6 to 41.5.10.

41.5.6 The bowler's end umpire shall;

- award 5 Penalty runs to the batting side.
- inform the captain of the fielding side of the reason for this action and as soon as practicable inform the captain of the batting side.

41.5.7 The ball shall not count as one of the over.

41.5.8 Any runs completed by the batsmen before the offence shall be scored, together with any runs for penalties awarded to either side. Additionally, the run in progress shall be scored whether or not the batsmen had already crossed at the instant of the offence.

41.5.9 The batsmen at the wicket shall decide which of them is to face the next delivery.

41.5.10 The umpires may then report the matter to the BCB Match Referee who shall take such action as is considered appropriate against the fielder concerned.

41.6 Bowling of dangerous and unfair short pitched deliveries

41.6.1 Notwithstanding clause 41.6.2, the bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him. The fact that the striker is wearing protective equipment shall be disregarded.

In the first instance the umpire decides that the bowling of short pitched deliveries has become dangerous under 41.6.1

41.6.1.1 The umpire shall call and signal No ball, and when the ball is dead, caution the bowler and 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.

41.6.1.2 If there is a second instance, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning, which shall apply to that bowler throughout the innings.

41.6.1.3 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 shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the BCB Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.6.1.4 A bowler shall be limited to one fast short-pitched delivery per over.

41.6.1.5 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.

41.6.1.6 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.

41.6.1.7 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. See also clause 22.1.1.2

41.6.1.7.1 For the avoidance of doubt any fast short pitched delivery that is called a Wide under this clause shall also count as one of the allowable short pitched deliveries in that over.

41.6.1.8 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in clause 41.6.1.5 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.

41.6.1.9 If a bowler delivers a second 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.

41.6.1.10 If there is a second instance of the bowler being No balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.

41.6.1.11 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 shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the BCB Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.6.2 Should the umpires initiate the caution and warning procedures set out in clauses 41.6.1.3, 41.6.1.9 and 41.7, such cautions and warnings are not to be cumulative.

41.7 Bowling of dangerous and unfair non-pitching deliveries

41.7.1 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.

41.7.2 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.

The umpires may then report the matter to the BCB Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.7.3 The warning sequence in clauses 41.7.1 and 41.7.2 is independent of the warning and action sequence in clause 41.6.

41.7.4 If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in clause 41.7.1, then the caution and warning in clause 41.7.1 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.

The umpires together shall report the occurrence to the BCB Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.8 Bowling of deliberate front-foot No ball

If the umpire considers that the bowler has delivered a deliberate front-foot No ball, he/she 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
- 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.

The umpires together shall report the occurrence to the BCB Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.9 Time wasting by the fielding side

41.9.1 It is unfair for any fielder to waste time.

41.9.2 If either umpire considers that the progress of an over is unnecessarily slow, or time is being wasted in any other way, by the captain of the fielding side or by any other fielder, at the first instance the umpire concerned shall

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then

- warn the captain of the fielding side, indicating that this is a first and final warning.
- inform the batsmen of what has occurred.

41.9.3 If either umpire considers that there is any further waste of time in that innings by any fielder, the umpire concerned shall

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then award 5 Penalty runs to the batting side and inform the captain of the fielding side of the reason for this action.

Additionally the umpire shall inform the batsmen and, as soon as is practicable, the captain of the batting side of what has occurred.

If the umpires believe that the act of time wasting was deliberate or repetitive, they may lodge a report under the BCB Code of Conduct. In such circumstances the Captain and/or any individual members of the fielding team responsible for the time wasting will be charged.

41.10 Batsman wasting time

41.10.1 It is unfair for a batsman to waste time. In normal circumstances, the striker should always be ready to take strike when the bowler is ready to start his run-up.

41.10.2 Should either batsman waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his run-up or when the ball becomes dead, as appropriate, the umpire shall

- warn both batsmen and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batsman.
- inform the other umpire of what has occurred.
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.10.3 If there is any further time wasting by any batsman in that innings, the umpire shall, at the appropriate time while the ball is dead

- award 5 Penalty runs to the fielding side.
- inform the other umpire of the reason for this action.
- inform the other batsman, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

If the umpires believe that the act of time wasting was deemed to be deliberate or repetitive, they may lodge a report under the BCB Code of Conduct. In such circumstances the batsman concerned will be charged.

41.11 The protected area

The protected area is defined as that area of the pitch contained within a rectangle bounded at each end by imaginary lines parallel to the popping creases and 5 ft/1.52 m in front of each, and on the sides by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 1 ft/30.48 cm from it.

41.12 Fielder damaging the pitch

41.12.1 It is unfair to cause deliberate or avoidable damage to the pitch. A fielder will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.

41.12.2 If a fielder causes avoidable damage to the pitch, other than as in clause 41.13.1, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then

- caution the captain of the fielding side and indicate that this is a first and final warning. This warning shall apply throughout the innings.
- inform the batsmen of what has occurred.

41.12.3 If, in that innings, there is any further instance of avoidable damage to the pitch, by any fielder, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then

- award 5 Penalty runs to the batting side.

Additionally the umpire shall

- inform the fielding captain of the reason for this action.
- inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together shall report the occurrence to the BCB Match Referee who shall take such action as is considered appropriate against the fielder concerned.

41.13 Bowler running on protected area

41.13.1 It is unfair for a bowler to enter the protected area in his follow-through without reasonable cause, whether or not the ball is delivered.

41.13.2 If a bowler contravenes this clause, at the first instance and when the ball is dead, the umpire shall

- caution the bowler and inform the other umpire of what has occurred. This caution shall apply to that bowler throughout the innings.
- inform the captain of the fielding side and the batsmen of what has occurred.

41.13.3 If, in that innings, the same bowler again contravenes this clause, the umpire shall repeat the above procedure indicating that this is a final warning. This warning shall also apply throughout the innings.

41.13.4 If, in that innings, the same bowler contravenes this clause a third time, when the ball is dead, the umpire shall,

- direct the captain of the fielding side to suspend the bowler immediately from bowling. 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 bowler taken off shall not be allowed to bowl again in that innings.

- inform the other umpire of the reason for this action.

- inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires may then report the matter to the BCB Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.14 Batsman damaging the pitch

41.14.1 It is unfair to cause deliberate or avoidable damage to the pitch. If the striker enters the protected area in playing or playing at the ball, he must move from it immediately thereafter. A batsman will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.

41.14.2 If either batsman causes deliberate or avoidable damage to the pitch, other than as in clause 41.15, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall then

- warn both batsmen that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batsman.

- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.14.3 If there is any further instance of avoidable damage to the pitch by any batsman in that innings, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence.

The bowler's end umpire shall

- disallow all runs to the batting side
- return any not out batsman to his original end
- signal No ball or Wide to the scorers if applicable.

- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).
- Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

The umpires together shall report the occurrence to the BCB Match Referee who shall take such action as is considered appropriate against the batsman concerned.

41.15 Striker in protected area

41.15.1 The striker shall not adopt a stance in the protected area or so close to it that frequent encroachment is inevitable.

The striker may mark a guard on the pitch provided that no mark is unreasonably close to the protected area.

41.15.2 If either umpire considers that the striker is in breach of any of the conditions in clause 41.15.1, if the bowler has not entered the delivery stride, he/she shall immediately call Dead ball, otherwise, wait until the ball is dead; he/she shall then inform the other umpire of the occurrence.

The bowler's end umpire shall then

- warn the striker that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform the non-striker and each incoming batsman.
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.15.3 If there is any further breach of any of the conditions in clause 41.15.1 by any batsman in that innings, the umpire seeing the contravention shall, if the bowler has not entered his delivery stride, immediately call and signal Dead ball, otherwise, he/she shall wait until the ball is dead and then inform the other umpire of the occurrence.

The bowler's end umpire shall

- disallow all runs to the batting side
- return any not out batsman to his original end
- signal No ball or Wide to the scorers if applicable.
- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).

- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

The umpires together shall report the occurrence to the BCB Match Referee who shall take such action as is considered appropriate against the batsman concerned.

41.16 Non-striker leaving his ground early

If the non-striker is out of his ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run him out. Whether the attempt is successful or not, the ball shall not count as one in the over.

If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.

41.17 Batsmen stealing a run

41.17.1 It is unfair for the batsmen to attempt to steal a run during the bowler's run-up.

Unless the bowler attempts to run out either batsman - see clauses 41.16 and 21.4 (Bowler throwing towards striker's end before delivery) - the umpire shall

- call and signal Dead ball as soon as the batsmen cross in such an attempt.
- inform the other umpire of the reason for this action.

The bowler's end umpire shall then

- return the batsmen to their original ends.
- award 5 Penalty runs to the fielding side.
- inform the batsmen, the captain of the fielding side and, as soon as practicable, the captain of the batting side, of the reason for this action.

The umpires may then report the matter to the BCB Match Referee who shall take such action as is considered appropriate against the batsman concerned.

41.18 Penalty runs

41.18.1 When Penalty runs are awarded to either side, when the ball is dead the umpire shall signal the Penalty runs to the scorers. See clause 2.13 (Signals).

41.18.2 Penalty runs shall be awarded in each case where these Playing Conditions require the award, even if a result has already been achieved. See clause 16.6 (Winning hit or extras).

Note, however, that the restrictions on awarding Penalty runs, in clauses 23.3 (Leg byes not to be awarded), 34.4 (Runs scored from ball lawfully struck more than once) and 28.3 (Protective helmets belonging to the fielding side), will apply.

41.18.3 When 5 Penalty runs are awarded to the batting side under any of clauses 24.4 (Player returning without permission), 28.2 (Fielding the ball), or 28.3 (Protective helmets belonging to the fielding side) or under 41.3, 41.4, 41.5, 41.9 or 41.12, then

- they shall be scored as Penalty extras and shall be in addition to any other penalties.
- they are awarded when the ball is dead and shall not be regarded as runs scored from either the immediately preceding delivery or the immediately following delivery, and shall be in addition to any runs from those deliveries.
- the batsmen shall not change ends solely by reason of the 5 run penalty.

41.18.4 When 5 Penalty runs are awarded to the fielding side, under clause 18.5.2 (Deliberate short runs), or under 41.10, 41.14, 41.15 or 41.17, they shall be added as Penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 Penalty runs shall be added to the score in its next innings.

41.19 Unfair actions

41.19.1 If an umpire considers that any action by a player, not covered in these Playing Conditions, is unfair, he/she shall call and signal Dead ball, if appropriate, as soon as it becomes clear that the call will not disadvantage the non-offending side, and report the matter to the other umpire.

The bowler's end umpire shall

41.19.1.1 If this is a first offence by that side

- summon the offending player's captain and issue a first and final warning which shall apply to all members of the team for the remainder of the match.
- warn the offending player's captain that any further such offence by any member of his team shall result in the award of 5 Penalty runs to the opposing team.

41.19.1.2 If this is a second or subsequent offence by that side

- award 5 Penalty runs to the opposing side

41.19.1.3 The umpires may then report the matter to the BCB Match Referee who shall take such action as is considered appropriate against the player concerned.

42 PLAYERS' CONDUCT

42.1 Serious misconduct

42.1.1 The umpires shall act upon any serious misconduct. The relevant offences and the corresponding actions by the umpires are identified in clause 42.2.1. These offences correspond with Level 4 offences in the BCB Code of Conduct. Level 1 to Level 3 offences continue to be dealt with separately under the BCB Code of Conduct.

42.1.2 If either umpire considers that a player has committed one of these offences at any time during the match, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.

42.1.3 The umpire concerned shall report the matter to the other umpire and together they shall decide whether an offence has been committed. The umpires may also consult with the third umpire and the match referee, who may review any audio or video replays to confirm whether an offence has been committed. If so, the umpires shall then apply the related sanctions.

42.1.4 If the offence is committed by a batsman, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this clause, the batsmen at the wicket may not deputise for their captain.

42.2 Level 4 offences and action by umpires

42.2.1 Any of the following actions by a player shall constitute a Level 4 offence:

- threatening to assault an umpire
- making inappropriate and deliberate physical contact with an umpire
- physically assaulting a player or any other person
- committing any other act of violence.

42.2.2 If such an offence is committed, 42.2.2.1 to 42.2.2.5 shall be implemented.

42.2.2.1 The umpire shall call Time.

42.2.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

42.2.2.3 The umpires shall instruct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:

42.2.2.3.1 If the offending player is a fielder, no substitute shall be allowed for him. He is to be recorded as Retired - out at the commencement of any subsequent innings in which his team is the batting side.

42.2.2.3.2 If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.

42.2.2.3.3 If the offending player is a batsman he is to be recorded as Retired - out in the current innings, unless he has been dismissed under any of clauses 32 to 39, and at the commencement of any subsequent innings in which his team is the batting side. If no further batsman is available to bat, the innings is completed.

42.2.2.4 As soon as practicable, the umpire shall:

- award 5 Penalty runs to the opposing team
- signal the Level 4 penalty to the scorers
- call Play.

42.2.2.5 The umpires shall then report the matter to the BCB Match Referee under the BCB Code of Conduct.

42.3 Captain refusing to remove a player from the field

42.3.1 If a captain refuses to carry out an instruction under 42.2.2.3, the umpires shall invoke clause 16.2 (BCB Match Referee awarding a match).

42.3.2 If both captains refuse to carry out instructions under 42.2.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded as in clause 16.2 and there shall be no result under clause 16.

42.4 Additional points relating to Level 4 offences

42.4.1 If a player, while acting as wicket-keeper, commits a Level 4 offence, clause 24.1.2 shall not apply, meaning that only a nominated player may keep wicket, even if another fielder becomes injured or ill and is replaced by a substitute.

42.4.2 A nominated player who has a substitute will also suffer the penalty for any Level 4 offence committed by the substitute. However, only the substitute will be reported under clause 42.2.2.5.

APPENDIX 1A**Calculation sheet for use when a delay or interruptions occur in the First Innings****Time**

Net playing time available at start of the match 170 minutes (A)

Time innings in progress _____ (B)

Playing time lost _____ (C)

Extra time available _____ (D)

Time made up from reduced interval _____ (E)

Effective playing time lost [C - (D + E)] _____ (F)

Remaining playing time available [A - F] _____ (G)

G divided by 4.25 (to 2 decimal places) _____ (H)

Max overs per team [H/2] (round up fractions) _____ (I)

Maximum overs per bowler [I / 5] _____

Number of Power play overs _____

Rescheduled Playing Hours

First session to commence or recommence _____ (J)

Length of innings [I x 4.25] _____ (K)

Rescheduled first innings cessation time [J + (K - B)] _____ (L)

Length of interval _____ (M)

Second innings commencement time [L + M] _____ (N)

Rescheduled second innings cessation time [N + K] _____ *(O)

* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying Clause 12.4.2 a) iv). If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

APPENDIX 1B

Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time _____ (P)

Rescheduled cut-off time allowing for full use
of any extra time provision _____ (Q)

Minutes between P and Q _____ (R)

Potential overs to be bowled [$R / 4.25$] (round up fractions) _____ (S)

Number of complete overs faced to date in first innings _____ (T)

If S is greater than T then revert to Appendix 1A

If S is less than or equal to T then the first innings is terminated and go to Appendix 2A

APPENDIX 2A

Calculation sheet for the start of the Second Innings

Maximum overs to be bowled:

(If first innings was terminated, S from Appendix 1B) _____ (A)

Scheduled length of innings: [$A \times 4.25$] _____ (B)

Start time _____ (C)

Scheduled cessation time [$C + B$] _____ (D)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [$A / 5$] _____

Number of Powerplay overs _____

APPENDIX 2B

Calculation sheet for use when interruption occurs after the start of the Second Innings

Time

Time at start of innings _____ (A)

Time at start of interruption _____ (B)

Time innings in progress _____ (C)

Restart time _____ (D)

Length of interruption [D - B] _____ (E)

Additional time available: (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings) _____ (F)

Total playing time lost [E - F] _____ (G)

Overs

Maximum overs at start of innings _____ (H)

Overs lost [G / 4.25] (rounded down) _____ (I)

Adjusted maximum length of innings [H - I] _____ (J)

Rescheduled length of innings [J x 4.25] _____ (K)

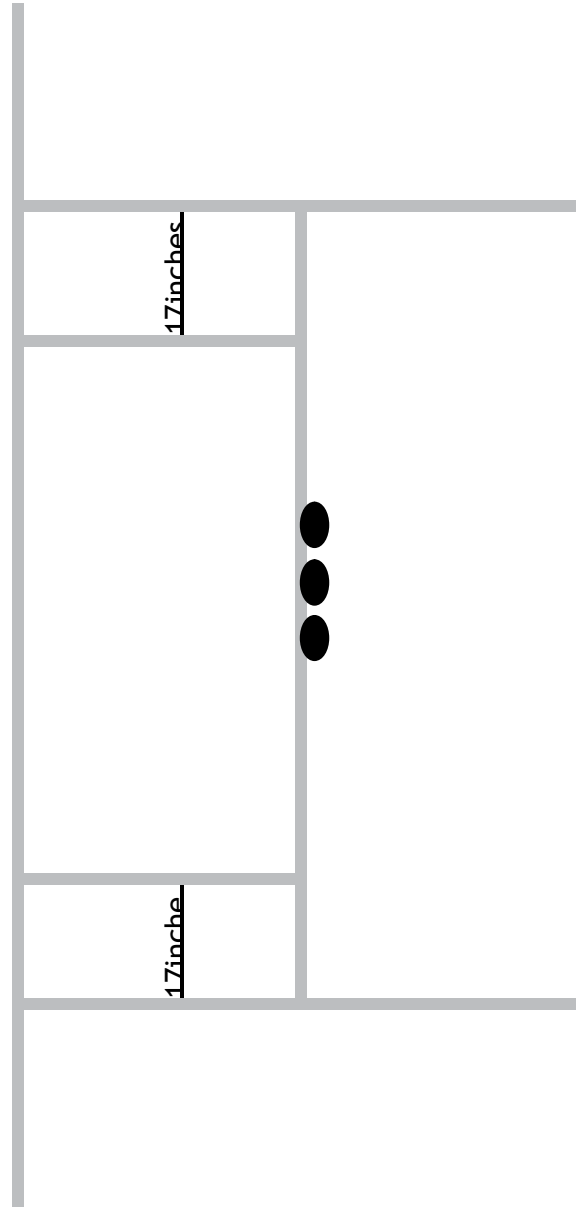
Amended cessation time of innings [D + (K - C)] _____ (L)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [J / 5] _____

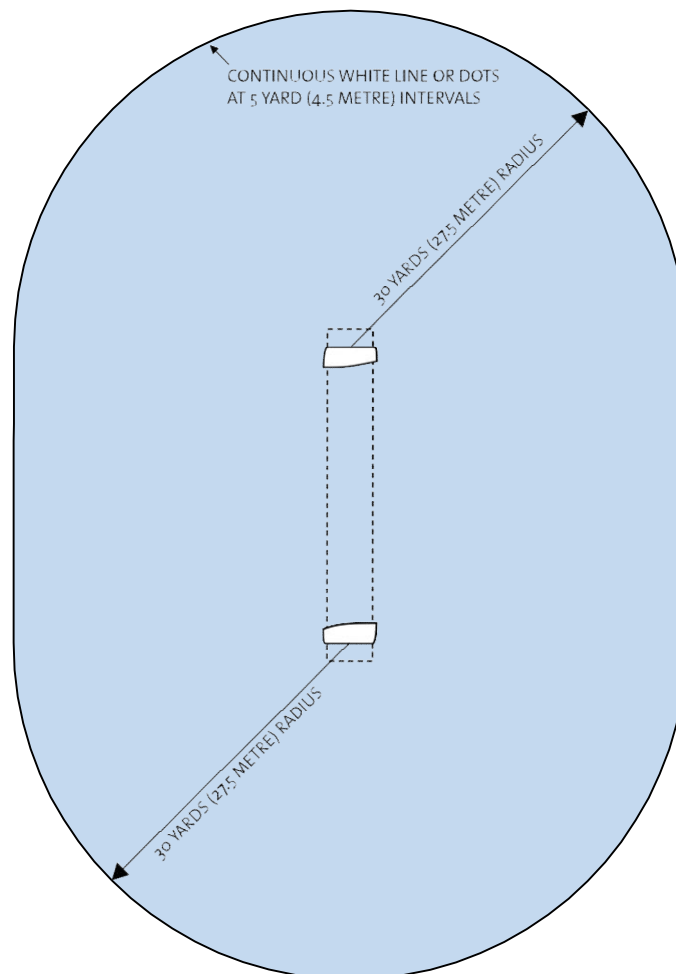
Number of Powerplay overs _____

APPENDIX 3 - CREASE MARKINGS



APPENDIX 4

Restriction of the placement of fieldsmen



APPENDIX 5

Third Umpire TV Replay System - Playing Conditions

1 General

- 1.1 The camera specifications set out in Appendix 5B shall be mandatory as a minimum requirement.
- 1.2 The BCB will ensure a separate room is provided for the third umpire and that he has access to television monitors and direct sound link with the television control broadcast director to facilitate as many replays as is necessary to assist him in making a decision.
- 1.3 In the circumstances detailed in paragraphs 2, 3, 4, 5 and 6 below, the on-field umpire has the discretion whether to refer the decision to the third umpire or, in the case of paragraph 3.1, 5 and 6, to consult with the third umpire before making his decision and should take a common sense approach.

