
Cricket Rules

Introduction

The United State Ismaili Games is a high-calibre international sports tournament advocating excellence, healthy competition and sportsmanship by complying with international standards established by the various international sports federations.

Click [here](#) for more information on the Standard Twenty20 International Match Playing Conditions from the official governing body ([ICC - Men's T20 Playing Conditions](#))

Highlights

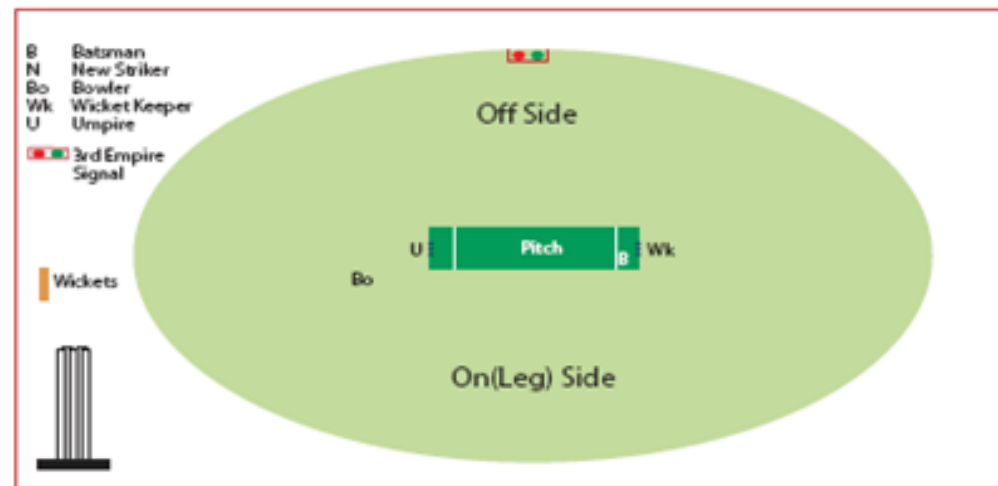
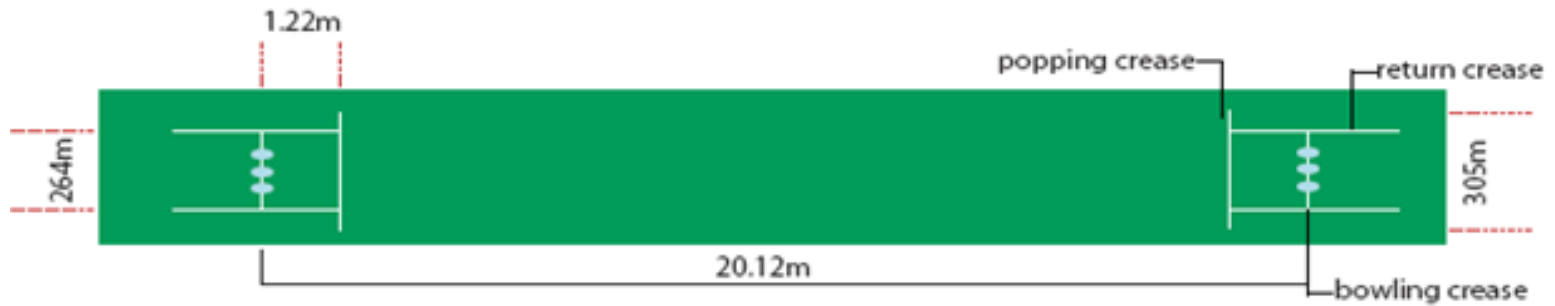
- All matches will be played according to the Standard Twenty20 International Match Playing Conditions established by the International Cricket Council (ICC). Each team will have a maximum of twenty (20) overs. The umpire will have the authority to reduce the number of overs. All adjustments in terms of maximum over by a bowler or field restrictions will be adjusted accordingly.
- A bowler can bowl a maximum of four (4) overs
- If the bowler delivers the ball without some part of his front foot (either grounded or raised) behind the popping crease, or if his back foot does not “land within and not touch the return crease”, this delivery is ruled a no ball. It costs one (1) run and his next delivery is designated a “free hit”, from which the batsman can only be dismissed through a run out, as is the case for the original “no ball”.

