



ACC UNDER – 17 CUP 2005 PLAYING CONDITIONS

TITLE

The Tournament shall be known as '**ACC UNDER – 17 CUP 2005**' and is organised by **Malaysian Cricket Association** on behalf of **Asian Cricket Council**.

QUALIFICATION RULES

- a) At least 9 of the playing eleven must qualify under the category of Nationals and the balance 2 players must qualify under 'Deemed Nationals' as per the Qualification Rules for International Cricket Council matches, series and competitions effective 1st October 2003. The cut off date for qualification is 1st August 2005. For avoidance of any doubt please refer to the Qualification Rules for International Cricket Council Matches, Series and Competitions.
- b) Only those players born on or after 1st June 1988 are eligible to play in the tournament.
- c) Age Determination Protocol will be strictly followed. Teams(s) with over aged players will forfeit all points secured prior to this exercise or may be scratched from that particular tournament. Refer Memo from ACC on Age Determination Protocol dated 27th April 2007.
- d) Participating countries to provide a List of 18 players and 3 officials by 10th July 2005 and the final 14 by 31 July 2005.
- e) Any participating country unable to meet the qualification requirement will not be allowed to play in the tournament.

COMPOSITION OF TEAMS

1. Each team will be limited to 14 players, 1 Manager, 1 Coach and an umpire (Total 17 members).
2. Each nominated player registered must be in accordance with the qualification rules.

PARTICIPATING TEAMS

<u>GROUP 'A'</u>	<u>GROUP 'B'</u>	<u>GROUP 'C'</u>	<u>GROUP 'D'</u>
Bahrain	Saudi Arabia	Nepal	UAE
Qatar	Bhutan	Afghanistan	Malaysia
Oman	Singapore	Brunei	Thailand
Hong Kong	Kuwait		

MATCH VENUES

Selangor Turf Club (STC) / Bayumas Oval (BMO) / Kelab Aman (KA)

Kinrara Oval (KO) / Penang Sports Club (PSC) / Johor Cricket Academy (JCA)

RULES

1. LAWS OF CRICKET



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Except as varied hereunder the Laws of Cricket (2000 Code), 2nd Edition 2003 and ICC Standard One Day International Match Playing Conditions shall apply.

Note : All references to 'Governing Body' within the laws of Cricket shall be replaced by 'ACC Match Referee'.

2. DURATION OF MATCHES

All matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited to 45 six ball overs. A minimum of 20 overs per team shall constitute a match.

3. COMPETITION FORMAT

Each team will play one match against the other from their group and the top two teams from each group shall play a crossover Quarter final. The winners of the quarter finals shall play a semi-final and the winners of these semi-finals shall play the Grand Final.

(PLEASE REFER SCHEDULE ATTACHED)

(FOR ALL MATCHES FROM QUARTER FINALS ONWARDS PLEASE ALSO REFER TO
CLAUSE 14)

4. HOURS OF PLAY, INTERVALS AND MINIMUM OVERS IN THE DAY

4.1 START AND CESSATION TIMES:

<u>SESSION 1</u>	<u>LUNCH</u>	<u>SESSION 2</u>
1000 - 1310	1310 - 1355	1355 - 1705

4.2 INTERVAL BETWEEN INNINGS

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 at least 30 minutes prior to the scheduled interval, in which case a ten minute break will occur and the team batting second will commence its innings and the interval occur as scheduled. Where play is delayed or interrupted the umpires will reduce the timing of the interval as follows :-

<u>Time lost</u>	<u>Interval</u>
Up to 60 minutes	30 Minutes
Between 60 and 120 minutes	20 Minutes
More than 120 minutes	10 Minutes

Note : Refer also the provisions in Clause 7.2

4.3 INTERVALS FOR DRINKS



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Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. The provision of Law 16.6 shall be strictly observed except that under conditions of extreme heat the Umpires may permit extra interval for drinks.

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 shall be dressed in proper cricket attire.

4.4 EXTRA TIME :

In the event of any interruption of play due to weather, light or any unavoidable circumstances up to 30 minutes of extra time will be added to the scheduled cessation time.

5. APPOINTMENT OF MATCH REFEREES, UMPIRES & SCORERS

5.1 UMPIRES & MATCH REFEREES

There will be a panel of Umpires & Match Referees appointed by ACC who will officiate at all matches. All on Field Umpires will be from the Participating Countries/Asian Panel of Umpires. For all matches two umpires will be appointed for on- field duties and an additional 'third umpire' to assist them.

5.2 SCORERS

The host country will provide an Official Scorer for each venue and the scores maintained by the Official Scorer would be that entered into the Official Records. The participating countries will have to provide their own scorer or a person to assist the scorers in identifying the players.