Players may not appeal to the umpire to use the replay system - breach of this provision would constitute dissent and the player could be liable for discipline under the BCB Code of Conduct.

- 1.4 The third umpire shall call for as many replays from any camera angle as is necessary to reach a decision. As a guide, a decision should be made within 30 seconds whenever possible, but the third umpire shall have a discretion to take more time in order to finalise a decision.
- 1.5 The third umpire shall only have access to TV replays for the provisions of paragraphs 2, 3, 4, 5 and 6 below. Other technology which may be in use by the broadcaster for broadcast purposes (Hot Spot, ball tracking, Snicko) shall not be permitted.

2 RUN OUT, STUMPING AND HIT WICKET DECISIONS

- 2.1 The on-field umpire shall be entitled to refer an appeal for a run-out, stumping or hit wicket to the third umpire.
- 2.2 An on-field umpire wishing to refer a decision to the third umpire shall signal to the third umpire by making the shape of a TV screen with his hands.
- 2.3 If the third umpire decides the batsman is out a red light is displayed; a green light means not-out. Should the third umpire be temporarily unable to respond, a white light (where available) will remain illuminated throughout the period of interruption to signify to the on-field umpires that the TV replay system is temporarily unavailable, in which case the decision will be taken by the on-field umpire. (As an alternative to the red/green light system and where available, the big screen may be used for the purpose of conveying the third umpire's decision.)
- 2.4 In the case of a referral of a hit wicket or stumping decision, the third umpire shall first check the fairness of the delivery (all modes of No ball except for the bowler

using an illegal action, [for clarity, a specific type of banned delivery can be reviewed and called no ball]). Additionally, if the third umpire finds the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made.

- 2.5 LED Wickets are permitted to be used for run-out, stumping and hit wicket decisions (using the lights to determine if the wicket is broken).

3 CAUGHT DECISIONS, OBSTRUCTING THE FIELD

The on-field umpire shall be entitled to refer an appeal for a caught decision to the third umpire in the following circumstances:

Fair Catches, Bump Ball and obstructing the field

a) Should the bowler's end umpire be unable to decide whether or not a catch was taken fairly, or if a catch was taken from a bump ball or not, or if, on appeal from the fielding side, the batsman obstructed the field, he shall first consult with the square leg umpire.

b) Should both on-field umpires require assistance from the third umpire to make a decision, the bowler's end umpire shall firstly take a decision on-field after consulting with the other umpire, then he shall consult by two-way radio with the third umpire. Such consultation shall be initiated by the bowlers end umpire to the third umpire by making the shape of a TV screen with his hands, followed by an 'out' or 'not out' signal made with the hands close to the chest at chest height. If the third umpire advises that the replay evidence is inconclusive, the on-field decision communicated at the start of the consultation process shall stand.

c) The third umpire has to determine whether the batsman has been caught or if it was a bump ball or not, or if the batsman obstructed the field. However, when reviewing the television replay(s), the third umpire shall first check the fairness of the delivery for decisions involving a catch (all modes of No ball except for the bowler using an illegal action, [for clarity, a specific type of banned delivery can be reviewed and called no ball]). Additionally, if it is clear to the third umpire that the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he shall notify the on-field umpire so that the correct decision is made.

For clarity, the third umpire shall not check for another mode of dismissal when there is an appeal for obstructing the field.

d) The third umpire shall communicate his decision by the system as in paragraph 2.3.

4 BOUNDARY DECISIONS

4.1 The on-field umpire shall be entitled to refer to the third umpire for a decision about whether the fieldsman had any part of his person in contact with the ball when he touched the boundary or when he had any part of his person grounded beyond the boundary, or whether a four or six had been scored. A decision is to be made immediately and cannot be changed thereafter.

4.2 An on-field umpire wishing the assistance of the third umpire in this circumstance shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his decision to the on-field umpire by this method.

4.3 The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows a boundary line infringement or incident that appears not to have been acted upon by the on-field umpires.

5 BATSMEN RUNNING TO THE SAME END

5.1 In the event of both batsmen running to the same end and the umpires are uncertain over which batsmen made his ground first, the on-field umpire may consult with the third umpire.

5.2 The procedure in paragraph 4.2 shall apply.

6 NO BALLS

If the on-field umpire is uncertain as to the fairness of the delivery following a dismissal, either affecting the validity of the dismissal or which batsman is dismissed, he shall be entitled to request the batsman to delay leaving the field and to check the fairness of the delivery (all modes of No ball except for the bowler using an illegal action, [for clarity, a specific type of banned delivery can be reviewed and called no ball]) with the third umpire. Consultation with the third umpire shall be by way of two way radio. If the delivery was not a fair delivery the on-field umpire shall indicate that the batsman is not-out and signal no-ball. For the avoidance of doubt, the third umpire shall apply clause 24.2 when deciding whether a no-ball should have been called.

7 CAMERAS ON OR OVER THE FIELD OF PLAY

The on-field umpire shall be entitled to refer to the third umpire for a decision as to whether the ball has been in contact with any part of the camera, its apparatus or its cables above the playing area.

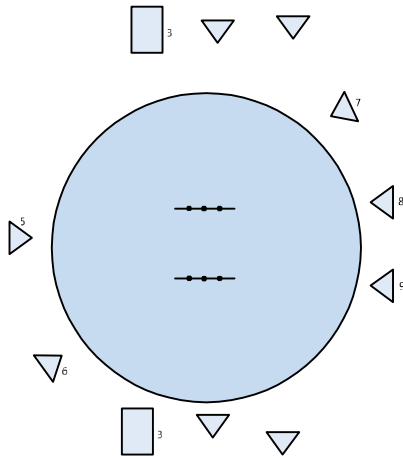
A decision is to be made immediately and cannot be changed thereafter.

An on-field umpire wishing the assistance of the third umpire in this circumstance shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his decision to the on-field umpire by this method.

The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows the ball to have been in contact with any part of the camera or its cables above the playing area as envisaged under this paragraph.

APPENDIX 5A

Generic Camera Layout - Basic TV Coverage



Wicket to Wicket

- 1 Follow
- 2 Wicket to Wicket
- 3 Follow
- 4 Square Leg/MidWicket
- 5 Slips
- 6 Slips

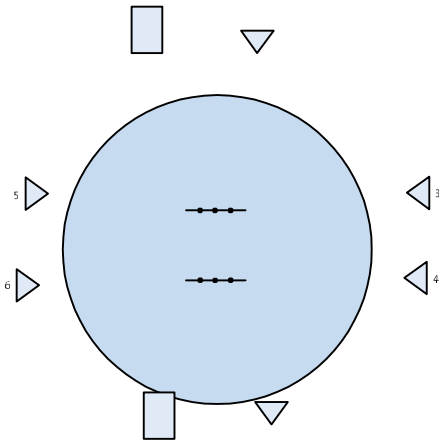
7 Line/ Runoutcam

8 Line/ Runoutcam

APPENDIX 5B

Generic Camera Layout - Third Umpire Coverage

2



- 1 Follow
- 2 Follow
- 3 Line/ Runout cam
- 4 Line/ Runout cam
- 5 Line/ Runoutcam
- 6 Line/ Runout cam

APPENDIX 6

Procedure for the Super Over

The following procedure shall 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 BCB Match Referee. 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 paragraph 16 below.
3. The Super Over shall 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 BCB Match Referee.
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 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 Playing Conditions as they apply in the match shall also apply in the Super Over.
7. Any penalty time being served in the 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 match played under these Playing Conditions.
9. The team batting second in the match shall bat first in the Super Over.
10. The captain of the fielding team (or his/her nominee) shall select the ball with which the fielding team shall bowl their over in the Super Over from the box of spare balls provided by the umpires (which shall include the balls used in the 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, the Playing Conditions 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 Duckworth/Lewis/Stern method, paragraph 15 below shall apply. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the 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 unbowed 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 balls or penalty runs.

Example:

Runs scored from:	Team 1	Team 2
Ball 6	1	1
20 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.

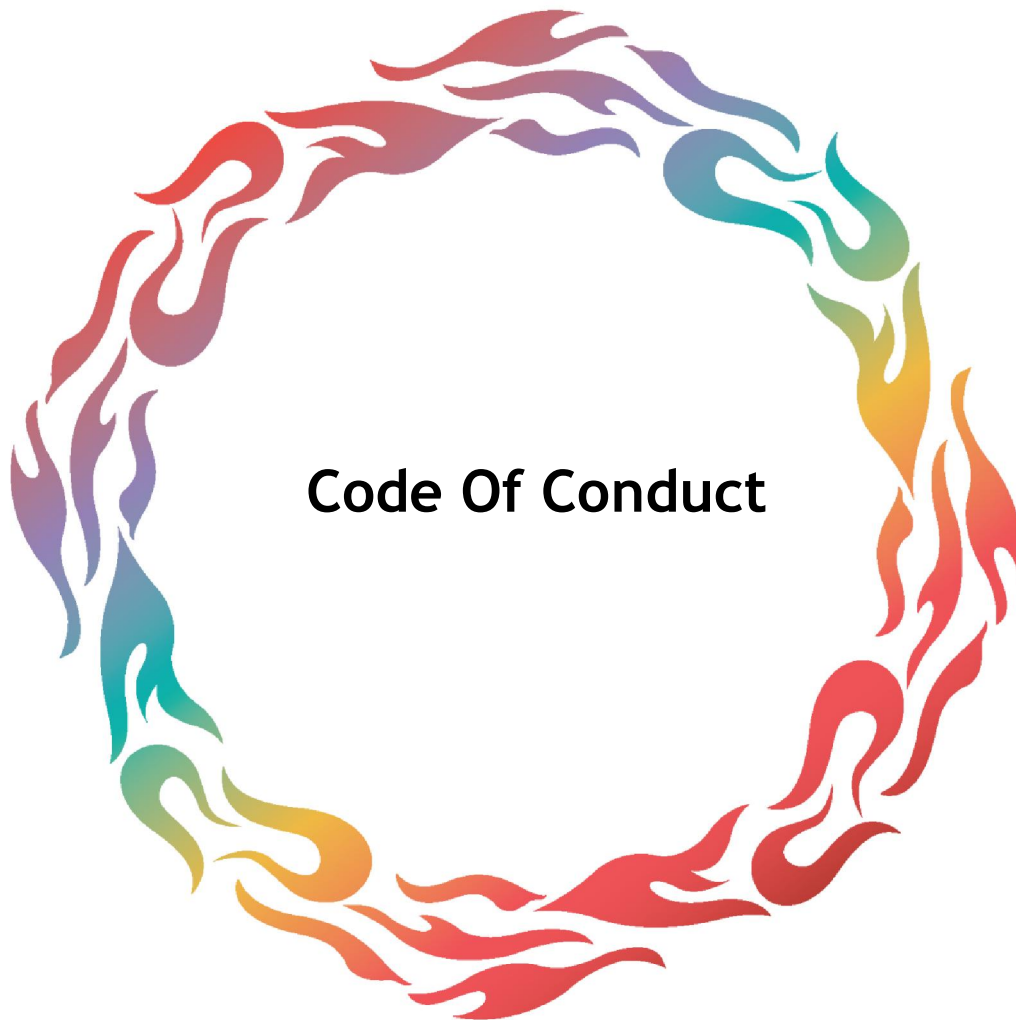
15. Paragraph 2 examples:

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

- a) No extra time is utilised 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 utilised, 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 utilised) and b) 20 minutes (the gap from the actual finish time of 5.10 and the scheduled finish had the full extra time been utilised 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.



**AKS - BANGLADESH
PREMIER LEAGUE T20
5th edition 2017**

BCB CODE OF CONDUCT FOR PLAYERS AND PLAYER SUPPORT PERSONNEL
(For BPL 5th Edition 2107)

- Article 1** Scope and Application
- Article 2** *Code of Conduct Offences*
- Article 3** *Reporting an Alleged Offence under the Code of Conduct*
- Article 4** Notification Procedure
- Article 5** The Disciplinary Procedure
- Article 6** Standard of Proof and Evidence
- Article 7** Sanctions on *Players and Player Support Personnel*
- Article 8** Appeals
- Article 9** Recognition of Decisions
- Article 10** Amendment and Interpretation of The *Code Of Conduct*
- Appendix 1** *Minimum Over Rate Requirements, Calculation Reporting and Disciplinary Process and Sanctions*

INTRODUCTION

The *BCB Code of Conduct for Players and Player Support Personnel* (the ‘**Code of Conduct**’) is adopted and implemented as part of the *BCB’s* continuing efforts to maintain the public image, popularity and integrity of cricket by providing: (a) an effective means to deter any participant from conducting themselves improperly on and off the ‘field-of-play’ or in a manner that is contrary to the ‘spirit of cricket’; and (b) a robust disciplinary procedure pursuant to which all matters of improper conduct can be dealt with fairly, with certainty and in an expeditious manner.

Unless otherwise indicated, references to Articles and Appendices are to articles and appendices of the *Code of Conduct*. Words in italicised text in the *Code of Conduct* are defined terms and their definitions are set out in Appendix 1.

ARTICLE 1 - SCOPE AND APPLICATION

1.1 All *Players* and *Player Support Personnel* are automatically bound by and required to comply with all of the provisions of the *Code of Conduct*. Accordingly, by their participation (in the case of a *Player*) or assistance in a *Player’s* participation (in the case of a *Player Support Personnel*) in a *Match*, such *Players* or *Player Support Personnel* shall be deemed to have agreed:

1.1.1 that it is their personal responsibility to familiarise themselves with all of the requirements of the *Code of Conduct*, including what conduct constitutes an offence under the *Code of Conduct*;

1.1.2 to submit to the exclusive jurisdiction of any *Match Referee*, The Technical Committee of Relevant Tournament/League, *The Head of Relevant Tournament/League Committee*, *Appeal Panel* or *BCB Disciplinary Committee* convened under the *Code of Conduct* to hear and determine charges brought (and any appeals in relation thereto) pursuant to the *Code of Conduct*; and

1.1.3 not to bring any proceedings in any court or other forum that are inconsistent with the foregoing submission to the jurisdiction of the *Match Referee*, The Technical Committee of Relevant Tournament/League, *The Head of Relevant Tournament/League Committee*, *Appeal Panel* or the *BCB Disciplinary Committee*.

1.2 All *Players* and *Player Support Personnel* shall continue to be bound by and required to comply with the *Code of Conduct* until he/she has not participated (in the case of a *Player*), or assisted a *Player’s* participation (in the case of a *Player Support Personnel*) in a *Match* for a period of three (3) months and the *BCB* shall continue to have jurisdiction over him/her under the *Code of Conduct* thereafter in respect of matters taking place prior to that point.

1.3 Without prejudice to Articles 1.1 and 1.2, *BCB* shall be responsible for promoting *Code of Conduct* awareness and education amongst all *Players* and *Player Support Personnel*.

1.4 For the avoidance of any doubt:

1.4.1 all *Umpires* and *Match Referees* officiating in any *Matches* are automatically bound by and required to comply with all of the provisions of the *BCB Code of Conduct for Umpires and Referees*; and

1.4.2 all *Players* or *Player Support Personnel* representing any domestic team shall be bound by this *BCB Code of Conduct*.

ARTICLE 2 - CODE OF CONDUCT OFFENCES

The conduct described in Articles 2.1 - 2.5, if committed by a *Player* or *Player Support Personnel* shall amount to an offence by such *Player* or *Player Support Personnel* under the *Code of Conduct*.

COMMENT: Where considered helpful, guidance notes have been provided in text boxes beneath the description of a particular offence. Such notes are intended only to provide guidance as to the nature and examples of certain conduct that might be prohibited by a particular Article and should not be read as an exhaustive or limiting list of conduct prohibited by such Article.