- If a bowler delivers a ball above waist height and is considered as no ball as per the ICC rules, batting team will get one run and the following delivery will be considered as “free hit” from which the batsman can only be dismissed through a run out.
- A bowler can bowl only one (1) bouncer in an over. The next bouncer in the same over will be a no ball. A bouncer is a fast short-pitched delivery and is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease in a normal standing position
- The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short-pitched delivery has been bowled
- A runner for a batsman when batting shall not be permitted under any circumstances. A substitute may be brought on for an injured fielder. However, a substitute may not bat, bowl, wicket-keep or act as captain. The original player may return if he has recovered. A batsman may retire hurt or ill, and may return later to resume his innings if he recovers. Returning injured players may bat, bowl or wicket-keep after the minimum time required as per ICC rules
- A maximum of two (2) fielders can be outside the thirty (30) yard circle in the first six (6) overs. These overs are known as Power Play.
- Minimum 6 players including bowler and wicket keeper should be inside the 30-yard circle for the remaining 14 overs.
- Only five (5) fielders can field on the leg side at any point of time
- At the instant of the bowler's delivery there shall not be more than two (2) fielders, other than the wicket-keeper, behind the popping crease on the on side, commonly referred to as being "behind square leg"
- A new batsman has to come to the crease within ninety (90) seconds after dismissal of previous batsman

- After a batter is out caught, the incoming batter shall be walking to the striker's end, irrespective of whether the batters crossed prior to the catch being taken.
- The practice of running out the non-striker when the batter leaves the crease during bowler's runup or before the ball is bowled, will be legal now. The method of dismissal will now be considered as run out rather than 'Unfair Play'.
- If a Twenty20 match ends in the opponents having identical scores in the preliminary rounds the match will be considered a tie
- If a Twenty20 match ends in a tie in the playoffs, the tie shall be broken with a one (1) over per side "Eliminator" or "Super Over"
- A team must have a minimum of twelve (12) players and a maximum of eighteen (18) players
- A match will consist of two (2) teams with eleven (11) players including a team captain. A match may not start if either team consists of fewer than eleven (11) players.
- When a team is reduced to less than six (6) players (irrespective of the reason) and a substitute is unavailable, the offending team shall forfeit the game
- There will be two (2) innings of one (1) hour twenty-five (25) minutes in duration with a maximum of twenty (20) minutes interval between innings
- Teams will also receive a two (2) minute interval break after seven (7) overs and one after fourteen (14) overs
- The blade of the bat shall have a conventional flat face
- A 156 g white ball will be used for all competitions

Cricket Pitch

The Diagram below is an illustration of a cricket pitch:



Equipment

- Spiked footwear is permitted

Fielder absent or leaving the field

- If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire
- The umpire shall give such consent as soon as practicable. If the player is absent from the field for longer than eight (8) minutes:
 - The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent excluding any injuries sustained during the game
 - The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five (5) wickets excluding any injuries sustained during the game

The Umpires

Caught decisions

- The on-field umpires shall be entitled to consult with one another in the following circumstances:
 - Clean catches
 - Should the bowler's end umpire be unable to decide whether or not a catch was taken cleanly, he shall first consult with the square leg umpire

- Should both umpires be unable to make a decision, a not out decision shall be given by the bowler's end umpire
- Bump ball
 - Should the bowler's end umpire be unable to decide whether a catch was taken from a bump ball or not, he shall first consult with the square leg umpire

Boundary decisions

- The on-field umpire shall be entitled to refer to the square leg umpire for a decision about whether the fieldsman had any part of his person in contact with the ball when he touched or crossed the boundary line or whether a four (4) or six (6) had been scored. A decision is to be made immediately and cannot be changed thereafter