6. THE TOSS

The Captains, dressed in on-field match clothing, shall toss for the choice of innings on the field of play 30 minutes before the scheduled or rescheduled time for the match to start. The Referee will accompany the Captains and supervise the Toss.

7. LENGTH OF INNINGS

7.1 UNINTERRUPTED MATCHES

(a) Each team shall bat for 45 (six ball) overs unless all out earlier. A team shall not be permitted to declare its innings closed.

(b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs have been bowled. Unless otherwise determined by the Referee, the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over. The interval shall not be extended and the second session shall commence at the scheduled time. The Referee may increase the number of overs to be bowled by the team bowling second if, after consultation he is of the opinion that events



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beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting first.

(c) If the team batting first is all out and the last wicket falls at or after the scheduled time of interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval (the over in which the wicket falls to count as a complete over).

(d) If the team batting first is dismissed in less than 45 overs, the team batting second shall be entitled to bat for 45 overs except as provided in (c) above.

(e) If the team fielding second fails to bowl the required number of overs as provided in 7.1 (b), (c) or (d) by the scheduled cessation time, the target of the team batting second shall be reduced by the average of runs scored in the 10 best overs of the team batting first multiplied by the number of overs short bowled at the scheduled cessation time. The over in progress shall count as completed over. The hours of play shall be extended until the required number of overs are bowled or a result is achieved or until bad light stops play. The Referee/Umpires may reduced the penalty if, after consultation he/they are of the opinion that events beyond the control of the fielding team prevented that team from bowling the required number of overs by the cessation time.

7.2 DELAYED OR INTERRUPTED MATCHES

7.2.1 GENERAL

(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.

A minimum of 20 overs have to be bowled to the team batting second to constitute a match.

The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour in the total time available for play. If a reduction of the number of overs is required, any recalculation must not cause the match so rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added, if required.

(b) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.

(c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.

(d) Fractions are to be ignored in all calculations regarding the number of overs.

7.2.2 DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING FIRST

(a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of Clauses 4.2 and 7.2.1 (a)



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(b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled and Clause 7.1(b) shall apply.

(c) If the team batting first is all out and the last wicket falls at or after the scheduled time for intervals, Clause 7.1(c) shall apply.

7.2.3 DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING SECOND

If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of 15 overs per hour for the time lost.

8. RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN

Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stumps at either end of the pitch. The radius of each semi circle is 30 yards (27.5m) and the ends of each semi circle are joined to the other by a straight line drawn on the field on the same side of the pitch.

The field restriction area should be marked by continuous painted white lines or 'dots' at 5 yard (4.5m) intervals, each 'dot' to be covered by white plastic or rubber (but not metal) disc measuring 7 inches (18cm) in diameter.

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

For the first 13 overs, only 2 fieldsmen are permitted to be outside the field restriction marking at the instant of delivery. For the remaining overs only 5 fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.

Two inner circles shall be drawn on the field of play. The circles have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles is 15 yards (13.72 metres). The field restriction area should be marked by 'dots'. The segment of the circle reserved for the slip positions shall not be demarcated. (Refer Appendix 1).

In the first 13 overs there must be a minimum of 2 stationary fieldsmen within 15 yards field restriction of the striker at the instant of delivery. The two stationary fieldsmen may be permitted to stand deeper than 15 yards (in the un-demarcated area) provided only that they are standing in orthodox slip positions.

Where play is delayed or interrupted affecting the innings of the team batting first and the total number of overs available is reduced, the number of overs in regard to field restrictions shall be reduced proportionately for both teams. (Number of overs x 30%) in accordance to the table below. Fractions are to be ignored in all calculations re the number of overs.

TOTAL OVERS IN INNINGS	NO. OF OVERS FOR WHICH FIELDING RESTRICTIONS SHALL APPLY.
20 - 24	6
25 - 26	7
27 - 29	8



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30 - 33	9
34 - 36	10
37 - 39	11
40 - 43	12
44 - 45	13

Where the number of overs for the team batting second is reduced (including under the provision of clause 7.1 (b) and/or 7.1 (c) above the field restriction above will apply for the same proportion of the second innings as applied in the first innings. (fractions to be ignored).

In the event of an infringement, the Square Leg Umpire shall call and signal 'No Ball'.

9. NUMBER OF OVERS PER BOWLER

No bowler shall bowl more than 9(six ball) overs in an 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 allowed. This will not apply if a bowler has completed his quota of overs before the interruption to play.

Where the total overs in not divisible by 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 bowled 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.

10. NO BALL

A bowler shall be allowed to bowl one short pitched delivery per over (not being a wide) A

fast short pitched delivery is defined as a ball that passes or would have passed above

Shoulder height of the striker standing upright at the crease, but not clearly above the batsman's head.