2.1 Level 1 Offences:

2.1.1 Conduct that is contrary to the spirit of the game.

NOTE: Article 2.1.1 is intended to cover all types of conduct of a minor nature that is contrary to the spirit of the game and which is not specifically and adequately covered by the specific offences set out elsewhere in this Code of Conduct. The spirit of the game is defined by reference to the Preamble to the Laws of Cricket and involves respect for (a) your opponents, (b) your captain and team, (c) the role of the umpires and (d) the game and its traditional values.

By way of example, Article 2.1.1 may (depending upon the seriousness and context of the breach) prohibit, without limitation, the following: (a) the use of an illegal bat or illegal wicket-keeping gloves; (b) cheating during a Match, including deliberate attempts to mislead the Umpire; and (c) failure to comply with the provisions of clause 6.1 of the BCB Standard Multi-Days Match, ODM and Twenty20 Match Playing Conditions.

2.1.2 Conduct that brings the game into disrepute.

NOTE: Article 2.1.2 is intended to cover all types of conduct of a minor nature that bring the game into disrepute and which is not specifically and adequately covered by the specific offences set out elsewhere in this Code of Conduct, including Article 2.1.1.

By way of example, Article 2.1.2 may (depending upon the seriousness and context of the breach) prohibit, without limitation, the following: (a) public acts of misconduct; (b) unruly public behaviour; and (c) inappropriate comments which are detrimental to the interests of the game.

2.1.3 Public criticism of, or inappropriate comment in relation to an incident occurring in a Match or any *Player*, *Player Support Personnel*, Match official or team participating in any Tournament/League Match, irrespective of when such criticism or inappropriate comment is made.

NOTE: Without limitation, *Players* and *Player Support Personnel* will breach Article 2.1.3 if they publicly criticise the Match officials or denigrate a *Player* or team against which they have played in relation to incidents which occurred in a Match. When assessing the seriousness of the breach, the context within which the comments have been made and the gravity of the offending comments must be taken into account.

For the avoidance of doubt, any posting by a *Player* or *Player Support Personnel* of comments on a social media platform (including, without limitation, Facebook, Twitter, YouTube, Google+, Pinterest and LinkedIn) shall be deemed to be 'public' for the purposes of this offence. Consequently a *Player* or *Player Support Personnel* may breach Article 2.1.3 where they criticize or make an inappropriate comment in relation to an incident occurring in a Match or any *Player*, *Player Support Personnel*, Match official or team

participating in any Tournament/League Match in any posting they make on a social media platform.

2.1.4 Using language or a gesture that is obscene, offensive or insulting during a Match.

NOTE: Article 2.1.4 includes: (a) *excessively audible or repetitious swearing; and (b) obscene gestures which are not directed at another person, such as swearing in frustration at one's own poor play or fortune. In addition, this offence is not intended to penalise trivial behaviour.*

When assessing the seriousness of the breach, the Umpire shall be required to take into account the context of the particular situation and whether the words or gesture are likely to: (a) be regarded as obscene; (b) give offence; or (c) insult another person.

This offence is not intended to cover any use of language or gestures that are likely to offend another person on the basis of their race, religion, gender, colour, descent, national or ethnic origin. Such conduct is prohibited under the BCB's Anti-Racism Code and must be dealt with according to the procedures set out therein.

2.1.5 Showing dissent at an Umpire's decision during a Match.

NOTE: Article 2.1.5 includes: (a) *excessive, obvious disappointment with an Umpire's decision; (b) an obvious delay in resuming play or leaving the wicket; (c) shaking the head; (d) pointing or looking at the inside edge when given out lbw; (e) pointing to the pad or rubbing the shoulder when caught behind; (f) snatching the cap from the Umpire; (g) requesting a referral to the TV Umpire (other than in the context of a legitimate request for a referral as may be permitted in such Match); and (h) arguing or entering into a prolonged discussion with the Umpire about his/her decision.*

It shall not be a defence to any charge brought under this Article to show that the Umpire might have, or in fact did, get any decision wrong.

2.1.6 Excessive appealing during a Match.

NOTE: For the purposes of Article 2.1.6, 'excessive' shall include: (a) *repeated appealing of the same decision/appeal; (b) repeated appealing of different decisions/appeals when the bowler/fielder knows the batter is not out with the intention of placing the Umpire under pressure; or (c) celebrating a dismissal before the decision has been given. It is not intended to prevent loud or enthusiastic appealing.*

2.1.7 Using language, actions or gestures which disparage or which could provoke an aggressive reaction from a batsman upon his/her dismissal during a Match.

NOTE: Article 2.1.7 includes any language, action or gesture used by a Player and directed towards a batsman upon his/her dismissal which has the potential to provoke an aggressive reaction from the dismissed batsman, whether or not any reaction results, or which could be considered to disparage or demean the dismissed batsman, regardless of whether the batsman himself feels disparaged or demeaned. Without limitation, Article 2.1.7 includes: (a) *excessive celebration directed at and in close proximity to the dismissed batsman; and (b) verbally abusing the dismissed batsman.*

Nothing in this Article 2.1.7 is, however, intended to stop Players celebrating, in an appropriate fashion, the dismissal of the opposing team's batsman.

2.1.8 Abuse of cricket equipment or clothing, ground equipment or fixtures and fittings during a Match.

NOTE: Article 2.1.8 includes any action(s) outside the course of normal cricket actions, such as hitting or kicking the wickets and any action(s) which intentionally or negligently results in damage to the advertising boards, boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings.

2.1.9 Breach of the BCB's Clothing and Equipment Regulations during a Match, save for breaches relating to a 'Commercial Logo' or a 'Player's Bat Logo' as those terms are defined therein.

Note: For the avoidance of any doubt, there shall be no requirement that the Umpire must first provide a warning to the offending person to remove or cover up a prohibited logo before a breach of this Article can be established.

It shall be a defence to a charge brought under this Article to show that a Player or Player Support Personnel was required by his/her Franchise/Team.

2.2 Level 2 Offences:

2.2.1 Conduct that is contrary to the spirit of the game.

NOTE: Article 2.2.1 is intended to cover all types of conduct of a serious nature that is contrary to the spirit of the game and which is not specifically and adequately covered by the specific offences set out elsewhere in this Code of Conduct. The spirit of the game is defined by reference to the Preamble to the Laws of Cricket and involves respect for (a) your opponents, (b) your captain and team, (c) the role of the umpires and (d) the game and its traditional values.

See guidance note to Article 2.1.1 for examples of conduct that may (depending upon the seriousness and context of the breach) be prohibited under Article 2.2.1.

2.2.2 Conduct that brings the game into disrepute.

NOTE: Article 2.2.2 is intended to cover all types of conduct of a serious nature that brings the game into disrepute and which is not specifically and adequately covered by the specific offences set out elsewhere in this Code of Conduct, including Article 2.2.1.

See guidance note to Article 2.1.2 for examples of conduct that may (depending upon the seriousness and context of the breach) be prohibited under Article 2.2.2.

2.2.3 Serious public criticism of, or inappropriate comment in relation to an incident occurring in a Match or any Player, Player Support Personnel, Match official or team participating in any Tournament/League Match, irrespective of when such criticism or inappropriate comment is made.

NOTE: Without limitation, Players and Player Support Personnel will breach this rule if they publicly criticise the Match officials or denigrate a Player or team against which they have played in relation to incidents which occurred in a Match. When assessing the seriousness of the breach, the context within which the comments have been made and the gravity of the offending comments must be taken into account.

For the avoidance of doubt, any posting by a Player or Player Support Personnel of comments on a social media platform (including, without limitation, Facebook, Twitter, YouTube, Google+, Pinterest and LinkedIn) shall be deemed to be 'public' for the purposes of this offence. Consequently a Player or Player Support Personnel may breach Article 2.2.3 where they seriously criticize or make an inappropriate comment in relation to an incident occurring in a Match or any Player, Player Support Personnel, Match official or

team participating in any Tournament/League Match in any posting they make on a social media platform.

2.2.4 Using language or gesture(s) that is seriously obscene, seriously offensive or of a seriously insulting nature to another *Player, Player Support Personnel, Umpire, Match Referee* or any other third person during a *Match*.

NOTE: *It is acknowledged that there will be verbal exchanges between Players in the course of play. Rather than seeking to eliminate these exchanges entirely, Umpires will be required to report such conduct that falls below an acceptable standard. This offence is not intended to penalise trivial behaviour.*

When assessing the seriousness of the breach, the Umpire shall be required to take into account the context of the particular situation and whether the words or gesture are likely to: (a) be regarded as seriously obscene; or (b) give serious offence; or (c) seriously insult another person.

This offence is not intended to cover any use of language or gestures that are likely to offend another person on the basis of their race, religion, gender, colour, descent, national or ethnic origin. Such conduct is prohibited under the BCB's Anti-Racism Code and must be dealt with according to the procedures set out therein.

2.2.5 Showing serious dissent at an *Umpire's* decision during a *Match*.

NOTE: *Dissent, including the examples given in Article 2.1.5 above will be classified as 'serious' when the conduct contains an element of anger or abuse which is directed at the Umpire or the Umpire's decision or where there is excessive delay in resuming play or leaving the wicket or where there is persistent re-reference to the incident over time.*

It shall not be a defence to any charge brought under this Article to show that the Umpire might have, or in fact did, get any decision wrong.

2.2.6 Charging or advancing towards the *Umpire* in an aggressive manner when appealing during a *Match*.

2.2.7 Inappropriate and deliberate physical contact with a *Player, Player Support Personnel, Umpire* or any other *Person* (including a spectator) in the course of play during a *Match*.

NOTE: *Without limitation, Players will breach this regulation if they deliberately walk or run into or shoulder another Player.*

2.2.8 Throwing a ball (or any other item of cricket equipment such as a water bottle) at or near a *Player, Player Support Personnel, Umpire, Match Referee* or any other third person in an inappropriate and/or dangerous manner during a *Match*.

NOTE: *This regulation will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion.*

2.2.9 Changing the condition of the ball in breach of Law 41.3 of the Laws of Cricket, as modified by BCB Standard Multi-Days Match, ODM and Twenty20 Match Playing Conditions clause 41.

NOTE: *This offence supplements and does not replace BCB Standard Multi-Days Match, ODM and Twenty20 Match Playing Conditions clause 41.3.*

Any action(s) likely to alter the condition of the ball which were not specifically permitted under Law 41.3.2 may be regarded as ‘unfair’. The following actions shall not be permitted (this list of actions is not exhaustive but included for illustrative purposes): (a) deliberately throwing the ball into the ground for the purpose of roughening it up; (b) applying any artificial substance to the ball; and applying any non-artificial substance for any purpose other than to polish the ball; (c) lifting or otherwise interfering with any of the seams of the ball; (d) scratching the surface of the ball with finger or thumb nails or any implement.

The Umpires shall use their judgment to apply the principle that actions taken to maintain or enhance the condition of the ball, provided no artificial substances are used, shall be permitted. Any actions taken with the purpose of damaging the condition of the ball or accelerating the deterioration of the condition of the ball shall not be permitted.

2.2.10 Dangerous and unfair bowling in breach of Law 41 of the Laws of Cricket, as modified by BCB Standard Multi-Days Match, ODM and Twenty20 Match Playing Conditions clause 41.

- 2.2.10.1 deliberate attempt to distract striker;
- 2.2.10.2 deliberate distraction, deception or obstruction of batsman;
- 2.2.10.3 bowling of dangerous and unfair short pitched deliveries;
- 2.2.10.4 bowling of dangerous and unfair non-pitching deliveries;
- 2.2.10.5 bowling of deliberate front foot no balls;
- 2.2.10.6 time wasting by any *Player* or team;
- 2.2.10.7 fielder causing deliberate or avoidable damage to the pitch;
- 2.2.10.8 bowler running on protected area;
- 2.2.10.9 batsman causing deliberate or avoidable damage to the pitch;
- 2.2.10.10 striker in the protected area;
- 2.2.10.11 batsman stealing a run;
- 2.2.10.12 unfair actions not covered elsewhere in clause 41 of the BCB Standard Multi-Days Match, ODM and Twenty20 Playing Conditions.

NOTE: This offence supplements and does not replace BCB Standard Multi-Days Match, ODM and Twenty20 Match Playing Conditions clauses 41. 4 to 41.19

2.2.11 Any attempt to manipulate a *Match* for inappropriate strategic or tactical reasons.

NOTE: Article 2.2.11 is intended to prevent the manipulation of Tournament/League Matches for inappropriate strategic or tactical reasons (such as when a team deliberately loses a *Match* in a Tournament/League in order to affect the standings of other teams in

that Tournament/League). It might also apply to the inappropriate manipulation of a net run rate or accumulation of bonus points or otherwise.

Article 2.2.11 is not intended to cover any corrupt or fraudulent acts (including any use of inside information and/or related betting activity). Such conduct is prohibited under the BCB's Anti-Corruption Code and must be dealt with according to the procedures set out therein.

The Team Captain of any team guilty of such conduct shall be held responsible (and subject to sanction) for any offence found to have been committed under this Article.

2.3 Level 3 Offences:

2.3.1 Conduct that is contrary to the spirit of the game.

NOTE: Article 2.3.1 is intended to cover all types of conduct of a very serious nature that is contrary to the spirit of the game and which is not specifically and adequately covered by the specific offences set out elsewhere in this Code of Conduct. The spirit of the game is defined by reference to the Preamble to the Laws of Cricket and involves respect for (a) your opponents, (b) your captain and team, (c) the role of the umpires and (d) the game and its traditional values.

See guidance note to Article 2.1.1 for examples of conduct that may (depending upon the seriousness and context of the breach) be prohibited under Article 2.3.1.

2.3.2 Conduct that brings the game into disrepute.

NOTE: Article 2.3.2 is intended to cover all types of conduct of a very serious nature that brings the game into disrepute and which is not specifically and adequately covered by the specific offences set out elsewhere in this Code of Conduct, including Article 2.3.1.

See guidance note to Article 2.1.2 for examples of conduct that may (depending upon the seriousness and context of the breach) be prohibited under Article 2.3.2.

2.3.3 Intimidation of an Umpire or Match Referee whether by language or conduct (including gestures) during a Match.

NOTE: Includes appealing in an aggressive or threatening manner.

2.3.4 Threat of assault on another Player, Player Support Personnel or any other person (including a spectator) during a Match.

NOTE: This offence is not intended to cover threats of assault against Umpires or Match Referees, which are prohibited under Article 2.4.3.

2.4 Level 4 Offences:

2.4.1 Conduct that is contrary to the spirit of the game.

NOTE: Article 2.4.1 is intended to cover all types of conduct of an overwhelmingly serious nature that is contrary to the spirit of the game and which is not specifically and adequately covered by the specific offences set out elsewhere in this Code of Conduct. The spirit of the game is defined by reference to the Preamble to the Laws of Cricket and involves respect for (a) your opponents, (b) your captain and team, (c) the role of the umpires and (d) the game and its traditional values.

See guidance note to Article 2.1.1 for examples of conduct that may (depending upon the seriousness and context of the breach) be prohibited under Article 2.4.1.

2.4.2 Conduct that brings the game into disrepute.

NOTE: Article 2.4.2 is intended to cover all types of conduct of an overwhelmingly serious nature that brings the game into disrepute and which is not specifically and adequately covered by the specific offences set out elsewhere in this Code of Conduct, including Article 2.4.1.

See guidance note to Article 2.1.2 for examples of conduct that may (depending upon the seriousness and context of the breach) be prohibited under Article 2.4.2.

2.4.3 Threat of assault on an *Umpire* or *Match Referee* during a *Match*.

2.4.4 Inappropriate and deliberate physical contact with an *Umpire* or *Match Referee* during a *Match*.

2.4.5 Physical assault of another *Player*, *Player Support Personnel*, *Umpire*, *Match Referee* or any other person (including a spectator) during a *Match*.

2.4.6 Any act of violence on the field of play during a *Match*.

2.5 *Minimum Over Rate Offences:*

Failure by a fielding team participating in a *Match* to meet the *Minimum Over Rate* requirements contained in Appendix 1 constitutes an offence under this *Code of Conduct* by the relevant *Team Captain* and each of the *Players* in that fielding team according to the following:

2.5.1 where the actual over rate in any *Multi-Days Match* is up to (and including) Four overs short of the *Minimum Over Rate*, or, in any *One Day Match*, *Twenty20 Match* up to (and including) two overs short of the *Minimum Over Rate*, such an offence shall be considered a “**Minor Over Rate Offence**”.

2.5.2 where the actual over rate in any *Multi-Days Matches* more than Four overs short of the *Minimum Over Rate*, or, in any *One Day Match*, *Twenty20 Match* is more than two overs short of the *Minimum Over Rate*, such an offence shall be considered a “**Serious Over Rate Offence**”.

NOTE: Subjective intent on behalf of the *Team Captain* to waste time is not required. It is sufficient to establish that the *Minimum Over Rate* was not met. To avoid liability under this offence the *Team Captain* would need to establish, on the balance of probabilities, that the shortfall was due to factors beyond his/her control and that the time allowances permitted by the *Match* officials in calculating the required over rate were not sufficient. The presence or absence of subjective intent and the extent of the shortfall shall be relevant in relation to the issue of penalty.

The identity of the relevant *Team Captain* for the purposes of this Article 2.5 and Appendix 1 shall be determined in accordance with clause 1.3 of the *Playing Conditions* applicable to the particular *Match*.

ARTICLE 3 - REPORTING AN ALLEGED OFFENCE UNDER THE CODE OF CONDUCT

NOTE: Where a Code of Conduct offence is alleged to have occurred during, or in relation to a Match that is played as part of a BCB Event, the Code of Conduct shall apply in full, but with a series of amendments to the reporting process (Article 3), disciplinary procedure (Article 5) and appeal process (Article 8) in order to ensure that any matters arising can be dealt with expeditiously.

Where a Minimum Over Rate Offence may have occurred, see APPENDIX 1 for the reporting process, disciplinary process and sanctions that are to be applied.

3.1 Any one of the following individuals can report an alleged offence under the Code of Conduct (other than Minimum Over Rate Offences - as to which see APPENDIX 1) by lodging a report in the manner described in Article 3.2, below (a 'Report'):

3.1.1 an Umpire that officiated in the Match during which the alleged offence was committed;

3.1.2 the Team Manager of either of the two teams participated in the Match during, or in relation to which, the alleged offence was committed;

3.1.3 the BCB's Chief Executive Officer; or his representative

3.1.4 provided it is a Level 3 Offence or Level 4 Offence that is alleged to have been committed, the Match Referee that was appointed to officiate in the Match during which the alleged offence was committed. (For the avoidance of any doubt, the Match Referee is not entitled to lodge a Report in relation to an alleged Level 1 Offence or Level 2 Offence).