Batsmen running to the same end

- In the event of both batsmen running to the same end and uncertainty occurs over which batsmen made his ground first, the on-field umpires may consult each other
- -

The Innings

Number of innings

- All matches will consist of one (1) innings per side, each innings being limited to a maximum of twenty (20) overs. All matches shall be of three (3) hours scheduled duration. All sides are expected to bowl the first (1st) ball of the last of their twenty (20) overs within one-hour-twenty-five minutes (1h 25min) playing time. The interval between the innings will normally be of maximum twenty (20)

minutes duration. In reduced over matches, the interval will be cut to ten (10) minutes.

Length of innings

- Each team shall bat for twenty (20) overs unless all out earlier
- If the team fielding first (1st) fails to bowl the required number of overs by the scheduled time for cessation of the first (1st) innings, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second (2nd) session shall commence at the scheduled time. The team batting second (2nd) shall receive its full quota of twenty (20) overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first (1st) innings.
- If the team batting first (1st) is dismissed in less than twenty (20) overs, the team batting second (2nd) shall be entitled to bat for twenty (20) overs
- If the team fielding second (2nd) fails to bowl twenty (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

Delayed or Interrupted Matches

Powerplay overs in an interrupted / delayed match

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.

No. of Overs (Inns)	PowerPlay Overs
19-20	06
15-18	05
12-14	04
09-11	03

05-08

02

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

Delay or interruption to the innings of the team batting first

- When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of fourteen.one-one (14.11) overs per hour in the total remaining time available for play
- 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 (2nd) shall not bat for a greater number of overs than the first (1st) team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of five (5) overs have to be bowled to the side batting second (2nd), subject to the innings not being completed earlier.
- 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 fourteen.one-one (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 the interval will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one (1) extra over for each team.
- If the team fielding first (1st) fails to bowl the revised number of overs by the specified time, play shall continue until the required numbers of overs have been bowled or the innings is completed

- Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored

Delay or interruption to the innings of the team batting second

- When playing time has been lost and, as a result, it is not possible for the team batting second (2nd) 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 fourteen.one-one (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.
- In addition, should the innings of the team batting first (1st) 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 (2nd) innings started early has elapsed
- To constitute a match, a minimum of five (5) overs have to be bowled to the team batting second (2nd) subject to the innings not being completed earlier
- The team batting second (2nd) shall not bat for a greater number of overs than the first (1st) team unless the latter completed its innings in less than its allocated overs
- A fixed time will be specified for the close of play by applying a rate of fourteen.one-one (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.
- If the team fielding second (2nd) fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved
- Penalties shall apply for slow over rates:

- Time wasting by either side shall result in the umpire awarding five (5) penalty runs to the opponent
- The six (6) run penalty for each over not bowled will apply - all sides are expected to bowl the first (1st) ball of the last of their twenty (20) overs within one-hour-twenty-five minutes (1h 25min) playing time

Number of overs per bowler

- No bowler shall bowl more than four (4) overs in an innings
- In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second (2nd), no bowler may bowl more than one-fifth (1/5th) of the total overs allowed
- Where the total overs is not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance
- 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.

A Tie

- If a Twenty20 match ends in the opponents having identical scores in the preliminary rounds the match will be considered a tie
- In the event of a tied match in the playoffs, the teams shall compete in an "Eliminator" or "Super Over" to determine the winner. Each team nominates three (3) batsmen and one (1) bowler to play a one-over (1-over) per side "mini-match", sometimes referred to as a "One1". In turn, each side bats one (1) over bowled by the one (1) nominated opposition bowler, with their innings over if they

lose two (2) wickets before the over is completed. The side with the higher score from their Super Over wins.

