

THE CRICKET ASSOCIATION OF BENGAL

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

Specific Bye-laws for the C.A.B. INTER DISTRICT SENIOR T-20 TOURNAMENT: 2025-2026.

In addition to the Administrative Rules and the General Bye-Laws of the Association for the year 2024 - 2025, the under mentioned Specific Bye-Laws for CAB Inter District Senior T-20 Tournament for the year 2025 - 2026 shall be enforced.

1. White SG CLUB Balls, Color Dress and Black Sight Screen to be used in all the Matches of the Tournament.
2. The Tournament shall be known as 'C. A. B. INTER DISTRICT SENIOR T-20 TOURNAMENT' and will be played on League cum Knock-out basis.
4. The Tournament is open only to the affiliated Districts of this Association. Male players of the respective Districts Sports Associations will be eligible to participate in the Tournament. The players willing to participate in the Tournament shall have to be registered with this Association. 18 Districts will be divided according to their performance in the last season. 2 Groups will consist of 5 Districts and 2 Groups will consist of 4 Districts each. After completion of the First Phase which will be played on League basis, the Top Two Teams from each Group will qualify directly to the Second Phase (Knock-out) based on the performance and rankings in the Group Phase (First Stage) matches. In the Semifinal stage, Winner of QF - 1 will play against Winner of QF-4 in the 1st Semi-Final and Winner of QF-2 will play against Winner of QF-3 in the 2nd Semi-Final. Winner of respective Semi-Final matches will qualify for the Final, to be played to determine the "Winner" and "Runner-Up"
5. There will be no Entry Fee for the Tournament.

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.

6. 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 and Insufficient time for rolling.

Declaration of a side's innings is not permitted.

There won't be any Drinks Interval in any match.

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

Morning Match:	8-45 a.m. to 10-15 a.m.	(First Session)
	10-15 a.m. to 10-35 a.m.	(Break)
	10-35 a.m. to 12-05 p.m.	(Second Session)
Afternoon Match:	12-45 p.m. to 2-15 p.m.	(First Session)
	2-15 p.m. to 2-35 p.m.	(Break)
	2-35 p.m. to 4-05 p.m.	(Second Session)

The above time schedule may however, be altered by District Committee or by the Association with prior intimation to all participating Districts Sports Associations.

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 case of an interruption during the innings of the team batting second, overs shall not be deducted until that length of time, for which the 2nd innings of the match had started early.

However, following a lengthy delay or interruption prior completion to the of the innings of the team batting first, the Match Observer may, at his discretion, reduce the interval between innings from 20 minutes to not less than 10 minutes. Such discretion should only be exercised after determining the adjusted overs per side based on a 20 minute interval.

8. Length of Innings:

Uninterrupted match:

- (a) Each team shall bat for 20 overs unless all out earlier.
- (b) If any team fails to bowl 20 overs or the last over of the stipulated number of overs within the scheduled or rescheduled time, the fielding Team shall be penalized according to Law-17(e) of "General Bye-laws" of the Association.
- (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 teams have the opportunity of batting for the 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 time available for play.
- (c) When a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original or rescheduled cessation time. If required, the time should be extended to add one more over for both the teams.
- (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 over of either team is reduced, a fixed time shall be specified by the umpires for the completion of that session and/or the match.
- (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, then the other team will be awarded the match

Interrupted Match – When 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 reduced for each 4.50 minutes of Play time lost.

Should the No. of over lost result in a fraction of an over, the fraction shall be ignored.

9. Restrictions on the placement of fielders:

In addition to the restrictions contained in Law 28 of “General Bye-laws” for Placement of Fielders on the On-side, further fielding restrictions shall apply to certain overs in each innings. The nature of such field restrictions and the overs during which they shall apply are set out in the following paragraphs:

Subject to 9(c) below these field restrictions shall apply to the first 6 overs of each innings (Power-Play overs).

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 semicircles shall be 25 yards. The radius of such semi-circles for the 3rd position match and the final match shall be 30 yards. The semi-circles shall be linked by two parallel straight lines drawn on the field.

- (a) The field restriction areas should be marked by continuous painted white lines or dots at 5 yards (4.57 metres) interval, each dot may be covered by a white disc.

During the Power-Play overs only two 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 at the instant of delivery.

- (c) In circumstances when the number of overs of the batting team is reduced. The number of overs within each phase of the innings 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 restriction will apply
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 Restriction overs have already been bowled (revised because of interruption), the remaining deliveries in the over, shall not be subject to Field Restriction.

Example :-

A match is reduced to 11 overs when 3.2 balls have been bowled. In this case the match shall recommence with Non Field Restrictions over, 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 and signal 'No Ball'.

10. Number of Overs per Bowler:

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

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

If a match is rescheduled to 10 overs or less (minimum 5 overs), no bowler can bowl more than 2 overs.

For example, if a match is reduced to 5 over per side, 2 bowlers can bowl a maximum of 2 overs each.

In the event of a bowler is suspended or breaking down during an over and unable to complete an over, the remaining ball(s) of that over will 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 bowler's limit is concerned.

11. 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 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)**.

12. Bowling of Fast Short Pitched ball:

- (a) A bowler shall be limited to two fast short-pitched deliveries in an over.
- (b) The Bowler's end Umpire shall advise the bowler and the batsman on strike, when each fast short-pitched delivery 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 two fast short pitched deliveries in an over, the Bowler's end Umpire shall call and signal 'No Ball' on each occasion. After the bowler's end umpire has called and signaled "No Ball", he shall signal "No Ball" to the scorers and then tap the head with the other hand.

13. Wide Bowling – Judging a Wide :

Law 22 of General Bye Laws shall apply.