3.2 All Reports must be completed on Form 'Rep 1' (or such other form as may be made available for such purpose by the BCB from time to time). All Reports must be signed and dated by the person lodging the Report.

3.2.1 Where the Report is lodged by any of the individuals described in Articles

3.1.1 or 3.1.2 in relation to:

3.2.1.1 a Level 1 Offence or a Level 2 Offence that is alleged to have been committed on the field of play during a Match, then the Report must be lodged with the Match Referee (or, where, for logistical reasons, it is impractical to lodge with the Match Referee, Tournament/League Committee) within **24 hours** of the close of the day's play in the relevant Match or prior to the start of the following day's play or the start of the next relevant Match, whichever is the sooner; or

3.2.1.2 a Level 1 Offence or a Level 2 Offence that is alleged to have been committed at any time or place other than on the field of play then the Report must be lodged with the Match Referee (or, where, for logistical reasons, it is impractical to lodge with the Match Referee, Tournament/League Committee) as soon as reasonably practicable, and in any event, no later than **24 hours** (where the Report is lodged by an umpire) or **48 hours** (where the Report is lodged by the Team Manager of either of the two teams) after: (a) the Technical Committee of the alleged offence; or (b) the alleged offence was brought to the attention of the person lodging the Report; or

3.2.1.3 a Level 3 Offence or a Level 4 Offence that is alleged to have been committed, then the Report must be lodged with the BCB's Head of Technical Committee of particular Tournament/League as soon as reasonably practicable, and in any event no later than seven (7) days after the alleged offence was brought to the attention of the person lodging the Report.

3.2.2 Where the *Report* is lodged by the individual described in Article 3.1.3 in relation to:

3.2.2.1 a *Level 1 Offence* or a *Level 2 Offence* that is alleged to have been committed at any time or place (whether on the field of play or otherwise), then the *Report* must be lodged with the *Match Referee* (or, where, for logistical reasons, it is impractical to lodge with the *Match Referee*, Tournament/League *Committee*) within five (5) days of the alleged offence; or

3.2.2.2 a *Level 3 Offence* or a *Level 4 Offence* that is alleged to have been committed at any time or place (whether on the field of play or otherwise), then the *Report* must be lodged with the BCB's *Head of Technical Committee of particular Tournament/League* as soon as reasonably practicable, and in any event no later than seven (7) days after the alleged offence.

3.2.3 Where the *Report* is lodged by the individual described in Article 3.1.4 in relation to a *Level 3 Offence* or a *Level 4 Offence* that is alleged to have been committed, then the *Report* must be lodged with the BCB's *Head of Technical Committee of particular Tournament/League* as soon as reasonably practicable, and in any event no later than seven (7) days after the alleged offence was brought to the attention of the *Match Referee*.

3.3 Where it is alleged that a *Player* or *Player Support Personnel* has committed more than one offence under the *Code of Conduct* during, or in relation to a *Match* (whether arising out of the same set of facts or otherwise), then a separate *Report* should be filed in accordance with this Article 3 for each of the offences that are alleged to have been committed.

ARTICLE 4 - NOTIFICATION PROCEDURE

Level 1 Offences, Level 2 Offences and Minimum Over Rate Offences:

4.1 Where a *Match Referee* receives a *Report* lodged under Articles 3.2.1.1, 3.2.1.2, 3.2.2.1 or Article 3.2 of APPENDIX 1 (in the case of *Minimum Over Rate Offences*), he/she must promptly provide a copy of the *Report*, together with a completed Form 'Not 1', (such documents comprising the '**Notice of Charge**'), to the following individuals:

4.1.1 the *Player* or *Player Support Personnel* named in the *Report*, or, where appropriate in the case of an offence under either Article 2.2.9 (changing the condition of the ball), 2.2.13 (manipulating a *Match*), or 2.5.1/2.5.2 (failure to meet the *Minimum Over Rate*), the relevant *Team Captain*; and

4.1.2 the *Team Manager* of the relevant *Player* or *Player Support Personnel* named in the *Report*.

4.2 The *Notice of Charge* shall specify that the *Player* or *Player Support Personnel* shall have the following three options:

4.2.1 he/she may admit the offence charged and accede to the proposed sanction specified in the *Notice of Charge* (which sanction shall be strictly at the *Match Referee's* discretion, but at all times within the appropriate range for the level of offence). In such circumstances, and provided that such admission has been received by the *Match Referee* prior to the commencement of the hearing at the time/place specified in the *Notice of Charge*, the hearing before the *Match Referee* shall not be required and no further action shall be taken, or

4.2.2 he/she may admit the offence charged but dispute the proposed sanction specified in the *Notice of Charge*, in which case the matter shall proceed to a hearing in accordance with Article 5.1; or

4.2.3 he/she may deny the offence charged, in which case the matter shall proceed to a hearing in accordance with Article 5.1.

Level 3 Offences and Level 4 Offences:

4.3 Where the *BCB's Head of Technical Committee of Tournament/League* receives a *Report* lodged under Articles 3.2.1.3, 3.2.2.2 or 3.2.3, he must promptly conduct a review to determine whether the *Player* or *Player Support Personnel* named in the *Report* has a case to answer.

4.4 If the initial review of the *Report* reveals that there is no case to answer, then the *Technical Committee* shall notify the person who filed the *Report* of that fact, and the matter shall not proceed any further.

4.5 If the initial review of the *Report* reveals that there is a case to answer, then the *Technical Committee* shall promptly provide a copy of the *Report*, together with a completed Form 'Not 1' (such documents comprising the '**Notice of Charge**') to the following individuals:

4.5.1 the *Player* or *Player Support Personnel* named in the *Report*; and

4.5.2 the *Team Manager* of the relevant *Player* or *Player Support Personnel* named in the *Report*.

4.6 The *Notice of Charge* shall specify that the *Player* or *Player Support Personnel* shall have the following options:

4.6.1 he/she may admit the offence charged and accede to the proposed sanction specified in the *Notice of Charge* (which sanction shall be strictly at the *Technical Committee's* discretion, but at all times within the appropriate range for the level of offence). In such circumstances, and provided that such admission has been received by the Head of Technical Committee prior to the commencement of the hearing at the time/place specified in the *Notice of Charge*, or

4.6.2 he/she may admit the offence charged but dispute the proposed sanction specified in the *Notice of Charge*, in which case the matter shall proceed to a hearing in accordance with Article 5.2; or

4.6.3 he/she may deny the offence charged, in which case the matter shall proceed to a hearing in accordance with Article 5.2.

ARTICLE 5 - THE DISCIPLINARY PROCEDURE

Level 1 Offences, Level 2 Offences and Minimum Over Rate Offences:

5.1 Where a matter proceeds to a hearing under Article 4.2.2 or 4.2.3, then the case shall be referred to the *Match Referee* for adjudication in accordance with the following procedure:

5.1.1 Subject to the discretion of the *Match Referee* to order otherwise for good cause shown by the *Player* or *Player Support Personnel*, the hearing will take place at the time

specified in the *Notice of Charge* (which should, in the absence of exceptional circumstances, be no more than forty-eight (48) hours after the receipt by the *Player* or *Player Support Personnel* of the *Notice of Charge*).

5.1.2 The procedure followed at the hearing shall be at the discretion of the *Match Referee*, provided that the hearing is conducted in a manner which offers the *Player* or *Player Support Personnel* a fair and reasonable opportunity to present evidence (including the right to call and to question witnesses by telephone where necessary), address the *Match Referee* and present his/her case.

5.1.3 Where video evidence of the alleged offence is available at the hearing before the *Match Referee*, then it may be relied upon by any party, provided that all other parties shall have the right to make such representations in relation to it that they may see fit.

5.1.4 Unless exceptional circumstances apply, each of the following individuals **must** attend any hearing before the *Match Referee*: (a) the *Player* or *Player Support Personnel* who has been charged with the alleged offence; and (b) the person who lodged the *Report* (or, in the case of the *BCB's Chief Executive Officer*, his/her representative/ nominee). Where any such individual has a compelling justification for his/her non-attendance, then they shall be given the opportunity to participate in the hearing before the *Match Referee* by telephone (if necessary). Without prejudice to the *Player* or *Player Support Personnel's* ability to call and to question such witnesses as may be necessary and/or to be represented by such other person of his/her own choosing either the *Team Captain*, *Team Vice-Captain* or *Team Manager* of the team that the *Player* or *Player Support Personnel* represents may also attend such a hearing to provide additional support and assistance to the *Player* or *Player Support Personnel*.

5.1.5 The non-attendance of any *Player* or *Player Support Personnel* or his/her representative at the hearing, shall not prevent the *Match Referee* from proceeding with the hearing in his/her absence and issuing a ruling in relation to the offence charged.

5.1.6 At the end of a hearing, where the *Match Referee* considers that further evidence is necessary or further time is required to consider the evidence that has been presented, it shall adjourn the hearing for an appropriate period of time and make such directions as may be necessary.

5.1.7 Alternatively, at the end of a hearing:

5.1.7.1 brought under Article 4.2.2

a) as soon as possible after the conclusion of the hearing (and, in any event, no later than forty-eight (48) hours thereafter), the *Match Referee* will confirm the *Player* or *Player Support Personnel's* admission that he/she had committed a *Code of Conduct* offence and announce its decision in writing, with reasons, setting out: (a) what sanctions, if any, are to be imposed (including any fine and/or period of suspension); (b) the date that any period of suspension shall come into force and effect; and (c) any rights of appeal that may exist pursuant to Article 8.

5.1.7.2 brought under Article 4.2.3 (or where the *Player* or *Player Support Personnel* has failed to respond in a timely fashion to the *Notice of Charge*):

a) the *Match Referee* shall adjourn the hearing (for a period of no less than ten (10) minutes and no more than twenty-four (24) hours), following which he/she will reconvene the hearing and verbally announce his/ her finding as to whether a *Code of Conduct* offence has been committed;

b) where the *Match Referee* determines that a *Code of Conduct* offence has been committed, the *Player* or *Player Support Personnel* may request a short adjournment (of no more than thirty (30) minutes) to prepare any submissions that he/she might wish to make in relation to the appropriate sanction that ought to be applied; and

c) as soon as possible after the conclusion of the hearing (and, in any event, no later than forty-eight (48) hours thereafter), the *Match Referee* will announce his decision in writing, with reasons, setting out: (a) the finding as to whether a *Code of Conduct* offence had been committed; (b) what sanctions, if any, are to be imposed (including any fine and/or period of suspension); (c) the date that any period of suspension shall come into force and effect; and (d) any rights of appeal that may exist pursuant to Article 8.

5.1.8 The *Match Referee* shall have the discretion to announce the substance of his decision prior to the issue of the written reasoned decision referred to in Article 5.1.7.

5.1.9 A copy of the written reasoned decision will be provided to the *Player* or *Player Support Personnel*, the Manager of the *Player* or *Player Support Personnel's Team*, and *Head of the relevant Tournament/League Committee*.

5.1.10 Subject only to the rights of appeal under Article 8, the *Match Referee's* decision shall be the full, final and complete disposition of the matter and will be binding on all parties.

Level 3 Offences and Level 4 Offences:

5.2 Where a matter proceeds to a hearing under Article 4.6.2 or 4.6.3, then the case shall be referred to *the relevant Tournament/League Technical Committee* for adjudication in accordance with the following procedure:

5.2.1 The *Tournament/League Technical Committee* shall convene a preliminary hearing with the *Match Referee* (or any relevant *PCT members*), together with the *Player* or *Player Support Personnel* and his/her representative (if any). The non-participation, without compelling justification, of the *Player* or *Player Support Personnel* or his/her representative at the preliminary hearing, after proper notice of the preliminary hearing has been provided, shall not prevent *the relevant Tournament/League Technical Committee* from proceeding with the preliminary hearing, whether or not any written submissions are made on behalf of the *Player* or *Player Support Personnel*.

5.2.2 The purpose of the preliminary hearing shall be to allow *the relevant Tournament/League Technical Committee* to address any preliminary issues that need to be resolved prior to the hearing date. In particular (but without limitation), *the relevant Tournament/League Technical Committee* shall:

5.2.2.1 determine the date(s) upon which the full hearing shall be held. Save in exceptional circumstances or where the parties otherwise agree, the full hearing should take place no longer than seven (7) days after the receipt by the *Player* or *Player Support Personnel* of the *Notice of Charge*.

5.2.2.2 establish dates reasonably in advance of the date of the full hearing by which:

a) the *Technical Committee* shall submit an opening brief with argument on all issues that *Technical Committee* wishes to raise at the hearing and a list of the witnesses that the *Technical Committee* intends to call at the hearing (and a summary of the subject areas of the witness's anticipated testimony), and enclosing copies of the exhibits that the *Technical Committee* intends to introduce at the hearing;

b) the *Player or Player Support Personnel* shall submit an answering brief, addressing the *Technical Committee's* arguments and setting out argument on the issues that he/she wishes to raise at the hearing, as well as a list of the witnesses that he/she intends to call at the hearing (and a summary of the subject areas of the witness's anticipated testimony), and enclosing copies of the exhibits that he/she intends to introduce at the hearing; and

c) the *Technical Committee* may (at its discretion) submit a reply brief, responding to the answer brief of the *Player or Player Support Personnel* and listing any rebuttal witnesses that the *Technical Committee* intends to call at the hearing (and a summary of the subject areas of the witness's anticipated testimony), and enclosing copies of any other exhibits that the *Technical Committee* intends to introduce at the hearing; and

5.2.2.3 make such order as the *Technical Committee* shall deem appropriate in relation to the production of relevant documents and/or other materials between the parties.

5.2.3 Subject to the discretion of the *Technical Committee* to order otherwise for good cause shown by either party, or if otherwise agreed between the parties, hearings before the *Technical Committee* shall take place.

5.2.4 The procedure followed at the hearing shall be at the discretion of the *Technical Committee*, provided that the hearing is conducted in a manner which offers the *Player or Player Support Personnel* a fair and reasonable opportunity to present evidence (including the right to call and to question witnesses by telephone where necessary), address the *Technical Committee* and present his/her case.

5.2.5 Where video evidence of the alleged offence is available at the hearing before the *Technical Committee*, then it may be relied upon by any party, provided that all other parties shall have the right to make such representations in relation to it that they may see fit.

5.2.6 Unless exceptional circumstances apply, each of the following individuals must attend any hearing before the *Technical Committee*: (a) the *Player or Player Support Personnel* who has been charged with the alleged offence; (b) the person who lodged the *Report* (or, in the case of the *BCB's Chief Executive Officer*, his/ her representative/nominee). Where any such individual has a compelling justification for his/her non-attendance, then they shall be given the opportunity to participate in the hearing before the *Technical Committee* by telephone (if necessary). Without prejudice to the *Player or Player Support Personnel's* ability to call and to question such witnesses as may be necessary and/or to be represented by such other person of his/her own choosing either the *Team Captain, Team Vice-Captain* or *Team Manager* of the team that the *Player or Player Support Personnel* represents may also attend such hearing to provide additional support and assistance to the *Player or Player Support Personnel*.

5.2.7 The non-attendance of the *Player or Player Support Personnel* or his/ her representative at the hearing, after proper notice of the hearing has been provided, shall not prevent the *Technical Committee* from proceeding with the hearing in his/her absence, whether or not any written submissions are made on his/her behalf.

5.2.8 At the end of a hearing, where the *Technical Committee* considers that further evidence is necessary or further time is required to consider the evidence that has been presented, it shall adjourn the hearing for an appropriate period of time and make such directions as may be necessary.

5.2.9 Alternatively, at the end of a hearing:

5.2.9.1 brought under Article 4.6.2:

a) as soon as possible after the conclusion of the hearing (and, in any event, no later than forty-eight (48) hours thereafter), the *Technical Committee* will confirm the *Player* or *Player Support Personnel's* admission that he/she had committed a *Code of Conduct* offence and announce its decision in writing, with reasons, setting out: (a) what sanctions, if any, are to be imposed (including any fine and/or period of suspension); (b) the date that any period of suspension shall come into force and effect; and (c) any rights of appeal that may exist pursuant to Article 8.

5.2.9.2 brought under Article 4.6.3 (or where the *Player* or *Player Support Personnel* has failed to respond in a timely fashion to the *Notice of Charge*):

a) the *Technical Committee* shall adjourn the hearing (for a period of no less than ten (10) minutes and no more than twenty-four (24) hours), following which it will reconvene the hearing and verbally announce his/her finding as to whether a *Code of Conduct* offence has been committed;

b) where the *Technical Committee* determines that a *Code of Conduct* offence has been committed, the *Player* or *Player Support Personnel* may request a short adjournment (of no more than thirty (30) minutes) to prepare any submissions that he/she might wish to make in relation to the appropriate sanction that ought to be applied; and

c) as soon as possible after the conclusion of the hearing (and, in any event, no later than forty-eight (48) hours thereafter), the *Technical Committee* will announce its decision in writing, with reasons, setting out: (a) the finding as to whether a *Code of Conduct* offence had been committed; (b) what sanctions, if any, are to be imposed (including any fine and/or period of suspension); (c) the date that any period of suspension shall come into force and effect; and (d) any rights of appeal that may exist pursuant to Article 8.

5.2.10 The *Technical Committee* shall have the discretion to announce the substance of its decision prior to the issue of the written reasoned decision referred to in Article 5.2.9.

5.2.11 A copy of the written reasoned decision will be provided to the *Player* or *Player Support Personnel*, the Manager of the *Player* or *Player Support Personnel's* team, and the *Head of the relevant Tournament/League Committee*.

5.2.12 Subject only to the rights of appeal under Article 8, the *Technical Committee's* decision shall be the full, final and complete disposition of the matter and will be binding on all parties.

General Principles of Procedure

5.3 Where a *Report* is filed by more than one of the individuals described in Article 3.2 in relation to the same alleged offence under the *Code of Conduct*, then the *Player* or *Player Support Personnel* alleged to have committed the offence will only be served with one *Notice of Charge* in accordance with the procedures set out in Article 4. However, all persons who filed a *Report* (or, in the case of the BCB's *Chief Executive Officer*, his/her representative/nominee) in relation to the alleged offence are required to attend the hearing before the *Match Referee* or *Technical Committee* unless there is a compelling justification for his/ her non-attendance, in which case they shall be given the opportunity to participate in the hearing by telephone (if necessary).

