



THE CRICKET ASSOCIATION OF BENGAL

DR. B.C. ROY CLUB HOUSE, EDEN GARDENS, KOLKATA-700 021

Ref. No. 201 / 10/2246 / 2024

7th March 2024

The Sports Officers of -

- 1) Calcutta University Sports Board,
- 2) Jadavpur University,
- 3) Rabindra Bharati University,
- 4) Visva Bharati,
- 5) Burdwan University,
- 6) Kalyani University,
- 7) North Bengal University,

The President,

- 8) Technology Students' Gymkhana,

By Email.

Dear Sirs,

Sub: Inter University T – 20 Tournament : 2023-2024.

Further to our letter no. 201/1/2069/2024 dated 23rd February 2024, we are sending herewith the Bye-laws of the abovementioned Trophy Tournament scheduled to be held at IIT ground and SERSA ground at Kharagpur commencing from 10th March 2024 onwards.

Thanking you,

Yours faithfully,


(Naresh Ojha)
Hony. Secretary

Encl: Bye-laws.

cc: **Mr. Samba Kar**, Physical Instructor, T.S.G. .. for information.

cc: **The Chairman,**

Umpires S.C. & Observer S.C. .. for information.

-/h

THE CRICKET ASSOCIATION OF BENGAL

Dr. B. C. Roy Club House, Eden Gardens, Kolkata-700 021

Specific Bye-laws for the

INTER UNIVERSITY T-20 TOURNAMENT: 2023-2024.

1. The above Tournament shall be played according to the relevant Administrative Rules and General Bye-laws provided and Specific Bye-Laws mentioned hereunder :
2. White SG TEST (LE) Ball, Coloured Dress and Black Sight Screen to be used in all the Matches of the Tournament.
3. The Tournament shall be known as 'INTER UNIVERSITY T-20 TOURNAMENT' and will be played on League cum Knock-out basis.
4. The Tournament is open only to the affiliated Universities of this Association. Male players of the respective Universities will be eligible to participate in the Tournament. The players willing to participate in the Tournament shall have to be registered with this Association. Total 8 Universities will be divided into 2 Groups on the ranking basis on the performances of the last years' Tournament. After completion of the First Stage which will be played on League basis, the Top Team of the each Group will be eligible to play the Final Match in the said Tournament.
5. There will be no Entry Fee for the Tournament.
6. The Schedule of the Tournament including the Fixtures shall be strictly adhered to and no postponement of the Matches will be allowed except under unavoidable circumstances. Teams not playing according to the Fixtures will be deemed to have conceded the Match.
7. (a) The Captains of both the Teams shall exchange their respective Players' List (total 15 players including the 4 nominated Substitutes), signed by the Captain, just before the Toss in presence of the Observer and or Umpire/s, not earlier than 30 minutes, not later than 15 minutes before the scheduled or rescheduled time of start of the match.
(b) If a Team intends to complain about the eligibility of a player/s of its opponent, the onus of proving lies with the protesting team within 4 hours after completion of the Match at the venue for necessary action by the Association. The College Sub-Committee for their authorized person/s posted at the venue will take suitable action as is deemed necessary on receipt of the documents and the protest. The protest not lodged within time limit as specified above shall be deemed to have failed.
(c) The Eligibility of Players of the University will be on the basis of Photo Identity Cards of **16 players** as registered through Eligibility Proforma supplied by this Association duly filled in and signed by the Registrar/Sports Officer/Sports Director/Head of the Department of Sports of the concerned University which should be submitted to the Observer appointed by this Association at the Staging Centre well before the commencement of the Tournament.
(d) The Eligibility of Players of the Universities for participation in the Tournament would be valid on submission of the following documents attested by the Registrar/Secretary, Sports Board/Sports Officer/Head of the Department of Sports of the concerned University –
 - Xerox copy of Admit Car of Madhyamik Exam. & Mark-Sheet of H.S. Exam. or equivalent,
 - Xerox copy of the Fees Book/Money Receipt for Admission in the present Course or Mark-sheet of the last year.