14. The Points :

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

- | | | | |
|----|-------------------|---|---------------|
| 1. | Win/Match Awarded | - | 4 Points |
| 2. | Tie/No Result | - | 2 Points each |
| 3. | Loss | - | 0 Point. |

(ii) Teams will be selected for the knock-out stage after the Group Stage on the following criteria :-

- (a) Team with highest number of points.
- (b) In the event teams finishing on equal point, which team to qualify for knockout will be determined as follows:
 - The team with the most number of wins;
 - Should there be equality in both points and wins, then the team who has won the match against each other if they have already played against each other in the group stage; this will be applicable if only two teams are on same number of points and same number of wins.
 - If points and wins are equal and above clause is not applicable the team with the Highest Net Run Rate.
 - In the unlikely event that Teams cannot be separated by all the above, this will be done by draw of lots.

At knock-out stage up to and including the Final if result cannot be obtained, the right to qualify for next round or winner of tournament will be decided as under: -

- (a) Most number of wins up to the previous game including league phase.
- (b) Should there be equality in number of wins, then the team who has won the match against each other if they have already played against each other in the league.
- (c) Should there be equality in number of wins and cause (b) is not applicable then team with Higher Net Run Rate calculated up to the previous game including league phase.
- (d) If the winner cannot be determined after applying all the clauses mentioned above, then winner will be decided by spin of coin, in presence of Match Referee or the Umpires, if Match Referee is not present.

Calculation of Net Run Rate: -

A team's Net Run Rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

In the event of a team being all out 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.

Only those matches where results are achieved will count for the purpose of Net Run Rate calculations.

Important point to be noted:-

When a team achieves the target to win a match and fraction of an over is bowled, in that case to get Net Run Rate of that team in that match, the calculation to be made by number of balls that team faced in that innings to reach the target and then multiply that with 6.

15. 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 five (5) Penalty Runs to the Batting Side. However, the ball shall be changed only if the umpire consider it as a violation of clause 41.3 (match ball – Changing its condition).

16. 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 run 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**.
- (c) **Tie in the League Stage:**

The result of a match shall be a "Tie" in the League Stage, when the scores are equal and both the teams had lost same number of wickets. If only the scores are equal, then the team losing lesser number of wickets, shall be declared the "Winner".

In the League Stage:

- (i) If the match could not be started or after start could not be played to finish due to ground, weather or light, the match shall be treated as "**No Result**".
- (ii) If one or both the Team did not get the opportunity to play for minimum full 5 overs, the match shall be treated as "**No Result**".
- (iii) 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 ground, weather or light conditions, the fate of the match shall be decided by the Senior Tournament Committee.

(d) In the Knock-out Stage :

- (i) All the matches in Knock-out stage if could not be started or after start could not be played to finish (at least 5 overs for both the teams) and result is not achieved due to ground, weather or light conditions; or both the number of runs and number of wickets lost by both the teams are equal, then the result of the match (except the Final match) shall be decided by Spin of Coin on the ground in presence of Match Observer / Both the Umpires.

- (ii) If in any Knock-out Match the scores of both the teams are equal, then the team losing lesser number of wickets, shall be declared the "Winner"; except the Final match.
- (iii) In the Final Match if the scores are equal and wickets lost by the both the teams are also equal, then "Super Over" shall take place as per "Appendix B" of "General Bye-Laws" of the Association.
- (iv) There will be a match to decide the "Third Placed Team" of the Tournament, among the two losing Semi-finalist teams and this match will be played on the day of the Final match and prior to it. Like other Knock-out matches in this match also the provision of "Spin of Coin" shall be there to decide the "Winner", if condition of ground, weather or light is not suitable, or if scores and wickets lost by both the teams are equal.
- (v) If the Final match could not be started or after start could not be played to finish (at least 5 overs for both the teams) and result is not achieved due to ground, weather or light conditions, then the finalist teams would be declared as "Joint Winners".

(e) Interrupted Matches – Calculation of the Target Score.

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.

(f) Prematurely Terminated Matches:

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 Team having higher run-rate shall be declared "Winner".

(g) Winning hit or extras :

As soon as a result is reached, the match is at an end. Nothing that happens thereafter, except "Awarding of Penalty runs", shall be regarded as part of it.

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.

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.

(h) 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 innings of the side batting last has been completed, 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.

17. The Eligibility of players will be maintained on the basis of 'SON OF SOIL' and for address proof, the self-attested copy of her Voter Identity Card (her father / mother, if minor) or Aadhar Card (issuing date before two years) or Passport to be attached.
18. Registration and participation of Under-16 and Under-19 players as per Rule-22 of "Administrative Rules", shall not be applicable for this tournament for 2024-2025. Decision regarding other tournaments shall be taken later.
19. . (i) Cricketers will be required to wear Standard Cricket Compliant Helmets at all the times when: -
- (a) Batting against Fast or Medium-Paced Bowling.
 - (b) Wicket-keeping up to the Stumps.
 - (c) Fielding in Close-in Positions in relation to the Striker (with exception of Fielding Position from "Gully" on the Off-side to "Gully" on the Leg-side).
- (ii) The Umpire(s) are the sole judges to decide whether Bowling is Fast or Medium-paced.
- They will judge the Pace of Bowling; if it is to be considered Fast, Medium-Paced or Slow within the context of that particular match.
20. In case of deliberate short run, the captain of the fielding side shall decide who will face the next delivery. Other provisions of clause 18 of General Bye laws for the year 2024 – 2025 shall continue to apply.



BABLU KOLAY
Hony. Secretary

Dated: 17th Oct. 2025