5.4 Where two or more *Players* or *Player Support Personnel* are alleged to have committed offences under the *Code of Conduct*, they may both be dealt with at the same hearing where the proceedings arise out of the same incident or set of facts, or where there is a

clear link between separate incidents, provided that the *Code of Conduct* permits the alleged offences to be determined by the same adjudicator. For the avoidance of doubt:

5.4.1 any number of *Level 1 Offences* and/or *Level 2 Offences* can all be determined by a *Match Referee* at the same hearing; and

5.4.2 any number of *Level 3 Offences* and/or *Level 4 Offences* can all be determined by the Technical Committee at the same hearing; but

5.4.3 a *Level 1 Offence* or *Level 2 Offence* cannot be determined at the same hearing as a *Level 3 Offence* or a *Level 4 Offence* (and vice versa), and separate proceedings should therefore be issued in relation to each alleged offence.

5.5 Where a *Player* or *Player Support Personnel* is alleged to have committed more than one breach of the *Code of Conduct* during, or in relation to the same *Match*, then all of the alleged offences may be dealt with at the same hearing, provided that the *Code of Conduct* permits the offences that are alleged to have been committed to be determined by the same adjudicator. For the avoidance of doubt:

5.5.1 any number of *Level 1 Offences* and/or *Level 2 Offences* can all be determined by a *Match Referee* at the same hearing; and

5.5.2 any number of *Level 3 Offences* and/or *Level 4 Offences* can all be determined by the Technical Committee at the same hearing; but

5.5.3 a *Level 1 Offence* or *Level 2 Offence* cannot be determined at the same hearing as a *Level 3 Offence* or a *Level 4 Offence*, and separate proceedings should therefore be issued in relation to each alleged offence.

5.6 Any failure or refusal by any *Player* or *Player Support Personnel* to provide assistance to a *Match Referee* or the Technical Committee in connection with any charge made pursuant to this *Code of Conduct* may constitute a separate offence (depending upon the seriousness and context of such failure or refusal) under Articles 2.1.8, 2.2.11, 2.3.3 or 2.4.4 of the *Code of Conduct*.

5.7 Where a *Match Referee* is, or becomes unwilling or unable to hear a case (for example, where he finds himself in a position of conflict), then the *Head of* the relevant Tournament/League Technical Committee have the discretion to appoint a member from the *Technical Committee* (who shall have had no prior involvement with the case) as a replacement to the *Match Referee* and all of the remaining procedure will apply accordingly.

5.8 Where the relevant Tournament/League Technical Committee is, or becomes unwilling or unable to hear or resolve a case (for example, where its find itself in a position of conflict), then the Head of the relevant Tournament/League Committee will hear the case and all of the remaining procedure will apply accordingly.

5.9 Where the Head of the relevant Tournament/League Committee is, or becomes unwilling or unable to hear or resolve a case (for example, where he finds himself in a position of conflict), then he will refer the case to the BCB's Disciplinary Committee to take necessary actions to resolve the case. The BCB's Disciplinary Committee will hear the case and all of the remaining procedure will apply accordingly.

ARTICLE 6 - STANDARD OF PROOF AND EVIDENCE

6.1 Unless otherwise described herein, the standard of proof in all cases brought under the *Code of Conduct* shall be whether the *Match Referee* or the *Technical Committee* is

comfortably satisfied, bearing in mind the seriousness of the allegation that is made, that the alleged offence has been committed. This standard of proof in all cases shall be determined on a sliding scale from, at a minimum, a mere balance of probability (for the least serious offences) up to proof beyond a reasonable doubt (for the most serious offences).

6.2 The *Match Referee* or the *Technical Committee* shall not be bound by judicial rules governing the admissibility of evidence. Instead, facts relating to an offence committed under the *Code of Conduct* may be established by any reliable means, including admissions.

6.3 The *Match Referee* or the *Technical Committee* may draw an inference adverse to the *Player* or *Player Support Personnel* who is asserted to have committed an offence under the *Code of Conduct* based on his/ her refusal, without compelling justification, after a request made in a reasonable time in advance of the hearing, to appear at the hearing (either in person or telephonically as directed by the *Match Referee* or the *Technical Committee*) and/or to answer any relevant questions.

ARTICLE 7 - SANCTIONS ON PLAYERS AND PLAYER SUPPORT PERSONNEL

7.1 Where a *Match Referee* or *Technical Committee* determines that an offence under the *Code of Conduct* has been committed, he/she will be required to impose an appropriate sanction on the *Player* or *Player Support Personnel*.

7.2 In determining the appropriate sanction, the *Match Referee* or *Technical Committee* shall take into account any factors that he/she deems relevant and appropriate to the mitigation or aggravation of the nature of the *Code of Conduct* offence before determining, in accordance with the table set out in Article 7.3 below, what the appropriate sanction(s) should be.

7.3 In addition to sanctions imposed by a *Match Referee* or *Technical Committee* under Article 7.2 above, *Demerit Points* will be imposed upon a *Player* or *Player Support Personnel* found to have committed an offence under the *Code of Conduct*. The number of *Demerit Points* imposed will be calculated by reference to the sanction imposed for the particular offences, as set out in the following table.

LEVEL OF OFFENCE	RANGE OF PERMISSIBLE SANCTIONS	CORRESPONDING DEMERIT POINTS	
LEVEL 1	Warning and/or the imposition of a fine of up to 30% of the applicable <i>Match Fee</i> .	Warning or 0-15% fine	1
		16-30% fine	2
LEVEL 2	The imposition of a fine of between 30-60% of the applicable <i>Match Fee</i> and/or 01 (One) <i>Match Suspension</i>	30 -60 % fine	3
		1 <i>Match Suspension</i>	4
LEVEL 3	The imposition of a fine of between 60-100% of the applicable <i>Match Fee</i> and/or up to 02 (Two) <i>Match Suspension</i>	60 - 100 % fine or 1 <i>Match Suspension</i>	5
		2 <i>Match Suspension</i>	6

LEVEL 4	The imposition of a fixed period of time ranging between, at a minimum one (1) year, up to a maximum of a lifetime's suspension from any BCB Competitions And a fine of minimum Taka 5,00,000 (Five Lac).	Fixed period of suspension one (1) year	7
		Fixed period of suspension more than one (1) year	8
Minimum Over Rate Offence	See specific sanctions described in the table of Appendix 1.	N/A	

NOTE: For the purposes of this Sanction table, Match Fee means the League Fee (in relation to players and as defined in the Player Contract) or salary/other remuneration (in relation to Support Staff) payable to him/her in respect of the relevant edition/year (as appropriate) divided by 15.

Demerit Points will remain on a *Player or Player Support Personnel's* disciplinary record for rest of the tournament from their imposition following which they shall be immediately expunged.

7.4 Each time a Player or Player Support Personnel is found to have committed an offence under the Code of Conduct and a sanction is imposed by a Match Referee or Technical Committee, corresponding Demerit Points as per the table in Article 7.3 above shall be added to the Player or Player Support Personnel's record and accumulated with any existing Demerit Points imposed on the Player or Player Support Personnel.

7.5 Where a Player or Player Support Personnel accumulates a total of four or more Demerit Points as set out in the table below, these Demerit Points shall be converted into Match Suspension as follows:

Accumulated Demerit Points	Corresponding Match Suspension
4-7	1
8-11	2
12 and above	3

7.6 Notice of the amount of Demerit Points imposed and the accumulated total, together with any resulting Match Suspension, will be communicated by the Technical Committee, as soon as is reasonably practicable, to the Player or Player Support Personnel at the same time as notice is provided to the Owner/Chairman/CEO of the Player or Player Support Personnel's Franchise of the commission of the offence and resulting sanction. Any resulting Match Suspension imposed on the basis of accumulated Demerit Points shall be applied in accordance with the principles set down in Article 7.8 below and shall take effect immediately upon notice of the same to the Player or Player Support Personnel.

7.7 Any Match Suspension imposed on a Player or Player Support Personnel through the accumulation of Demerit Points will be applicable in addition to, and, for the avoidance of doubt, not in place of, any Match Suspension imposed by the Match Referee or Technical Committee pursuant to Article 7.2 above. However, any such period of suspension shall run concurrently (not cumulatively) with any period of suspension imposed by the Match Referee or Technical Committee.

7.8 Where Match Suspension are imposed against a Player or Player Support Personnel (whether by a Match Referee or Technical Committee, or through the accumulation of Demerit Points in accordance with Article 7.5 above), then such Match Suspension will be applied in accordance with the following principle:

7.8.1 where a *Player* or *Player Support Personnel* has his/her *Match Suspension* applied to a *Match* that is subsequently cancelled, postponed or otherwise abandoned prior to the actual day on which it is scheduled to take place, then such *Match Suspension* must be reallocated to the next subsequent *Matches* in which the *Player* is most likely to participate in or the *Player Support Personnel* is most likely to assist the participation of a *Player* in. Where a *Match* is cancelled, postponed or otherwise abandoned at any time on the actual day on which it is scheduled to take place, then the *Match Suspension* will remain allocated to that *Match*, irrespective of such cancellation, postponement or abandonment.

7.9 For the avoidance of any doubt:

7.9.1 the *Match Referee* or *Technical Committee* will have no jurisdiction to adjust, reverse or amend the results of any *Match*;

7.9.2 where a *Player* or *Player Support Personnel* is found guilty of committing two separate *Code of Conduct* offences that do not relate to the same incident or set of circumstances arising during a *Match* and sanctioned separately for each offence, then any sanctions should run cumulatively (and not concurrently);

7.9.3 where a *Player* or *Player Support Personnel* is found guilty of committing two *Code of Conduct* offences in relation to the same incident or set of circumstances arising during a *Match* and sanctioned separately, then any sanctions imposed should run concurrently (and not cumulatively);

7.9.4 Nothing in this Code of Conduct shall permit Plea Bargaining in relation to any alleged offence committed under this Code of Conduct;

7.9.5 where the *Match Referee* or *Technical Committee* finds a *Player* or *Player Support Personnel* not guilty of the offence allegedly committed under the *Code of Conduct*, then it remains open to him/it, at his/its discretion, to find the *Player* or *Player Support Personnel* guilty of an offence of a lower level than that with which he/she has been charged. For example, where a *Player* or *Player Support Personnel* has been charged with (but been found not guilty of) the *Level 2 Offence* of ‘showing serious dissent at an *Umpire’s* decision’ (Article 2.2.1), the *Match Referee* may, instead, find the *Player* or *Player Support Personnel* guilty of the *Level 1 Offence* of ‘showing dissent at an *Umpire’s* decision’ (Article 2.1.3) and impose an appropriate sanction; and

7.9.6 where a fine is imposed against a *Player* or *Player Support Personnel*, then such fine must be paid: (a) by the *Player* or *Player Support Personnel* (and not any other third party; (b) to the *Player* or *Player Support Personnel’s* Team (for onward transmission to the BCB) by a maximum of three days of receipt of the decision imposing the fine. Should any fine not be paid to BCB within such deadline, the *Player* or *Player Support Personnel* may not play, coach or otherwise participate or be involved in any capacity in any *Match* until such payment has been satisfied in full.

7.10 Where a *Player* or *Player Support Personnel* has been suspended for a fixed period of time, he/she may not play, coach or otherwise participate or be involved in any capacity in the *Match(es)* take place during the fixed period of his/her suspension.

NOTE: For the avoidance of any doubt, a *Player* or (where relevant) *Player Support Personnel* who has been suspended for a fixed period of time shall not, during the *Matches* which are covered by the period of his/her suspension:

- 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, for the avoidance of doubt, the field of play and the area between the boundary and perimeter boards) at any time, including during any scheduled or unscheduled breaks in play.

In addition, *Player Support Personnel* so sanctioned shall not be permitted to enter the *players'* dressing room (including the viewing areas) during any *Match* covered by the period of his/her suspension. *Players* so sanctioned will, however, be permitted to enter the *players'* dressing room provided that the *players'* dressing room (or any part thereof) for the relevant *Match* is not within the *player* area described in (b) above (for example, no such *Player* shall be permitted access to an on-field 'dug-out').

Finally, any *Player* or *Player Support Personnel* so sanctioned shall not be prevented from attending any post-match ceremonies or presentations taking place anywhere on the field of play or otherwise following the conclusion of a *Match* covered by the period of his/her suspension unless the suspension have been imposed in respect of a Level 3 or Level 4 *Offence* under this *Code of Conduct*. In such circumstances, the *Player* or *Player Support Personnel* shall not be permitted to attend such ceremonies or presentations.

7.11 Once any fixed period of suspension has expired, the *Player* or *Player Support Personnel* will automatically become re-eligible to participate (in the case of a *Player*) or assist the participation (in the case of a *Player Support Personnel*) in *Matches* provided that he/she has paid, in full, all amounts forfeited under the *Code of Conduct*, including any fines that may have been imposed against him/her.

ARTICLE 8 - APPEALS

8.1 Appeals from decisions in relation to a first *Level 1 Offence*

8.1.1 Decisions made under the *Code of Conduct* by a *Match Referee* in relation to a first *Level 1 Offence* shall be **non-appealable** and shall remain the full and final decision in relation to the matter.

8.2 Appeals from decisions in relation to: (a) a second, third or fourth *Level 1 Offence*; (b) a *Level 2 Offence*; or (c) a *Minimum Over Rate Offence*

8.2.1 Decisions made under the *Code of Conduct* by a *Match Referee* in relation to: (a) a second, third or fourth *Level 1 Offence*; or (b) a *Level 2 Offence*; or (c) a *Minimum Over Rate Offence*, may be challenged solely by appeal as set out in this Article 8.2. Such decision shall remain in effect while under appeal unless the Technical Committee properly convened to hear the appeal orders otherwise.

8.2.2 The only parties who may appeal a decision of this nature shall be: (a) the *Player* or *Player Support Personnel* found guilty of the offence or, where appropriate in the case of an offence under either Article 2.2.9 (changing the condition of the ball), 2.2.13 (manipulation of a *Match*), or 2.5.1/2.5.2 (failure to meet the *Minimum Over Rate*), the relevant *Team Captain*; and (b) the *BCB's Chief Executive Officer* (or his/her nominee).

8.2.3 Any notice to appeal under this Article must be lodged with the relevant Tournament/League Technical Committee within 48 hours of receipt of the written decision of the *Match Referee*. In all cases, a copy of such notice will also be provided to the Head of the relevant Tournament/League Committee to which the *Player* or *Player Support Personnel* is affiliated. Thereafter, the following will apply:

8.2.3.1 Within 48 hours of receipt of a notice to appeal the Technical Committee will hear the appeal; and the *Match Referee* will provide a written statement to the *Committee* setting out any relevant facts (to be copied to the *Player* or *Player Support Personnel*).

8.2.3.2 The *provisions* of Articles 5.1.2 to 5.1.9, applicable to proceedings before the *Match Referee*, shall apply *mutatis mutandis* (ie with changes deemed to have been made as required to reflect the different context) to appeal hearings before the *Technical Committee*.

8.2.3.3 The *Technical Committee* shall hear and determine all issues arising from any matter which is appealed pursuant to this Article on a *de novo* basis, i.e. it shall hear the matter over again, from the beginning, without being bound in any way by the decision being appealed. For the avoidance of doubt, the *Technical Committee* shall have the power to increase or decrease, amend or otherwise substitute a new decision on the appropriateness (or otherwise) of the sanction imposed at first instance, provided that any new sanction must be within the permitted range of sanctions set out in the table in Article 7.3 (or, where applicable, Article 4 of APPENDIX 1).

8.2.3.4 Appeal hearings pursuant to this Article 8.2 should be completed expeditiously. Save where all parties agree or fairness requires otherwise, the appeal hearing shall be commenced no later than seven (7) days after the appeal is made.

8.2.3.5 Any decision made by the *Technical Committee* under this Article 8.2, shall be the full, final and complete disposition of the matter and will be binding on all parties.

8.3 Appeals from decisions in relation to a *Level 3 Offence* or *Level 4 Offence*

8.3.1 Decisions made under the *Code of Conduct* by the Technical Committee in relation to a *Level 3 Offence* or *Level 4 Offence* may be challenged solely by appeal as set out in this Article 8.3. Such decision shall remain in effect while under appeal unless any properly convened *Appeal Panel* orders otherwise.

8.3.2 The only parties who may appeal a decision made in relation to a *Level 3 Offence* or *Level 4 Offence* shall be the *Player* or *Player Support Personnel* found guilty of the offence.

8.3.3 Any notice to appeal under this Article must be lodged with the Head of *relevant Tournament/League Committee* within seven (7) days of receipt of the written decision of the *Technical Committee*. Thereafter, the following will apply:

8.3.3.1 Within forty-eight (48) hours of receipt of a notice to appeal the Head of Relevant Tournament/League Committee will appoint a 3 (three)-Member Appeal Panel headed by him to hear the appeal; and will provide a written statement to the *BCB's Disciplinary Committee* setting out any relevant facts (to be copied to the *Player* or *Player Support Personnel*).

8.3.3.2 The provisions of Articles 5.2.1 to 5.2.11, applicable to proceedings before the Head of the Appeal Panel, shall apply *mutatis mutandis* (ie with changes deemed to have been made as required to reflect the different context) to appeal hearings before the *Appeal Panel*.

8.3.3.3 The *Appeal Panel* shall hear and determine all issues arising from any matter which is appealed to it pursuant to this Article on a *de novo* basis, ie it shall hear the matter over again, from the beginning, without being bound in any way by the decision being appealed. For the avoidance of doubt, the *Appeal Panel* shall have the power to increase or decrease, amend or otherwise substitute a new decision on the appropriateness (or otherwise) of the sanction imposed at first instance, provided that any new sanction must be within the permitted range of sanctions set out in the table in Article 7.3.

8.3.3.4 Appeal hearings pursuant to this Article 8.3 should be completed expeditiously. Save where all parties agree or fairness requires otherwise, the appeal hearing shall be commenced no later than seven (7) days after the appointment of the *Appeal Panel*.

8.3.3.5 Any decision made by the *Appeal Panel* under this Article 8.3, shall be the full, final and complete disposition of the matter and will be binding on all parties.

Note: See also clause 5.9 above.

8.4 No appeal in relation to an accepted sanction

8.4.1 For the avoidance of doubt, where a *Player* or *Player Support Personnel* admits the offence charged and accedes to the proposed sanction specified in the *Notice of Charge* in accordance with the procedure described in Articles 4.2.1 or 4.6.1, the *Player* or *Player Support Personnel* waives his/her right to any appeal against the imposition of such a sanction.

ARTICLE 9 - RECOGNITION OF DECISIONS

9.1 Any hearing results or other final adjudications under the *Code of Conduct* shall be recognised and respected by all relevant parties upon receipt of notice of the same, without the need for any further formality. *BCB's relevant committees* and all relevant Teams shall take necessary steps available to it to enforce and give effect to such decisions.

9.2 It shall be a condition of participation of BCB's any competition that all Participating Teams shall comply with the *Code of Conduct*.