- Students admitted under Distance Mode Course are not eligible for participation.
- In addition to the above, the eligibility rule of AIU conducted Inter University Sports Competition would be followed.
- The players must show their Aadhar /Voter I.D. Cards in original for verification of their identity.

(e) The Team will consist of 16 players, 1 Coach and 1 Manager.

8. Facilities :

- (i) Second Class Rly. Fare or Actual Bus fare on both ways journey will be provided by the Association.
- (ii) Arrangement for board & lodging will be provided by this Association from one night before the commencement of their first match.
- (iii) Gears shall have to be arranged by the participating teams.
- (iv) Match Balls will be provided by this Association.

9. Duration of Matches :

All matches shall be of one innings per side and each innings shall be limited to 20 overs unless all out earlier. A minimum of 5 overs per team shall constitute a match.

Total 90 minutes is allotted to each team for bowling 20 overs which includes, changing of Ball, Ball retrieval, Medical attention, sufficient time for rolling etc.

Declaration of a side's innings is not permitted.

10. Hours of Play (Group and Knock-out Stage) :

Morning Match :	9-00 a.m. to 10-30 a.m.	(First Session)
	10-30 a.m. to 10-50 a.m.	(Break)
	10-50 a.m. to 12-20 p.m.	(Second Session)
Afternoon Match :	1-15 p.m. to 2-45 p.m.	(First Session)
	2-45 p.m. to 3-05 p.m.	(Break)
	3-05 p.m. to 4-35 p.m.	(Second Session)

The above time schedule may however, be altered by the **Tour, Fixture & Technical Committee** with prior intimation to all participating Universities.

The innings of the team batting second shall not commence before the scheduled time for commencement of the second session unless the team batting first has completed its innings prior to the scheduled Break. In such case, 20 minutes Break shall take place and then the team batting second shall commence its innings correspondingly earlier.

Where the play is delayed or interrupted the umpires are authorized to reduce the length of the Break as follows :—

Time Lost

Interval

Upto 60 minutes	-	15 minutes
Between 60 and 120 minutes	-	10 minutes

11. Length of Innings :

Uninterrupted match:

- (a) Each team shall bat for 20 overs unless all out earlier or scores enough runs to win the match in less than 20 overs.
- (b) **If any team fails to complete 20 overs or the stipulated number of overs within the scheduled time they shall be penalized as per Bye Laws- General No. 17 (e) & (f) (2 x Run rate)**
- (c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- (d) If the team batting second wins the match by wicket, no penalty run shall be added for over rate penalty.

Interrupted match When start is delayed or interruption occurs during the First Innings :

- (a) The object shall always be to rearrange the number of overs so that both the teams have the opportunity of batting for same number of overs.
- (b) While playing time is lost, the revised number of overs to be bowled shall be based on one over for each 4.50 minutes of total remaining playing time available for play. This shall also apply if any team turns up late which must not exceed more than 15 minutes. On such occasion, the defaulting team shall bat for lesser number of overs. While calculating the number of overs for the teams, the umpires must deduct the time for interval between innings from the total time available.
- (c) When a reduction of number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original or the rescheduled cessation time. If required, the time should be extended to allow for one more over to both the teams to be added.
- (d) The team batting second shall not bat for greater number of overs than the first team unless the first team is all out earlier.
- (e) If the number of overs of either team is reduced, a fixed time shall be specified by the umpires for completion of that session.
- (f) If a team does not turn up within 15 minutes from the time scheduled to start the match, the team present shall be awarded the match.
- (g) A team has to field a minimum of 8 players at all times, if not, the other team will be awarded the match.

Interrupted match When the start is delayed or interruption occurs during the Second Innings.

When playing time is lost before the start of second innings or time is lost for interruption during the progress of second innings, the number of overs to be allotted to the team shall be based on one over for each 4.50 minutes in total remaining time available for play, taking into account the original closing time for second session.