- The umpires shall choose which end to bowl and both teams will bowl from the same end
- Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 match
- The team batting second (2nd) in the match will bat first (1st) in the one (1) over eliminator in the playoffs
- In the event of the teams having the same score after the one (1) over per side eliminator has been completed, the team whose batsmen hit the most number of boundaries combined from its two (2) innings in both the main match and the one (1) over per side eliminator shall be the winner
- 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 over per side eliminator) shall be the winner
- If still equal, a count-back from the final ball of the one (1) over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two (2) wickets during its over, then any unbowled 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 ball or penalty runs.
- Example:

Runs Scored From	Team 1	Team 2
Ball 6	1	1
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 sixth (6th) and fifth (5th) ball of their innings. However, Team 1 scored two (2) runs from its fourth (4th) ball while Team 2 scored a single so Team 1 is the winner.

Interrupted or Prematurely Terminated Matches

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 five (5) overs), then a revised target score (to win) should be set for the number of overs which the team batting second (2nd) will have the opportunity of facing. This revised target is to be calculated using the current Duckworth-Lewis (D / L) method. Duckworth-Lewis method (D/L method) is a mathematical formulation designed to calculate the target score for the team batting second (2nd) in a one-day (1-day) cricket or Twenty20 cricket match interrupted by weather or other circumstance. It is generally accepted to be a fair and accurate method of setting a target score, as it attempts to predict what would have happened had the game come to its natural conclusion. The target set will always be a whole number and one (1) run less will constitute a tie.

Prematurely terminated matches

- If the innings of the side batting second (2nd) is suspended (with at least five (5) overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the D / L 'Par Score' determined at the instant of the suspension by the Duckworth-Lewis method. 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.

Bowling

Mode of delivery

- The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.

- It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal no ball.
- If the bowler has been considered to throw the ball by the umpire it shall result in a no ball
- If the bowler throws the ball towards the striker's end before entering his delivery stride, the umpire shall call a no ball
- The ball shall be fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that point until the ball has left the hand. If deemed unfairly delivered by the umpire it shall result in a no ball.
- The umpire shall call a no ball if other than in an attempt to run out the non-striker the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride
- If the bowler delivers the ball without some part of his front foot (either grounded or raised) behind the popping crease, or if his back foot does not "land within and not touching the return crease", this delivery is ruled a no ball
- The umpire shall call and signal no ball if a ball which he considers to have been delivered, without having previously touched the bat or the striker either i) bounces more than twice or ii) rolls along the ground before it reaches the popping crease
- It costs one (1) run and his next delivery is designated a "free hit", from which the batsman can only be dismissed through a run out, as is the case for the original "no ball"

No ball and Free Hit

- The delivery following a no ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it
- If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it
- For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball
- Field changes are not permitted for free hit deliveries unless there is a change of striker. However, if the wicket-keeper is standing up at the stumps he is allowed to move back to a more traditional position for safety reasons.
- A penalty of one (1) run shall be awarded instantly on the call of no ball
- No ball shall also be called and signalled with respect to the following:
 - Position of wicket-keeper
 - After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters his position in relation to the striker's wicket, except for the following:
 - Movement of a few paces forward for a slower delivery, unless in doing so it brings him within reach of the wicket
 - Lateral movement in response to the direction in which the ball has been delivered
 - Movement in response to the stroke that the striker is playing or that his actions suggest he intends to play
 - Limitations of on side fielders

- Fielders not to encroach on pitch
- Dangerous and unfair bowling
- Deliberate bowling of high full pitched balls
- Infringement on any fielding restrictions
 - A maximum of two (2) fielders can be outside the thirty (30) yard circle in the first six (6) overs. These overs are known as Power Play.
 - For the remaining fourteen (14) overs not more than five (5) players can be outside the thirty (30) yard circle
 - Only five (5) fielders can field on the leg side at any point of time
 - At the instant of the bowler's delivery there shall not be more than two (2) fielders, other than the wicket-keeper, behind the popping crease on the on side, commonly referred to as being "behind square leg"

Substitutes and Runners

- A runner for a batsman when batting is not permitted under any circumstances.
- In case a batsman is unable to continue batting due to any injury sustained during the innings , the batsman may leave the field as retired hurt and return once fully recovered.
- A substitute is a replacement player who joins the match, after it has commenced, to replace an existing player who is incapable of continuing to play the match due to injury or illness suffered during the match
- The inclusion of the substitute is on the approval of the umpire
- Substitutes may only field for the injured player. However, a substitute may not bat, bowl, wicket-keep or act as captain. The original player may return if he has recovered.