ARTICLE 10 - AMENDMENT AND INTERPRETATION OF THE CODE OF CONDUCT

10.1 The *Code of Conduct* may be amended from time to time by the Executive Board of the *BCB*, with such amendments coming into effect on the date specified by the *BCB*.

10.2 The headings used for the various Articles of the *Code of Conduct* are for the purpose of guidance only and shall not be deemed to be part of the substance of the *Code of Conduct* or to inform or affect in any way the language of the provisions to which they refer.

10.3 The *Code of Conduct* shall come into full force and effect from the **1st of November 2017** (the '**Effective Date**'). It shall not apply retrospectively to matters pending before the *Effective Date*; provided, however, that any case pending prior to the *Effective Date*, or brought after the *Effective Date* but based on an offence that is alleged to have occurred before the *Effective Date*, shall be governed by the predecessor version of the *Code of Conduct* in force at the time of the alleged offence, subject to any application of the principle of *lex mitior* by the hearing panel determining the case.

10.4 If any Article or provision of this *Code of Conduct* is held invalid, unenforceable or illegal for any reason, the *Code of Conduct* shall remain otherwise in full force apart from

such Article or provision which shall be deemed deleted insofar as it is invalid, unenforceable or illegal.

APPENDIX 1 - MINIMUM OVER RATE REQUIREMENTS, CALCULATION, REPORTING AND DISCIPLINARY PROCESS AND SANCTIONS

1. MINIMUM OVER RATE

The *minimum over rate* to be achieved by the fielding team in all *Matches* shall be as set out in the playing conditions to the relevant *Match* (the '**Minimum Over Rate**').

2. CALCULATING THE ACTUAL OVER RATE

2.1 The actual over rate will be calculated at the end of each *Match* by the *Umpires*. In the case of multi-days *Matches*, the actual over rate will be the average rate which is achieved by the fielding team across both of the batting team's innings.

2.2 In calculating the actual over rate for a *Match*, allowances will be given for the actual time lost as a result of any of the following:

2.2.1 Treatment given to a *Player* by authorised medical personnel on the field of play;

2.2.2 a *Player* being required to leave the field as a result of a serious injury;

2.2.3 all *Umpires* consultations;

2.2.4 time wasting by the batting side (which may, in addition, constitute a separate offence pursuant to Article 2.2.12); and

2.2.5 all other circumstance that are beyond the control of the fielding team.

2.3 In addition, the following time allowances will only be given in:

2.3.1 multi-days *Matches*:

a) 2 minutes per wicket taken, provided that such wicket results in the subsequent batsmen immediately commencing his innings. For the avoidance of any doubt, no time allowance will be given for the final wicket of an innings or where a wicket falls immediately prior to any interval; and

b) 4 minutes per drinks break taken (one per session).

2.3.2 *Twenty20 Matches*:

a) 1 minute for every 3 full overs that an innings is reduced by as a result of any delay and/or interruption in play.

b) an additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings.

2.4 Further, where the batting team:

2.4.1 in a multi-days *match* is bowled out in 3 ½ (*three and half*) hours or less (taking into account all of the time allowances described in this Article 1) in any particular innings, no

account shall be taken of the actual over rate in that innings when calculating the actual over rate at the end of such *match*.

2.4.2 in a One Day *match* is bowled out within the time determined for that innings pursuant to the BCB's Standard One Day Match Playing Conditions, no sanction may be imposed in respect of a breach of the *Minimum Over Rate*.

3 PROCEDURE

3.1 Where the actual over rate is calculated by the *Umpires* as being equal to or in excess of the *Minimum Over Rate*, no further action shall be taken.

3.2 Where the actual over rate is calculated by the *Umpires* as being less than the *Minimum Over Rate*, the following shall apply:

3.2.1 only the *Umpires* can *report* such an offence to the *Match Referee*, and such *Report*, which must be completed on Form 'Rep 1' must be lodged with the *Match Referee* within **18 hours** of the close of the day's play in the relevant *Match* or prior to the start of the following day's play, whichever is the sooner;

3.2.2 thereafter, the *Match Referee* shall promptly consult with the *Umpires* and shall be entitled, after such consultation, to make such amendments to the actual over rate calculation as he deems appropriate in the circumstances to reflect those circumstances that are beyond the control of the fielding team (including, but not limited to those set out in Article 2 of this Appendix 1).

3.2.3 where the *Match Referee* confirms that the *Minimum Over Rate* has not been achieved by the fielding side in any *Match*, this shall constitute an offence under either Article 2.5.1 or 2.5.2 of the *Code of Conduct* and the *Match Referee* will promptly issue a *Notice of Charge* in accordance with Article 4.1 of the *Code of Conduct* (with the *Team Captain* being charged on behalf of the *Players* in the fielding side as well as him/herself) and the matter will be thereafter be adjudicated by the *Match Referee* in accordance with the procedure set out in Article 5.

4 APPLICABLE SANCTIONS FOR A MINIMUM OVER RATE OFFENCE

4.1 The principles set out in Article 7 (regarding sanctions) shall be applied in full except that:

4.1.1 in order to determine the sanction that is to be imposed in each case, the *Match Referee* must first consider whether the *Player* has previously been found guilty of the same offence under the *Code of Conduct* in the same Competition the alleged offence took place.

4.1.2 once the *Match Referee* has established whether or not this is a repeat offence in the same Competition, then:

4.1.2.1 in the case of a *Minor Over Rate Offence*, (and subject to the qualifying guidance note below), he shall apply the mandatory sanctions that are set out in the table at Article 4.2, below; or

4.1.2.2 in the case of a *Serious Over Rate Offence*, he shall take into account any other factors that he deems relevant and appropriate to the mitigation or aggravation of the nature of the *Serious Over Rate Offence* before determining, in accordance with the table at Article 4.2, below, what the appropriate sanction(s) should be.

4.2 For the purposes of *Minimum Over Rate Offences* only, the table at Article 7.3 of the *Code of Conduct* shall be replaced with the following:

MINIMUM OVER RATE OFFENCE	INDIVIDUAL	RANGE OF PERMISSIBLE SANCTIONS (FIRST OFFENCE)	RANGE OF PERMISSIBLE SANCTIONS (SECOND OFFENCE IN THE SAME COMPETITION)
Minor Over Rate Offence (Article 2.5.1)	Player	10 %of Match Fee per over short of Minimum Over Rate.	
	Team Captain	20 % of Match Fee per over short of Minimum Over Rate.	20 % of Match Fee per over short of Minimum Over Rate AND the imposition of a suspension for the next 1 (one) match.

NOTE: For the avoidance of doubt, where a Team Captain whose team has already been found to have committed two Minor Over Rate Offences in the same Competition, commits a further offence (Minor Over Rate), in determining the sanction to be imposed, the latest offence shall be treated as a first offence for the purposes of the table at Article 4.2 above

NOTE: For the purposes of this Sanction table, Match Fee means the League Fee (in relation to players and as defined in the Player Contract) or salary/other remuneration (in relation to Support Staff) payable to him/her in respect of the relevant edition/year (as appropriate) divided by 15.

MINIMUM OVER RATE OFFENCE	INDIVIDUAL	RANGE OF PERMISSIBLE SANCTIONS (FIRST OFFENCE)	RANGE OF PERMISSIBLE SANCTIONS (SECOND OFFENCE IN THE SAME COMPETITION)	RANGE OF PERMISSIBLE SANCTIONS (THIRD OFFENCE IN THE SAME COMPETITION)
Serious Over Rate Offence (Article 2.5.2)	Player	10 % of Match Fee per over short of the Minimum Over Rate for the: (a) first four overs in a <i>Multi-Days Match</i> or (b) first two overs in any <i>One Day Match</i> , <i>Twenty20 Match</i> AND 20 % of Match Fee per additional over short of the Minimum Over Rate.		
	Team Captain	25 % of Match Fee per over short of Minimum Over Rate for the: (a) first four overs in a <i>Multi-Days Match</i> or (b) first two overs in any <i>One Day Match</i> , <i>Twenty20 Match</i> AND the imposition of a suspension for the next 1 (one) match.	25 % of Match Fee per over short of Minimum Over Rate for the: (a) first four overs in a <i>Multi-Days Match</i> or (b) first two overs in any <i>One Day Match</i> , <i>Twenty20 Match</i> AND the imposition of a suspension for the next 2 (two) matches.	25 % of Match Fee per over short of Minimum Over Rate for the: (a) first four overs in a <i>Multi-Days Match</i> or (b) first two overs in any <i>One Day Match</i> , <i>Twenty20 Match</i> AND the imposition of a suspension for the next 3 (three) matches.

NOTE: For the purposes of this Sanction table, Match Fee means the League Fee (in relation to players and as defined in the Player Contract) or salary/other remuneration (in relation to Support Staff) payable to him/her in respect of the relevant edition/year (as appropriate) divided by 15.

EXAMPLE OF THE APPLICATION OF DEMERIT POINTS:

1. A Player commits a Level 1 offence and receives a fine of 30% from the Match Referee.
2. That Player will correspondingly receive two (2) Demerit Points in respect of that offence on his/her disciplinary record.
3. The same Player then commits a Level 2 offence three (3) match after the Level 1 offence was committed and is sanctioned with 1 Match Suspension by the Match Referee.
4. The Level 2 offence will equate to four (4) Demerit Points.
5. The Demerit Points imposed in respect of the second offence are added to the Demerit Points imposed in respect of the first offence, meaning that the Player now has an accumulated total of six (6) Demerit Points.
6. Six (6) Demerit Points equate to a suspension equivalent to one (1) Match Suspension. Such suspension will be served by the Player concurrently with the suspension imposed in respect of the Level 2 offence.
7. After completing his/her suspension, the Demerit Points remain on the Player's disciplinary record for rest of the Tournament.
8. The Player commits another Level 2 offence and is sanctioned for that offence with a 60% fine.
9. A further three (3) Demerit Points will then be added to the Player's disciplinary record in respect of that offence, taking his/her accumulated total to nine (9) Demerit Points.
10. Nine (9) Demerit Points equate to a suspension equivalent to two (2) Match Suspension. Such suspension will be served by the Player immediately upon notice of the same in accordance with Article 7.6.
11. After completing his/her suspension, the Demerit Points remain on the Player's disciplinary record for rest of the Tournament.



**BPL T20 Clothing & Equipment
Rules & Regulations 2017**

BPL T20 CLOTHING AND EQUIPMENT RULES AND REGULATIONS - 2017

A) INTRODUCTION

The objectives which BCB seeks to achieve through these Clothing and Equipment Regulations (“Regulations”) are:

- 1) to ensure a consistent approach and to treat all franchises equally;
- 2) to ensure professional and appropriate standards of appearance of players and support staff;
- 3) to protect the sponsorship rights of the league central sponsors and of franchises (including from ambush marketing);
- 4) to allow an opportunity for players to obtain some revenue from controlled bat advertising; and
- 5) to prohibit advertising connected with betting and/or gaming.
All franchises, players and the respective manufacturers of Cricket Clothing and Cricket Equipment used in the League must adhere to these Regulations, which apply to all Matches (including all friendly matches played by the franchises). Any clothing or equipment that does not comply with these Regulations is strictly prohibited. For the avoidance of doubt, a franchise may breach these Regulations in circumstances where it issues equipment or clothing to a player or support staff which does not comply with the terms of these Regulations.

B) DEFINITIONS

- 1) **BCB approved** - in relation to any Logo, means approved by BCB in accordance with the procedure set out below, as qualifying as a Manufacturer’s Logo, a Commercial Logo, a Team Logo or a Player’s Bat Logo (as the case may be) and as not being a Betting Logo, and as being otherwise in accordance with these Regulations.
- 2) **Betting Logo** - a Logo which is either perceived, or likely to be perceived, by spectators and viewers, as being associated or connected in some way with betting, gaming or gambling of any kind.
- 3) **Commercial Logo** - any BCB approved Logo other than a Team Logo, Manufacturer’s Logo and the BPL Competition Logo.
- 4) **Cricket Clothing** - shirts, t-shirts, skins, trousers, sweaters, caps, hats, helmets, wristbands, headbands, sunglasses or other headwear.
- 5) **Cricket Equipment** - bats, pads, boots, shoes, gloves (batting or wicket-keeping), thigh pads, arm guards and other visible protective equipment.
- 6) **BCB** - means the Bangladesh Cricket Board.
- 7) **Logo** - means any form of identification or branding including (without limitation) any corporate name, business name, internet domain name, title, flag, emblem, crest, mascot or trade mark (whether registered or not and including any symbol, device or colour(s) which functions or is intended to function as a trade mark).

8) Manufacturer - in relation to any item of cricket clothing or Cricket Equipment, shall mean any entity carrying on the business of both:

- a) Manufacturing or procuring the manufacture of the Cricket Equipment or the Cricket Clothing of the type in question; and
- b) Supplying it from readily available stock for sale throughout outlets of several kinds to members of the public in a country, with the aid of published price lists and catalogues, and with profit directly from the sale of such Cricket Clothing or Cricket Equipment as its main aim.

An entity not otherwise within this definition of Manufacturer shall not qualify as a Manufacturer by reason of its being associated in business with, or a company in the same group of companies as a manufacturer.

No entity shall qualify as a manufacturer of any item of Cricket Clothing or Cricket Equipment by virtue of its involvement in the manufacture of Cricket Clothing or Cricket Equipment of any other type. In particular (but without prejudice to the generality of the foregoing), no entity shall qualify as a Manufacturer of bats by reason of its manufacture of any other item of Cricket Equipment or Cricket Clothing.

An entity which as of October 2001 qualified as a “Manufacturer” under the BCB regulations at the time but which would not otherwise qualify as a Manufacturer hereunder shall be deemed to continue to qualify as a Manufacturer provided the Logo of any such entity shall not thereby qualify as a Manufacturer’s Logo if it is a Betting Logo.

9) Manufacturer’s Identification - a BCB approved identification of the Manufacturer of the item of Cricket Equipment or Cricket Clothing in question excluding, however:

- a) any Logo which (notwithstanding some connection with a Manufacturer) is also (either at the time of its adoption or subsequently) a Logo of, confusingly similar to or which suggests a connection with any entity which is not a Manufacturer; and
- b) any Betting Logo.
provided, however, that BCB may (in its sole discretion) approve as a Manufacturer’s Identification, a Logo of an entity which, although not already a Manufacturer, is nevertheless a manufacturer of sports clothing and/or sports equipment other than Cricket Clothing and Cricket Equipment.

For the purpose of these Regulations, all Manufacturers’ Identification shall fall into one of the following four categories:

- i) Design Feature - means any design feature of a Manufacturer which is distinctive to that Manufacturer and is used for the purposes of brand identification and/or cosmetic appeal but which does not contain any Manufacturer’s Logo. Please note that a Design Feature may not be displayed on Team Clothing.
- ii) Manufacturer’s Logo - means a BCB approved Logo of a Manufacturer but shall not include any Design Feature.
- iii) Official Product - means the label which identifies an item as an official product of the manufacturer.
- iv) Quality Feature - means the label of the manufacturer which promotes a quality feature used by the manufacturer.

10) Match - any match in the BPL and any friendly match featuring a BPL team.

11) BPL Competition Logo - the league logo which incorporates the league marks and the name and/or logo of the title sponsor.

12) Playing Clothing - means the clothing provided by the franchise and worn by players during BPL Matches - being Playing Shirt, Playing Sweater, Playing Trousers and Playing Headwear.

13) Player's Bat Logo - means a BCB approved Logo of a sponsor of a player to be carried on the player's bat; provided that such logo shall not be either:

a) of, or confusingly similar to, or likely to be perceived as suggesting a connection with:

I) an entity which operates in a product category of any one of the league central sponsors or any of the player's Franchise Principal sponsors, or

II) a Manufacturer, other than the Manufacturer of the bat that it is to be carried on;

b) a Betting Logo, or

c) otherwise inappropriate as determined by BCB in its sole discretion.

BCB shall have the final say in determining whether any such conflict or circumstances exist and no player may pursue any action against BCB or against his franchise should he be precluded from displaying a Player's Bat Logo by reason of the same.

14) Practice Clothing - means clothing worn by the players for practice sessions (e.g. tracksuits, sweatshirts, t-shirts, etc.).

15) Replica Clothing - means a copy of the Playing Clothing worn by the players during Matches, which is produced for retail sale or other commercial or promotional purposes.

16) Team Clothing - means the Playing Clothing (Playing Shirt, Playing Sweater, Playing Headwear and Playing Trousers) along with Practice Clothing and bibs.

17) Team Logo - a BCB approved Logo of a franchise.

C) GENERAL

1) Each franchise is entitled to determine the design for its Team Clothing, subject to compliance with these Regulations and approval by BCB. Franchises should minimize the use of the colours white or cream in its Playing Clothing and Equipment - so as to provide a contrast to the colour of the cricket ball.

2) The colours, logos and design of the Playing Shirts, Playing Sweaters, Playing Headwear and Playing Trousers shall be uniform to all members of the team. An exception to this is that Playing Shirt sleeves may be cut to any length, as long as both sleeves are evenly trimmed and the edges are sewn and hemmed. Franchises are permitted to place a strip featuring the colours of the Bangladeshi Flag along the back of the Playing Shirt collar.

3) Each franchise will be permitted to use a maximum of three different designs of Playing Clothing during each edition. Each design needs to be approved by the BCB. The logos on each such design must be identical (design, position, and size). The only variation is applicable in the case of the Commercial Logos, the details of which are mentioned in section D.4 of this document.

4) During each Match, all players of each team must wear Playing Clothing whilst on the field of play. All members of the playing squad and support staff should wear Playing Clothing or Practice Clothing within the stadiums on match days.

5) Players and support staff attending post-match presentation ceremonies, press conferences and television interviews conducted before, during or after the Match are expected to be in Playing Clothing or Practice Clothing (excluding vests and shorts). Players attending the toss are expected to be in Playing Clothing.

6) Any commercial logo related to the production of Tobacco, Alcohol (Surrogated & Non - surrogated) and any form of betting including online shall not be permitted.

7) Player Identification and Logos must be sewn on, fixed by heat transfer or sublimated onto Cricket Clothing and Cricket Equipment as appropriate. They may not be affixed by velcro or other temporary methods. In cases where it is not possible to exactly reproduce the Logos to a uniform size (e.g. sublimation), the manufacturer must take account of the level of variance so that all Logos come within the maximum size restrictions set out in these Regulations.