Should the calculation results in a fraction of an over the fraction shall be rounded off to the next whole number.

12. Final match :

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-circle shall be **30 yards**. These semi-circles shall be linked by two parallel straight lines drawn on the field.

- (a) The field restrictions area should be marked by continuous painted white lines or dots at 5 yards interval.

During the Field Restrictions Overs (as set out below) only **2 fielders** shall be permitted outside this Field Restrictions area at the instant of delivery.

- (b) During the Non-Field Restrictions Overs, not more than **5 fielders** shall be permitted outside the Field Restrictions area.
- (c) The Field Restrictions Overs shall apply for the first 6 overs of each uninterrupted innings. In circumstances, when the number of overs for the team batting is reduced, the number of Field Restrictions Overs shall also 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 innings of the match.

Total overs in the innings	Number of Field Restriction overs
5 - 8	2
9 - 11	3
12 - 14	4
15 - 18	5
19 - 20	6

- (d) If an innings is interrupted during the progress of an over and if on the resumption of play it is found that the required number of Field Restrictions overs (revised due to interruption) have already been bowled, the remaining ball(s) of the unfinished over shall not be subject to Field Restriction.

Example :— A match is reduced to 11 overs when 3.2 overs have been bowled. In this case the match shall recommence with **Non-Field Restrictions Overs**, i.e, remaining 4 balls of 4th over shall be bowled with **Non-Field Restrictions**.

- (e) In the event of an infringement of any of the above Field Restrictions, The **Striker's End Umpire** shall call & signal 'No ball'.

13. Number of overs per bowler

No bowler shall bowl more than 4 overs in an uninterrupted innings (20 overs).

In a delayed or interrupted match, where the overs are reduced for both the teams or for the team bowling second, no bowler shall bowl more than one-fifth of the total overs of the innings. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number of bowler necessary to make up the balance.

For innings of rescheduled length of less than 10 overs, no bowler may bowl more than two overs.

In the event of a bowler is suspended or breaking down during an over and unable to complete the over, the remaining ball(s) of that over shall be bowled by another bowler who has not bowled previous over or part thereof and shall not bowl the next over. Such part of an over bowled by the bowler shall count as a full over in so far as each bowlers limit is concerned.

14. "Free Hit" for "No ball"

The delivery following a "No ball" shall be a **"Free Hit"** for whichever batsman is facing it. If the delivery for a "Free Hit" is not a legitimate delivery (No ball or Wide ball), then the next delivery shall also be a **"Free Hit"**.

Changing of field placement is not permitted for the "Free Hit" delivery unless there is a change of Striker. **But if "No ball" is called for contravention of Field Restriction or Limitation of on-side fielder, required field adjustment shall be allowed.**

The bowler's end umpire shall signal **"No ball"** to the scorer and then signal a **"Free Hit"** by extending one arm straight upwards and moving it in a circular motion.

In case of **"Free Hit"** delivery, the batsman can only be dismissed as permitted under **Law-21 (No ball)**

15. Bowling of Fast Short Pitched ball

- (a) A bowler shall be limited to two fast short pitched delivery in an over.
- (b) The bowler's end umpire shall advise the bowler and the batsman on strike when each fast short pitched ball has been bowled.
- (c) In addition to the above regulation, if a ball which passes above head height of the striker standing upright at the popping crease and thereby prevents him to hit the ball by means of a normal cricket stroke shall be called a **"Wide"**.

- (d) For avoidance of any doubt any fast short pitched delivery which passes above head height of the striker and called **Wide** shall also count as allowable short pitched delivery in that over.
- (e) In the event of the bowler bowling more than one short pitched delivery in an over, the bowler's end umpire shall call & signal "**No ball**" on each such occasion. After the bowler's end umpire has called & signaled "**No ball**", he shall signal "**No ball**" to the scorers and then tap the head with the other hand.

16. Wide Bowling —Judging a Wide

Law 22 of General Bye Laws shall apply.