Judging a wide

- Umpires are instructed to apply very strict and consistent interpretation in order to prevent negative bowling wide of the wicket. Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.
- A penalty of one (1) run for a wide shall be scored. This penalty shall stand in addition to any other runs, which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls.

Timed out

- The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within one-minute-thirty seconds (1m 30s) of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls.

Restrictions on the placement of fieldsmen

- At the instant of delivery, there may not be more than five (5) fieldsmen on the leg side
- At the instant of the bowler's delivery there shall not be more than two (2) fielders, other than the wicket-keeper, behind the popping crease on the on side, commonly referred to as being "behind square leg"
- For the Powerplay overs only two (2) fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- For the remaining overs only five (5) fieldsmen are permitted to be outside the field restriction marking at the instant of delivery
- Any unfair movement by the fielding team in the field while the bowler is running in to bowl, would lead to the imposition of a five-run penalty on the fielding team and the delivery would be deemed a 'Dead Ball'.

Dangerous and unfair bowling

- A bowler shall be limited to one (1) fast short-pitched delivery per over
- A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease
- The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short-pitched delivery has been bowled
- A ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide
- For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short-pitched delivery in that over
- In the event of a bowler bowling more than one (1) fast short-pitched delivery in an over the umpire at the bowler's end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.
- If a bowler delivers a second (2nd) fast short-pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side, and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- If there is a second (2nd) instance of the bowler being no balled in the innings for bowling more than one (1) fast short-pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings
- Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to

take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

- The bowler thus taken off shall not be allowed to bowl again in that innings
- The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side

Bowling of high full pitched balls

- Any delivery other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not is it likely to inflict physical injury on the striker
- A slow delivery, which passes or would have passed on the full above shoulder height of the striker standing upright at the crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker
- In the event of a bowler bowling a high full pitched ball (i.e. a beamer), the umpire at the bowler's end shall, in the first (1st) instance, call and signal no ball and when the ball is dead, caution the bowler and issue a first (1st) and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- The bowler thus taken off shall not be allowed to bowl again in that innings
- The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side

Time Wasting by the Fielding Side

- If there is any further waste of time in that innings, by any member of the fielding side the umpire shall:
 - Call and signal dead ball if necessary
 - Warn the captain of the fielding side, indicating that this is the first and final warning. The umpire shall also inform the batsman of what has occurred.
 - Inform the other umpire of what has occurred
 - If there is any further wasting by the fielding side in that innings, the umpire shall award five (5) penalty runs to the batting side
 - Inform the other umpire, the batsmen at the wicket and, as soon as practicable, the captain of the fielding side of what has occurred

Time Wasting by the Batting Side

- If the incoming batsman is not in position to take guard or his partner is not ready to receive the next ball within two (2) minutes of the fall of the previous wicket, the action should be regarded as time wasting by the umpires and the umpire shall:
 - Warn both batsmen and indicate 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
 - If there is any further time wasting by any batsman in that innings, the umpire shall award five (5) penalty runs to the fielding side
 - Inform the other umpire, the batsmen at the wicket, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred

Over-Rate Penalties

- The six (6) run penalty for each over not bowled will apply - all sides are expected to bowl the first (1st) ball of the last of their twenty (20) overs within one-hour-twenty-five (1h 25min) playing time. In reduced over matches, the fielding side has one (1) over's leeway in addition to any time that the umpire may allow for stoppages.
- If the bowling team fails to bowl the first ball of the final over of their innings within the stipulated time, they will lose one fielder from outside of the 30-yard circle for the remainder of the innings.