8) It shall be prohibited under these Regulations for any individual to wear any clothing or use any equipment that has been changed, altered or transformed (whether to comply with these Regulations or otherwise) in any way that, in the

opinion of any Match Official, undermines the professional standards that are required of all elite players. For example, and without limitation, it shall be prohibited to cover up or alter the appearance of clothing and equipment with sticking plaster or marker pens and/or to wear batting pads painted with a coloured paint that has faded or is flaking off.

9) **Champions Emblem** The champions emblem may only be worn by previous champions. The number of champions emblem displayed, shall signify the number of times the team has won the BPL. (e.g. if team has won the BPL twice, it shall display the champions emblem twice). The emblem is to be placed in position N (above position C), as indicated in diagram C

Please note that the franchises are permitted to showcase the champions emblem in any one of their team colours as defined in their respective brand guidelines.

The champions emblem file will be provided to the franchises by BCB in .EPS format. Please make reference to the BPL Brand Guidelines for further details regarding usage of the champions emblem on the Playing Clothing.

10) **Replica Clothing** must not display any Logos that differ to those on the Playing Clothing. It can display either all or some of the Logos as they are, in terms of design, size and location, on the Playing Clothing.

11) Clothing and Equipment Approval

The designs of each item of Team Clothing must be sent to BCB for approval no later than **10th October 2017**. The designs can be digital or printed and must show exact dimensions of each Logo on the clothing. Any delay to this deadline will result in a fine as below:

- 1 -7 days delay: BDT. 50 Thousand

A sample of each piece of finalized Team Clothing must be sent to BCB for approval no later than **22nd October 2017**. Any delay to this deadline will result in a fine as below:

- 1 -7 days delay: BDT. 50 Thousand

In case of failure to get approval from BCB before the start of the Tournament will result in a fine of **BDT 2 Lac.**

In the event commercial arrangements are still being finalized and as a result all the Commercial Logos are not known, the respective positions should be marked with the maximum logo size for applicable open position.

Once approved, no item of Team Clothing may be changed in any respect, save for the addition of any Commercial Logos which were open at the time of the approval (as long as these Logos are subsequently approved by BCB and fit within the maximum prescribed areas).

Each franchise must supply any item of any specific player's Team Clothing (whether the player is in the playing XI or not), if so requested by the BCB sponsor servicing team before or after any Match - so that the clothing may be checked for

full compliance with these Regulations. BCB has the right to insist that any areas which do not comply with these Regulations be covered during Matches until the irregularities are resolved.

Notwithstanding any approval granted by BCB in respect of any Team Clothing, no liability shall accrue to the BCB towards any infringement claims or ownership disputes concerning the use of Logos by any Team and it is the obligation and responsibility of each Team to ensure that the use of any Logo in any Team Clothing is in compliance with law.

If they are in any doubt whether other items of clothing or equipment comply with these Regulations, franchises, players and Manufacturers may submit such other items for BCB approval in advance of using such items in Matches. BCB reserves the right to check any such items before, during or after Matches.

D) LOGOS

1) BPL Competition Logo

Each franchise must display the BPL Competition Logo on the leading arm of its Playing Shirts and Playing Sweaters.

2) Team Logo

Each franchise must display its Team Logo on the upper left front of the Playing Shirt and the Playing Sweaters and on the front of the Playing Headwear.

The Team Logo and/or the name of the team may also be incorporated in the design of the Playing Shirts and Playing Sweaters.

The Team Logo or name of the team should not contain any advertising and must not interfere with any elements of the player identification on the Playing Clothing.

3) Manufacturer's Identification

A Manufacturer's Logo may be placed in one of the approved positions on the Playing Shirt and Playing Sweater (positions A, B, D, E, F and H), Playing Trousers (positions L and M) and the Playing Headwear (positions I and J). Manufacturer's Identification may also be placed on Cricket Equipment and other items of Cricket Clothing.

In addition, one Official Product and one Quality Feature may be placed on each of the Playing Shirt, Playing Sweater and Playing Trousers - in each case on the outer seams of the clothing.

The Official Product and the Quality Feature cannot exceed 3.22cm² (0.5 square inches) in size. These labels should not be construed as an additional branding opportunity. Please refer to Diagram C (positions J and K) and Diagram D (position N and O) in these Regulations for where the Official Product and the Quality Feature may be displayed on the Playing Shirt and Playing Trouser respectively.

Only one Manufacturer may be identified on each article of Cricket Clothing.

4) Commercial Logos

Commercial Logos may be placed in any of the approved positions on the Playing Shirt, Playing Sweater, Playing Trousers and the Playing Headwear.

Apart from the exception set out in the following paragraph, the position, brand and visual identity of each Commercial Logo on the Playing Clothing must remain the same throughout the edition, unless approved in advance by the BCB, at its sole discretion.

Franchise Principal Sponsors, whose Logo is displayed on positions A and/or H and/or I of the Playing Shirt, may display the Logos of two different brands on the Playing Shirt - one brand on the Playing Shirt that is worn by players for home matches, the second brand on the Playing Shirt that is worn by players for away matches. The two brands must be in the same business category and be part of the same group company. For any playoff matches in which the franchise team plays, the franchise may display all the Logos as visible on the Playing Shirts worn by the players either for home or for away matches. There cannot be a mixture of Logos from both Playing Shirts. The choice must be communicated to the BCB by 31st October, 2017.

A franchise may display a Commercial Logo on its Playing Clothing which may conflict with any sponsor or supplier of the other team.

Franchises shall abide by any laws or local regulations which restricts the advertising of any product. No compensation shall be payable should a team or player be precluded from displaying any Commercial Logos on Cricket Clothing or Cricket Equipment or elsewhere and a visiting team shall not pursue any action against the BCB, host franchise or state association.

The franchise shall decide which Logos are placed on the Team Clothing and these Logos shall be common to and worn by each member of the concerned team. No individual Commercial Logos shall be worn by any player or support staff, save for the carrying of a Player's Bat Logo on bats, as provided herein.

5) Logo Spacing

There should be a minimum of 20mm of clear space between any two Logos or elements of player identification on any items of Cricket Clothing or Cricket Equipment.

6) Logo Size

A Logo's size shall be considered to be the area covered by one rectangle or two adjoining rectangles, where the axes of each rectangle are horizontal and vertical,

in each case the smallest area that contains all elements of the Logo. The two rectangles must be stacked in such a way that they are neither separated nor overlapping. BCB has the final right of approval on any Logo sizing.

As a last resort immediately before or during a Match, if any Logo is found by BCB to exceed the maximum sizes set out in these Regulations, BCB reserves the right to

have the offending logo area taped up, so that the Logo complies with the Regulations.

Diagram A below shows three examples of the measurement of a Logo.

Two Rectangles

Size = $(a \times b) + (c \times d)$

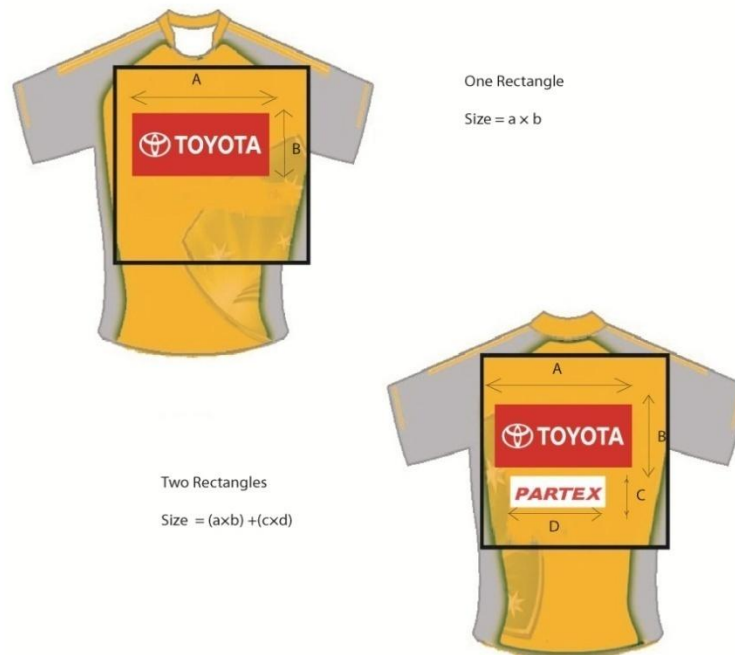


Diagram A

E) PLAYER IDENTIFICATION

Player Identification is the player's name and number as displayed on his Cricket Clothing.

1) Playing Shirt and Sweaters

A player's name and number must correctly reflect the identity of the player and must be positioned on the Playing Shirts and Playing Sweaters as indicated in diagram B.

The player name and number must be entirely visible when the Playing Shirt is tucked into the Playing Trousers. There must be ample space between each letter and between the name and the number so that both name and number are clearly legible. The name must be positioned so as to not cross over any seams on the shirt.

Letters and numbers will be provided to franchises by BCB as .EPS files in a variety of colours as shown in “letters and numbers” in Appendix I of these Regulations. Each number should be English and be between 23cm to 28cm in

height. Each letter should be from the English alphabet and be at least 6cm in height. If the design of the Playing Shirt is such that the name or number needs to be resized in order to comply with these Regulations, the franchise can seek BCB

approval to reduce the size of either the letters or the number or both. These may only be resized in scale (i.e. produced in the sizes given but their proportions should not be altered).

The font “**Sakkal Majalla**” is used for the letters in a player’s name and the font “**Microsoft YaHei**” is used for the numbers. The “Tiger icon”, which is the part of the BPL Competition Logo featuring a Tiger, must be included in the bottom section of each of the numbers.

A player’s Playing Shirt number may be any number from “0” to “999”. Each player’s number shall be unique within the franchise playing squad. Subject to approval of BCB, a franchise may elect one player in its playing squad to have no number on his Playing Shirt.

Names must be positioned below the number on the back of the Playing Shirt. The names and numbers must not contain any advertising elements or brand names. With BCB approval, nicknames may be used in place of family names.

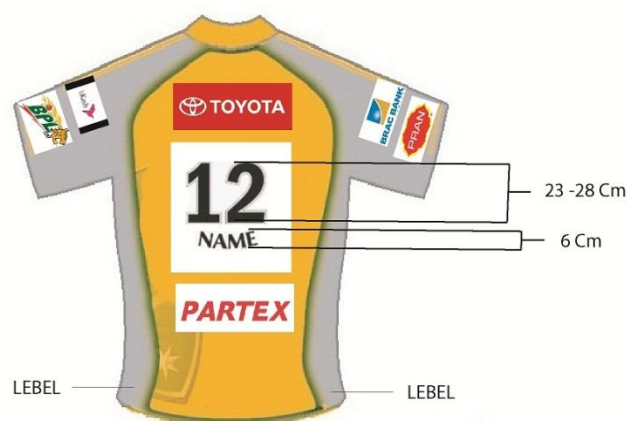


Diagram B

2) Playing Headwear

Franchises are permitted to place a player’s order of representation number on the non-leading side of the Playing Headwear. For example, the 25th player to represent a franchise would be permitted to include the number “25” on his Playing Headwear. This number must be written in the “**Sakkal Majalla**” font and its height must not exceed 2cm.

3) Playing Trousers

Player numbers may not be displayed on the Playing Trousers

F) PLAYING CLOTHING

The colours and design of all elements of Playing Clothing (as approved by the BCB) shall be uniform to all members of the same team.

1) Playing Shirt And Playing Sweaters

The approved positions for Logos on the Playing Clothing are as follows:

- Position A - Main Logo on front of shirt
- Position B - Upper right Logo on front of shirt
- Position C - Team Logo on upper left front of shirt
- Position D - Lower Logo on non-leading arm
- Position E - Upper Logo on non-leading arm
- Position F - Upper Logo on leading arm
- Position G - BPL Competition Logo (on white background) on lower leading arm
- Position H - Upper Logo on back of shirt
- Position I - Lower Logo on back of shirt
- Position J - Official Product label
- Position K - Quality Feature Label

For reference to the above position, please refer to Diagram C below.

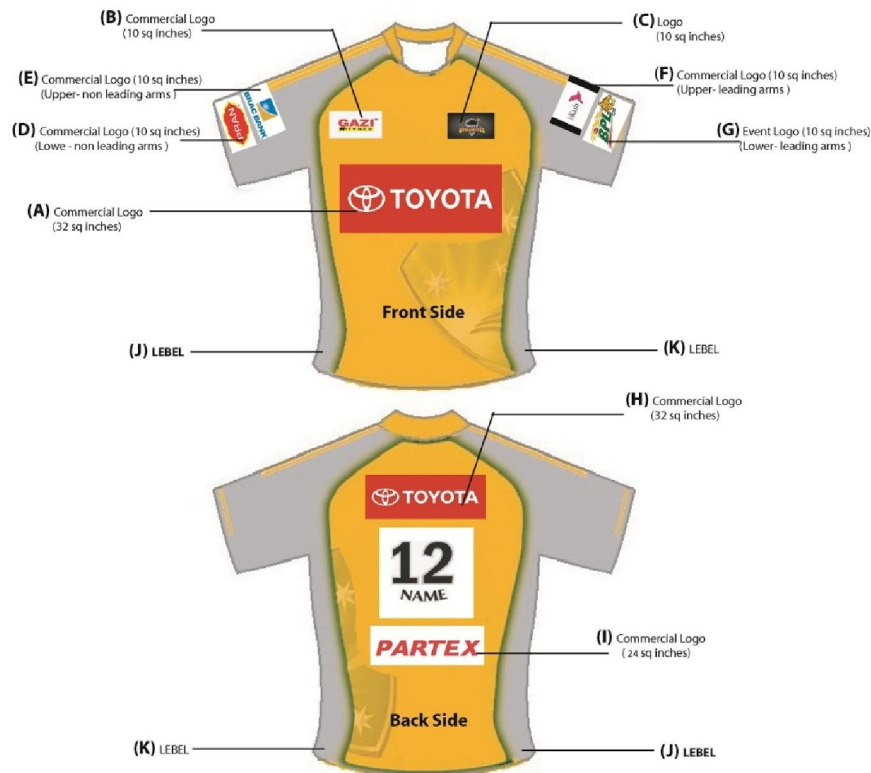


Diagram C

All Logos on the Playing Shirt must be replicated (the same design, size and position) on the Playing Sweater.

Team Logo

A franchise must display its Team Logo once on its Playing Shirts and Playing Sweaters in position C. The area of the Logo must not exceed 64.5sqm (10 square inches)

Commercial Logos

A franchise may display up to six Commercial Logos on its Playing Shirts and Playing Sweaters in the following positions:

- Position A. The area of the Logo must not exceed 206.45 sqcm (32 square inches)
- Position B. The area of the Logo must not exceed 64.5 sqcm (10 square inches)
- Position D. The area of the Logo must not exceed 64.5 sqcm (10 square inches)
- Position E. The area of the Logo must not exceed 64.5 sqcm (10 square inches)
- Position F. The area of the Logo must not exceed 64.5s qcm (10 square inches)
- Position H. The area of the Logo must not exceed 206.45 sqcm (32 square inches)
- Position I. The area of the Logo must not exceed 154.838 sqcm (24 square inches)

In place of two separate Logos in positions D and E, franchises may display one Logo covering both positions. The area of this Logo must not exceed 129sqcm (20 square inches)

Manufacturer's Identification

A franchise may display a Manufacturer's Logo on the Playing Shirt in any of the positions A, B, D, E, F or H and I provided this position has not been used for a Commercial Logo. One Official Product and one Quality Feature may be displayed in positions J and K. For the avoidance of doubt, no Design Feature may be displayed on the Playing Shirt.

2) Playing Trousers

The approved positions for Logos on the Playing Trousers are:

Position L - On the front of the trousers on the right leg, halfway between waist and knee

Position M - On the front of the trousers on the left leg, halfway between waist and knee

Position N - Official Product label

Position O - Quality Feature label

For reference to the above position, please refer to Diagram D below.



Diagram D

Commercial Logo

A franchise may display Commercial Logos in Positions L and M. The area of each Logo must not exceed 64.5sqcm (10 square inches). There must be no Commercial Logo on the waistband of the trousers.

Manufacturer's Identification

A franchise may display a Manufacturer's Logo in either of Positions L or M, provided this position has not been used for a Commercial Logo. One Official Product and one Quality Feature may be displayed in positions N and O. No Design Feature may be displayed on the Playing Trousers.

3) Playing Headwear

The approved positions for Logos on the Playing Headwear are:

Position P - on the back of the headwear

Position Q - on the leading side of the headwear - the left side for a right handed batsman and the left side for a right handed batsman

Position R - on the leading side of the headwear - the right side for a left handed batsman and the left side for a right handed batsman

Position S - Team Logo on the front of the headwear.

For reference to the above position, please refer to Diagram E below.



Diagram E

Playing Headwear includes helmets, caps and sunhats worn by the players during a Match. The Logos on each type of headwear must be consistent to all types. The holder of the orange or purple cap must wear the cap whilst fielding.

Team Logo

A franchise must display its Team Logo in Position S. The area of the Logo must not exceed 64.5sqcm (10 square inches).

Commercial Logos

A franchise may display Commercial Logos in Positions P, Q and R. The area of each Logo must not exceed 38.71sqcm (6 square inches) with all sides of the Logo being at least 3.81cm (1.5 inches)

Manufacturer's Identification

A franchise may display one Manufacturer's Logo in Position P if this position has not been used for a Commercial Logo. The area of the Logo must not exceed 38.71sqcm (6 square inches) with all sides of the Logo being at least 3.81cm (1.5 inches). No Manufacturer's Logo may be displayed in any other position on the Playing Headwear (including on the helmet grill). No Design Feature may be displayed on the Playing Headwear.

4) Practice Clothing

Only Practice Clothing issued by the team may be worn by the players and support staff at official team practice sessions and, along with Playing Clothing, within the stadium on match days.

Members of the playing XI and the substitute fielders may not wear Practice Clothing on the field of play during either innings of a Match.

The Logos on the Practice Clothing should be the same in terms of design, size and location as on the Playing Shirt.

Team Logo

A franchise must display its Team Logo once in the equivalent of Position C on each shirt, t-shirt, tracksuit top, sweatshirt which forms part of Practice Clothing.

Commercial and Manufacturer's Identification

Only the Commercial Logos and Manufacturer's Identification displayed on the Playing Clothing may be displayed on a team's Practice Clothing. It is however not mandatory that all such Commercial Logos or Manufacturer's Identification be displayed on the Practice Clothing. No Design Feature may be displayed on the Practice Clothing.

5) Bibs

Members of the playing squad who are not part of the playing XI and who are not on the field as a substitute fielder shall be required to wear a team bib at all times whilst on the field of play, in the dugout and in the area between the boundary and the perimeter boards.

The bibs must be sleeveless and of a different colour to that of the Playing Shirts. Please note that they should not be white or cream colour.