17. The Points :

- (i) In the League Stage, the points to be earned by the Team would be as under :—

1. Win / Match Awarded	4 Points
2. Tie / Drawn	2 Points each
3. Match Lost	0 Points

- (ii) In the event of points of more Teams within the Group are equal, after the League stage, the following shall apply to determine the Group position and the Team who shall qualify to play the Final.

1. Team with highest point percentage.
2. The Winner of the match against each other (winner of head to head).
3. If not applicable, then the Team with the highest Net Run Rate.
4. If still can't be separated, then Draw of lots.

- (iii) Net Run Rate :

- * Average run per over scored throughout the competition against the team is to be deducted from the average run per over scored by the Team throughout the competition.
- * If the Team is all-out before their full quota of overs, the calculation shall be based on their full quota of overs for which they were entitled to.
- * Only those matches where result has been achieved shall be taken into account for Net Run Rate calculation.

18. Saliva Penalty :

Apply of Saliva or spitting on the match-ball is a strict no-no and a punishable offence. Anyone found violating this special protocol by the Umpires or Observer, there shall be an award of five (5) Penalty Runs to the Batting Side.

Polishing the Ball on the clothing is allowed provided that no artificial substance or Saliva is used, that the only natural substance used is Sweat and that such polishing wastes no time.

19. The Result :

- (a) A result can be achieved only if both the teams have had the opportunity of batting for at least full 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 the match in less than 5 overs.
- (b) In the match in which both the teams have had the opportunity of batting for 20 overs in an uninterrupted match or lesser number of overs in interrupted match (minimum full 5 overs), the team scoring the higher number of runs shall be the Winner.

If the scores are equal, the team which has lost lesser number of wickets shall be the Winner.

In the league Stage :

- (i) If the match could not be started the match shall be treated as Drawn
- (ii) If one or both the Teams did not get the opportunity to play for minimum full 5 overs, the match shall be treated as Drawn.
- (iii) If the scores and the wickets lost by both the teams are equal, in that case the match shall be treated as "Tie".
- (iv) If the match could not be started or is abandoned after commencement and could not be played to finish (minimum 5 overs) due to reason other than the weather or ground conditions, the fate of the match shall be decided by the Senior Tournament Committee.

In the **Final match**, in the event of the score and the fall of wicket of both the teams are equal, the winner shall be decided on the result of "**Super Over**" as per Appendix-B of Bye Laws-General. However, if the weather or ground conditions do not provide the scope for a Super Over, then both the Finalist Teams shall be declared as **Joint Winners**.

(c) Matches when Second innings is interrupted – Calculation of "Target Score"

If, due to suspension of play, the number of overs in the innings of the team batting second had to be revised to a lesser number of overs (minimum of full 5 overs) than that allotted to the team batting first, their Target Score, which they must exceed to win the match, shall be calculated by multiplying the revised number of overs by the average runs per over scored by the team batting first throughout their innings

If the Target Score involves a fraction of a run, it shall be considered as one run.

- (e) If a match is abandoned before the team batting second have played their allotted number of overs (minimum of full 5 overs) and they have neither been all out, nor have passed their opponents score, the result shall be decided on the average run-rate throughout the innings of both the teams.

The Team having higher run-rate shall be the Winner. A part of an over bowled, shall be treated as full over.

- (f) In the event of the team batting first is all out in less than their full quota of overs, the calculation of the average run-rate shall be based on the full quota of overs to which they were entitled to.