For example, if a team is bowling the 17th over after the mandatory 85-minute time limit that team must complete their overs, then the bowling side will have to bowl as many as three overs with four fielders outside the inner circle instead of five. The fielding teams are now needed to start the final over of their innings by the 85th minute mark to avoid any such penalty. The third umpire and the match officials will keep a tab on the time. However, any time lost due to injury or other unforeseen incidents will be taken into consideration and reworked time-limit will be set as per the umpire's discretion.

- In all matches, the timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration
- Umpires are instructed to apply a strict interpretation of time-wasting by the batsman (five-run (5-run) penalties). Specifically, batsmen are expected to be ready for the start of a new over as soon as the bowler is ready.

Net Run Rate

- A team's net run rate is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team during the course of the tournament

- 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. 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 one (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

Warm-up

- There shall be no warm-up of any kind, at any time, on the pitch or on either of the two (2) strips parallel and immediately adjacent to the pitch
- All forms of warm-up are permitted on the outfield prior to the match or during intervals or between innings provided the umpires are satisfied that such warm-up will not cause significant deterioration in the condition of the outfield
- There shall be no bowling or batting warm-up on the outfield. However, bowling a ball to a player in the outfield, using arm action only, shall not be regarded as bowling warm-up.
- Prior to the match, teams are entitled to a five (5) minute warm-up period
- If either captain requests separate official warm-ups, the teams will be allowed five (5) minutes each

Coaching

- Coaching is considered to be communication, advice or instruction of any kind to a player
- Coaching can be provided to the player(s) during the two (2) two minute (2) interval breaks at seven (7) and fourteen (14) overs and during the twenty (20) minute interval break between innings
- In the above regulation breaks during a match, the coach must return to their designated team bench area as soon as the umpire announces that the interval break is over
- Throughout the match, the coach may conduct the play of his team from outside the playing surface at his designated area
- The coach or captain records or checks the names and numbers of his players on the score sheet and then signs it
- Where a head coach is not present or available, an assistant coach, team manager, or team captain may assume the role of a coach
- Under no circumstances can coaching be provided when the ball is in play or in any manner distracting the opposing player(s) or disrupt or delay the match

Injury and Bleeding

Injury

- Should a serious accident occur while the ball is in play, the umpire shall stop the match immediately and permit medical assistance to enter the pitch
- Players who are injured but not bleeding will be given two (2) minutes to attend to their injury
- If the player is not ready to recommence play after the two (2) minutes, the player must leave the playing surface to recover from their injury

- Provided that the player has not been substituted, a player may return to the match after they have recovered from their injury
- Any player who leaves the pitch to attend to an injury must wait until the end of the over in progress before returning to the match
- Any substitute who replaces an injured player cannot bat, bowl or wicket-keep
- When a team is reduced to less than six (6) players (irrespective of the reason) and a substitute is unavailable, the offending team shall forfeit the game

Bleeding

- Any player suffering an injury that results in bleeding must leave the field of play for medical treatment unless the bleeding can be stopped within two (2) minutes
- Play shall be suspended immediately lasting not more than two (2) minutes and the player shall receive medical treatment
- If immediate medical treatment does not stop the bleeding injury he must be substituted until the bleeding is stopped and the blood is removed from his uniform
- A player who leaves the pitch to attend to his bleeding injury must wait until the end of the over in progress before returning to the match
- The umpire must clear a previously bleeding player before they shall return to the match
- Any substitute who replaces an injured player cannot bat, bowl or wicket-keep
- Bloodstained clothing must be replaced
- When a team is reduced to less than six (6) players (irrespective of the reason) and a substitute is unavailable, the offending team shall forfeit the game

Ball Polishing

- Permanent ban of use of saliva to polish the ball - Due to the Covid-19 pandemic, the ICC had banned the use of saliva to shine the ball and ever since, players have been depending on sweat to maintain it. However, the ICC has now made the decision permanent.

For all other issues not addressed in these Standard Twenty20 International Match Playing Conditions, please refer to The United State Ismaili Games General Rules and Regulations.