Team Logo

A franchise must display its Team Logo on each of its bibs in the equivalent of Position C. The area of the Logo must not exceed 64.5sqcm (10 square inches).

Commercial and Manufacturer's Identification

Only the Commercial Logos and Manufacturer's Identification displayed on the Playing Clothing may be displayed on bibs. It is however not mandatory that all such Commercial Logos and Manufacturer's Identification be displayed on the bib. The Logos on the bibs should be the same in terms of design, size and location as on the Playing Shirt. No Design Feature may be displayed on the bibs.

G) OTHER CLOTHING

1) Undergarments (Worn Under Playing Shirt)

Colour

To the extent that they are visible, undergarments shall be of the same colour as either the predominant colour of the Playing Shirt or the colour of the sleeve of the Playing Shirt.

Plain white undergarments may be worn provided they are not visible. Skin coloured bandages worn to protect the elbows are permitted.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

No Manufacturer's Identification may be displayed. Any such visible identification must be covered by adhesive tape, a patch or any other material - in each case of the same colour as the undergarment - so that both the Logo and the patch itself are not visible.

2) Drying Towels

Drying towels are those carried by players on the field of play for the purpose of drying the ball.

Colour

The drying towels should be one plain colour - not white or any light colour which is likely to make the sighting of the white ball difficult.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

No Manufacturer's Identification is permitted.

3) Turbans And Bandanas

A bandana may only be worn as a cover to a turban or under a helmet.

Colour

Turbans and bandanas should be one plain colour - not white or any light colour which is likely to make the sighting of the white ball difficult.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

No Manufacturer's Identification is permitted.

4) Headbands And Wristbands

Colour

Headbands and wristbands should be one plain colour - not white or any light colour which is likely to make the sighting of the white ball difficult.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

No Manufacturer's Identification is permitted.

5) Socks (Player Right)

Colour

Socks shall be white, cream, light grey or the same colour as the predominant colour of the Playing Trousers.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

One Manufacturer's Logo may be displayed on each sock. The area of the Logo must not exceed 12.9sqcm (2 square inches).

H) CRICKET EQUIPMENT

1) Shoes And Boots (Player Right)

Colour

There are no colour restrictions.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

One Manufacturer's Logo may be displayed on the sole. There is no restriction on this Logo's size.

And either:

(a) Two further Manufacturer's Logos may be displayed elsewhere on the shoes/boots - one of which shall be on the tongue. The area of each of these further Logos must not exceed 12.9sqcm (2 square inches). Additionally, stripes and Design Features are permitted provided that they shall be in a maximum of two colours.

or

(b) any number and size of Manufacturer's Logos or Design Feature are permitted anywhere on the upper of the shoe/boot provided that they do not exceed 30% of the total surface area. Any written name, initials or word used as a Manufacturer's Logo shall not exceed 12.9sqcm (2 square inches).

2) Sunglasses (Player Right)

Colour

There are no restrictions on colour save that sunglasses strap / band must be of a single colour.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

Two Manufacturers Logo may be displayed on either side of the frame. The area of the Logo must not exceed 3.22sqcm (0.5 square inch).

3) Bats (Player Right)

Commercial Logo

One Player's Bat Logo may be carried on the back of the bat. The area of the Logo must not exceed 64.5sqcm (10 square inches) with all sides of the Logo being at least 2.54cm (1 inch) long.

Unless a player has an arrangement for a Player's Bat Logo as part of an existing agreement as disclosed in his player contract with the franchise, the entity's brand on the bat cannot be a company which operates within a product category that conflicts with any one of the league central sponsors, or any one of the team's franchise principal sponsors or is otherwise inappropriate as determined by BCB at its sole discretion.

Manufacturer's Identification

The Manufacturer's Identification can be displayed on the bat in the following positions:

- Front of bat: any number and size of Manufacturer's Logos and/or Design Feature may be displayed but only within the top 22.86sqcm (9 inches) of the front of the bat, measured from the centre of the top of the face of the bat. No maximum size of the Logo(s) and/or Design Feature as long as they fit within this space.
- Back of bat: any number and size of Manufacturer's Logos and Design Feature may be displayed on the back of the bat provided that they do not exceed 50% of the total surface area of the back of the bat. When required to be carried by a Manufacturer, any statutory wording is to be placed on the back of the bat and to be of discreet design only (subject to relevant statutory provisions).
- Edges of Bat: either
 - (a) any number of Manufacturer's Logo and/or Design Feature may be displayed on either or both edges of the bat but only within the top 9 inches, or
 - (b) one Manufacturer's Logo and/or one Design Feature may be displayed on the two edges of the bat not exceeding 50% of the total area of the relevant edge.

4) Batting And Wicket-Keeping Pads (Player Right)

Colour

Pads shall be the same colour as one of the colours of the Playing clothing, but may not be white or any light colour which is likely to make the sighting of the white ball difficult. The straps of the pads may be in the house colours of the manufacturer.

The colour of the pads shall be uniform to all members of the same team. The colour of the pads must be properly maintained. Discoloured or faded pads will not be permitted. BCB reserves the final right of approval on colour and design.

Commercial Logos

No Commercial Logos are permitted on batting or wicket keeping pads.

Manufacturer's Identification on Batting Pads

Three Manufacturer's Logos may be displayed on each pad as follows:

- one on the front of the pad, either on the instep or on the outside of the knee roll or immediately above the outside of the knee roll. The area of the Logo must not to exceed 25.81sqcm (4 square inches).
- one on the inside top of the pad. No size restriction.
- one on one of the pad straps. The area of the Logo not to exceed 25.81sqcm (4 square inches)

A Design Feature of the same colour as that of the pad is permitted on the front of each pad. There is no restriction on the number, size or position of such Design Features.

Manufacturer's Identification on Wicket Keeping Pads

Three Manufacturer's Logos may be displayed on each pad as follows:

- one on the front of the pad, immediately above the centre of the knee roll. The area of the Logo not to exceed 25.81sqcm (4 square inches).
- one on the inside top of the pad. No size restriction.
- one on one of the pad straps. The area of the Logo not to exceed 25.81sqcm (4 square inches)

A Design Feature of the same colour as that of the pad is permitted on the front of each pad. There is no restriction on the number, size or position of such Design Features.

5) Batting Gloves (Player Right)

Colour

The protective areas of the glove shall be predominantly white or of the same colour as one of the colours of the Playing Shirt.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

Three Manufacturer's Logos may be displayed on each glove as follows:

- two on the back of the glove with the area of neither Logo exceeding 12.9sqcm (2 square inches)
- one on the inside of the wristband with the area not exceeding 12.9sqcm (2 square inches)

Design Features are permitted on the wristband and on the back of the glove. There is no restriction on the number, size or position of such Design Features.

6) Wicket-Keeping Gloves (Player Right)

Colour

There are no colour restrictions.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

Two Manufacturer's Logos may be displayed on the back of each glove. The area of one such Logo shall not exceed 38.71sqcm (6 square inches) and that of the other shall not exceed 12.9sqcm (2 square inches).

Any visible stitching, ventilation, stencil effect, or other design aspect of the glove which is in the shape or form of the Manufacturer's Logos shall be considered as one of the permitted Logos.

7) Armguards

Colour

Armguards shall be plain white or of the same colour as one of the colours of the Playing Shirt. The straps may be in the house colours of the manufacturer.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

No Manufacturer's Identification is permitted.

8) Face Protectors

Colour

Face protectors shall be of one plain colour.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

One Manufacturer's Logo may be displayed in any position not exceeding 12.9sqcm (2 square inches).

9) Thigh Pads, Shin Pads And Other Body Protective Equipment

Colour

No restriction on colours. These items must be worn under Playing Clothing and shall not be visible.

Commercial Logos

No Commercial Logos are permitted.

Manufacturer's Identification

No Manufacturer's Identification is permitted.

I) Personal Message

1. Players shall not be permitted to wear, display or otherwise convey messages through arm bands or other markings on the clothing or equipment, unless approved in advance by the player's franchise from the BCB .Approval shall not be granted for messages which relate to political, religious or racial activities or causes. BCB shall have the final say in determining whether any such message is approved.
2. Visible tattoos (permanent or temporary) which incorporate any Commercial Logo or Manufacturer's Identification shall not be permitted.

J) Breach Of Regulations

Any player or team official in breach of these provisions shall be liable to a penalty as may be imposed under the BCB Code of Conduct for Players and Player Support Personnel.

In addition, in the event of a breach of these provisions relating to any equipment or clothing issued to the players and team officials by their Franchisee, and on receiving a report from the BCB Match Officials to this effect, the BCB Match Referee may subsequently impose an appropriate fine, not exceeding **BDT 5,00,000 (Taka Five Lac Only)**, on the Franchisee of the offending players or team officials concerned.

APPENDIX 1 - FONTS FOR PLAYER IDENTIFICATION

A B C D E F G H I J K L M N O

P Q R S T W X Y Z c v . ' -

1 2 3 4 5

6 7 8 9 0

A B C D E F G H I J K L M N O

P Q R S T W X Y Z c v . ' -

1 2 3 4 5

6 7 8 9 0

KEY CONTACTS OF BPL T20 -2017

BPL OFFICE	
ADDRESS	BANGLADESH CRICKET BOARD (BCB) SHER-E-BANGLA NATIONAL CRICKET STADIUM, MIRPUR -2, DHAKA -1216, BANGLADESH
TELEPHONE	+88 02-8031001 -4
FAX	+88 02-8031199
WEBSITE	www.tigercricket.com.bd/bpl/

BPL GOVERNING COUNCIL	
In-Charge BPL T20 Tournament	MR. SAIFUL AMIN Mobile : +880 1713046525 E-mail : saiful@bcb-cricket.com
GROUNDS & FACILITIES	
National Manager	MR. SYED ABDUL BATEN Mobile : + 880 1711 33 65 86 E-mail : baten@bcb-cricket.com
Venue Manager (ZACS - Chittagong)	MR. FAZLE BARI KHAN Mobile : +880 1711 94 36 99 E-mail : rubelcricket@yahoo.com
Venue Manager (SICS - Sylhet)	MR. JOYDEEP DAS Mobile : + 880 1711 33 65 86 E-mail : joydeepdas1972@gmail.com

ADMINISTRATION	
Manager	MR. MAJOR HASIB UZ ZAMAN (RETD) Mobile : +880 1713 04 65 36 E-mail : hasib@bcb-cricket.com
ANTI CORRUPTION UNIT	
Head of Anti-Corruption	MR. ABU MOHAMMAD HUMAYUN MORSHED Mobile : +88 01713 04 65 22 E-mail : hmorshed@bcb-cricket.com
MEDIA & COMMUNICATION	
Senior Manager	MR. RABEED IMAM Mobile : +880 1713 04 65 31 E-mail : rimam@bcb-cricket.com
SECURITY	
Head of Security	MAJOR HUSSAIN IMAM (RETD) Mobile : +880 1714 11 07 07 E-mail : security@bcb-cricket.com
PLAYERS MANAGEMENT	
Players Management Agency	MR. AHMED RAQIB Mobile : +880 1716 24 46 62 E-mail : ahmed.raqib@imagobd.com

BPL FRANCHISE		
DHAKA DYNAMITES		
Mr. Obeid R Nizam	Chief Executive Officer	orn@dhakadynamites.com +880 1711 56 39 93
Mr. Azam Iqbal	Team Manager	ai@dhakadynamites.com +880 1730 08 86 71
RAJSHAHI KINGS		
Mr. Tahmeed Azizul Huq	Chief Executive Officer	mail@tahmeedhuq.com +880 1711 08 22 12
Mr. Sazzad Ahmed Shipon	Team Manager	sashipon@bcb-cricket.com +880 1712 10 00 07
KHULNA TITANS		
Mr. Kazi Inam Ahmed	Managing Director	kaziinam@gmail.com
Mr. Nafis Iqbal Khan	Team Manager	nafees36iqbal@gmail.com +880 1726 50 95 81
CHITTAGONG VIKINGS		
Mr. Mizan Patwary	Chief Executive Officer	mizanpatwary@dbl-group.com +880 1730 02 02 43
Mr. Hasanuzzman Jhoru	Team Manager	hasanjhoru@yahoo.com +880 1711 38 91 62
RANGPUR RIDERS		
Mr. Ishtiaq Sadeque	Chief Executive Officer	sadequeishtiaque@gmail.com +880 1768 55 55 55
Dr. Anwarul Iqbal Mitu	Team Manager	anwaruliqbal20@gmail.com +880 1711 81 70 81

COMILLA VICTORIANS		
Ms. Nafisa Kamal	Managing Director	nafeesa.kamal@gmail.com
Mr. Khandker saidul islam effee	Team Manager	ksi.effee@gmail.com +880 1707 60 86 19
SYLHET SIXERS		
Mr. Yeasir Obaid	Chief Executive Officer	yasir.obaid@gmail.com +880 1713 03 39 97
Mr. Mohammad Hasibul Hossain	Team Manager	hussainshanto@gmail.com +880 1726 72 79 72

TEAMS HOTEL

Location	SL No	HOTEL	TEAM
Dhaka	1	Dhaka Westin	1. Rangpur Riders 2. Sylhet Sixers
	2	Pan Pacific Sonargaon	1. Chittagong Vikings 2. Rajshahi Kings
	3	Amari Dhaka	1. Dhaka Dynamites
	4	Six Seasons	1. Khulna Titans
	5	Four Point by Sheraton	1. Comilla Victorians
Chittagong	1.	Radisson Blu	1. Comilla Victorians 2. Dhaka Dynamites 3. Khulna Titans 4. Rangpur Riders 5. Sylhet Sixers
	2.	Hotel Agrabad	1. Chittagong Vikings
	3.	The Peninsula	1. Rajshahi Kings
Sylhet	1.	Rose View Hotel	1. Comilla Victorians. 2. Khulna Titans. 3. Sylhet Sixers.
	2.	Hotel Star Pacific	1. Chittagong Vikings 2. Rangpur Riders
	3.	Nazimgarh Resort and Garden	1. Dhaka Dynamites
	4.	Nirvana Inn	1. Rajshahi Kings



FIXTURE

BANGLADESH PREMIER LEAGUE (BPL) T-20, 2017



Day & Date	Venue	Match Number	Day Match Friday Match - 2:30 PM to 5:50 PM Overdays Match - 2:00 PM to 5:20 PM	Night Match Friday Match - 7:15 PM to 10:35 PM Overdays Match - 7:00 PM to 10:20 PM
Saturday, November 04, 2017	(SICS), SYLHET	1	Sylhet Sixers vs Dhaka Dynamites	Rajshahi Kings vs Rangpur Riders
Sunday, November 05, 2017		3	Sylhet Sixers vs Comilla Victorians	Khulna Titans vs Dhaka Dynamites
Monday, November 06, 2017	(SICS), SYLHET	5	Chittagong Vikings vs Comilla Victorians	REST DAY
Tuesday, November 07, 2017		7	Rangpur Riders vs Chittagong Vikings	Sylhet Sixers vs Rajshahi Kings
Wednesday, November 08, 2017	(SICS), SYLHET	9	Rangpur Riders vs Rajshahi Kings	REST DAY
Thursday, November 09, 2017		11	Chittagong Vikings vs Khulna Titans	Sylhet Sixers vs Khulna Titans
Friday, November 10, 2017	(SICS), SYLHET	13	Dhaka Dynamites vs Khulna Titans	REST DAY
Saturday, November 11, 2017		15	Khulna Titans vs Sylhet Sixers	Chittagong Vikings vs Chittagong Vikings
Sunday, November 12, 2017	(SICS), SYLHET	17	Rajshahi Kings vs Sylhet Sixers	REST DAY
Monday, November 13, 2017		19	Dhaka Dynamites vs Rajshahi Kings	REST DAY
Tuesday, November 14, 2017	(SICS), SYLHET	21	Dhaka Dynamites vs Comilla Victorians	REST DAY
Wednesday, November 15, 2017		23	Rajshahi Kings vs Khulna Titans	Sylhet Sixers vs Rangpur Riders
Thursday, November 16, 2017	(SICS), SYLHET	25	Khulna Titans vs Rangpur Riders	Dhaka Dynamites vs Rangpur Riders
Friday, November 17, 2017		27	Comilla Victorians vs Rajshahi Kings	REST DAY
Saturday, November 18, 2017	(SICS), SYLHET	29	Chittagong Vikings vs Dhaka Dynamites	REST DAY
Sunday, November 19, 2017		31	Rangpur Riders vs Sylhet Sixers	REST DAY
Monday, November 20, 2017	(SICS), SYLHET	33	Chittagong Vikings vs Rajshahi Kings	REST DAY
Tuesday, November 21, 2017		35	Comilla Victorians vs Rangpur Riders	REST DAY
Wednesday, November 22, 2017	(SICS), SYLHET	37	Sylhet Sixers vs Chittagong Vikings	REST DAY
Thursday, November 23, 2017		39	Comilla Victorians vs Khulna Titans	REST DAY
Friday, November 24, 2017	(SICS), SYLHET	41	Dhaka Dynamites vs Rangpur Riders	REST DAY
Saturday, November 25, 2017		43	Eliminator (3rd Position vs 4th Position)	REST DAY
Sunday, November 26, 2017	(SICS), SYLHET	45	REST DAY	REST DAY
Monday, November 27, 2017		46	Final - Winner of 44 vs Winner of 45	REST DAY
Tuesday, November 28, 2017	(SICS), SYLHET		REST DAY	REST DAY
Wednesday, November 29, 2017			REST DAY	REST DAY
Thursday, November 30, 2017	(SICS), SYLHET		REST DAY	REST DAY
Friday, December 01, 2017			REST DAY	REST DAY
Saturday, December 02, 2017	(SICS), SYLHET		REST DAY	REST DAY
Sunday, December 03, 2017			REST DAY	REST DAY
Monday, December 04, 2017	(SICS), SYLHET		REST DAY	REST DAY
Tuesday, December 05, 2017			REST DAY	REST DAY
Wednesday, December 06, 2017	(SICS), SYLHET		REST DAY	REST DAY
Thursday, December 07, 2017			REST DAY	REST DAY
Friday, December 08, 2017	(SICS), SYLHET		REST DAY	REST DAY
Saturday, December 09, 2017			REST DAY	REST DAY
Sunday, December 10, 2017	(SICS), SYLHET		REST DAY	REST DAY
Monday, December 11, 2017			REST DAY	REST DAY
Tuesday, December 12, 2017	(SICS), SYLHET		REST DAY	REST DAY
Wednesday, December 13, 2017			REST DAY	REST DAY



BROADCAST PARTNER