20. "Impact Player" Rules:-

- a) Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the Match Observer and/or, Umpire/s before the toss. Out of the 4 substitutes named in the team-list, only one of the players can be used as an Impact Player.
- b) Both teams are allowed to use one Impact Player per match.
It is however not compulsory. It is up to the teams whether they want to use the Impact Player or not.
- c) The Impact Player can be used in the following manner:-
The Captain will nominate the Impact Player to the Umpire and the Umpire will signal indicating that Impact Player is being introduced.
The Impact Player can be introduced
 - (i) before the start of the innings or,
 - (ii) after completion of an over or,
 - (iii) in case of a batter, at the fall of a wicket or, at the retirement of a batter at any time during the over.
- (iv) The bowling team can also get an Impact Player during the fall of a wicket, but that Impact Player will not be permitted to bowl if the wicket has fallen mid-over.
- d) A Player who is replaced by an Impact Player ("Replaced Player") can no longer take part in the remainder of the match and is also not permitted to return as a substitute fielder.
- e) If a player gets injured while fielding mid-over, the current Bye-laws will prevail
(refer to Law 24.1- Substitute Fielders). The injured player can no longer take part in the match if the team introduces Impact Player to replace him. Otherwise, Impact Player can only be introduced in the manner as stated above:
- f) In case of Impact Player used by a team, and if an injury occurs, the same rule will apply as per current Bye-laws (refer to Law 24. Fielder's Absence; Substitutes). If umpires are satisfied that a fielder has been injured or becomes ill during the match, a substitute fielder is allowed to field in place of an injured player. The substitute shall not bowl or, act as Wicket-keeper or, as Captain. Penalty Time for the Batting and Fielding teams will apply to the player off the field for the substitute as per the current Bye-laws.
- g) Batting Team:-
 - (i) Impact Player can be introduced in the manner as mentioned above.
 - (ii) Only the Captain, can notify one of the On-field Umpires, at the fall of a wicket or, at the innings break, about the introduction of the Impact Player.

(iii) After the introduction of Impact Player in a game, the player can bat and may bowl a full allotment of 4 overs in an uninterrupted innings.

(iv) Retired Batter:

In the event, a batter is retired and is replaced by an Impact Player and such retired player is nominated as the Replaced Player, then such Replaced Player will no longer take any further part in the game. In the above case, a wicket will be deemed to have fallen.

(v) In the event, a batter is retired and is replaced by an Impact Player, but another player is nominated as the Replaced Player, then the player who has retired can come back and participate in the game subject to Law 25.4.

(vi) In any situation, only 11 players can bat.

h) Bowling Team:-

(i) Impact Player can be introduced in the manner as mentioned above.

(ii) If the Impact Player is introduced at fall of a wicket during the over, in that scenario the Impact Player cannot bowl till the over is completed.

(iii) The fielding captain will notify one of the On-field Umpires before the start of the new over, if he wants to get the Impact Player. At the end of the over the On-field Umpire will signal a change and the Impact Player would replace the outgoing player.

(iv) An Impact Player may bowl a full allotment of 4 overs in an uninterrupted inning irrespective of the number of overs previously bowled by the player he is replacing.

(v) If a bowler is injured mid-over, the current Bye-laws shall prevail (refer to Law 17.8, bowler incapacitated, or suspended during an over). The Impact Player can be introduced immediately and could finish the maximum over quota (4 in an uninterrupted match), provided he does not bowl two overs consecutively, but is not allowed to bowl remaining balls of that over

(vi) If a bowler is suspended to bowl the remaining overs, the Impact Player can be introduced immediately and could finish the maximum over quota (4 in an uninterrupted match), but is not allowed to bowl remaining balls of that over.

(vii) That means if The Impact Player is introduced during the progress of an over by the Fielding Team, in the 3 possible circumstances as stated above, The Impact Player cannot bowl the remaining balls of that over in any case.

i) Delayed or Interrupted start:-

If a delayed start reduces the total number of overs available to both sides to less than 20 overs per innings prior to the commencement of the match or, the overs are reduced after play had commenced, there will be no change in the method of utilization of Impact Player from what is stated above.

j) Impact Player can be utilized at any time during the match.

k) Concussion Substitute:-

If a team introduces the Impact Player and the player gets concussed during the match, please refer to Rule of Concussion Replacement Player.

l) Sanctions and penalty:-

Any sanctions, penalty and/or warnings which may have been issued to a Replaced Player will not be applicable to the Impact Player.

21. COVERING THE PITCH

- 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 required.

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



Naresh Ojha
HONY. SECRETARY

Dated : 05-03-2024