In the event of the bowler bowling more than one fast short pitched delivery in an over, the umpire shall call and signal No Ball. The penalty shall be one run for the no ball plus any runs scored from the delivery.

The above regulation is not a substitute for Law 42.6 which umpires may apply at any time. (See Rule 30)

Note – the provision of one allowable fast short pitched delivery per over shall be superseded by the provision of Rule 11 – wide bowling.

11. WIDE BOWLING - JUDGING A WIDE

Umpires are instructed to apply very strict and consistent interpretation in regards to this Law 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". As a guide on the leg side, any ball



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landing clearly outside the leg stump and going further away shall be called a “Wide”. For off side wide, a **dotted line 17 inches from the inside edge of the return crease shall be drawn between the popping crease and the bowling crease on either side of the stumps.**

12. THE BALL (INCLUDE LAW 5 AMENDMENT)

Each fielding team shall have one new ball for its innings. ACC shall provide “**SG Tournament Special**” **red four piece** cricket ball which will be used in all matches. Each fielding team shall have one new ball for its innings.

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

Either Bowler or Batsman may raise the matter with umpires and the Umpires’ decision as to the replacement or otherwise will be final.

LAW 5

The fielding Captain or his nominee may select the Ball with which he wishes to bowl from the supply provided by the organisers. Such a selection must take place in the presence of the Match Referee.

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 ball and shall retain possession of it at the fall of a wicket, a drinks interval, at the end of each over, or any other disruption in play.

LAW 5.5 - Ball Lost or becoming unfit for play.

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

13. THE RESULT

13.1 A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

All matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared ‘No Result’.

13.2 TIE

In matches in which both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a ‘Tie’ and no account shall be taken of the number of wickets which have fallen.



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13.3 DELAYED OR INTERRUPTED MATCHES - CALCULATION OF 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 been revised to a lesser number than originally allotted (minimum 20 overs unless the provision of 7.1 (b) and 7.2.2 (b) apply), 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 method. The target set will always be a whole number and one run less will constitute a Tie. (Refer appendix 2)

13.4 PREMATURELY TERMINATED MATCHES

If the innings of the side batting second is suspended (with at least 20 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 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.

14. POINTS

14.1 PRELIMINARY MATCHES

The points system shall be as follows :

Win, with bonus point	6
Win, without bonus point	5
Tie or No Result	3
Loss, but not conceding bonus point	1
Loss conceding bonus point	0

In the event of the teams finishing on equal points, the right to play in the Final round matches will be determined as follows :

- The team with the most number of wins
- If still equal, the team which was the winner of the preliminary match(played between them)
- If still equal, the team with higher number of bonus points
- If still equal, the team with highest net run rate.

In a match declared as no result, run rate is not applicable.

14.2 DEFINATION OF NET RUN RATE AND 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.



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Only those matches where results are achieved will count for the purpose of net run rate calculation. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purpose Team 1 will be accredited with Team 2's Par Score on abandonment of 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 of the total number of overs allocated to Team 2 to reach the target..

Run Rate shall be determined by the number of runs scored per over, calculated, to two decimal places by dividing a sides total runs scored by the number of balls received in its innings (excluding 'Wides' and 'No Balls') and multiplying the quotient by six. I.e.

$$\text{Scoring Rate (Run Rate)} = \frac{\text{Runs scored} \times 6}{\text{Balls received (excl. Wides \& No Balls)}}$$

14.3 BONUS POINTS

The team that achieves a run rate 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. (Refer Appendix 3)

In an unlikely event in the preliminary round matches two or more teams tie on equal points due to all matches being washed out with NO RESULTS, the right to play in the Final Round matches would be decided by a Fresh Toss of Coin.

14.4 FINAL ROUND MATCHES

In an unlikely event matches in the final round get washed out with NO RESULT the right to play in the next round matches will be determined by the following up to the point of the present round :

- The team with the most number of wins
- If still equal, the team which was the winner of the preliminary match(played between them)
- If still equal, the team with higher number of bonus points
- If still equal, the team with highest net run rate.
- If still equal, by the spin of a coin.

In a match declared as no result, run rate is not applicable.

14.6 FINAL

If no result is achieved in a final then the winner shall be :

- (a) The team with higher points in all played up to the final, if finishing equal,
- (b) the team with most number of wins up to the final, if still equal,
- (c) the team which was the winner of more number of match, played between them, or if still equal,
- (d) the team with higher number of bonus points, if still equal,
- (d) the team with better net run rate or if still equal,
- (e) the teams will be decided **JOINT WINNERS.**



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15. SUBSTITUTES

15.1 Law 2.1 will apply as modified

In the normal circumstances, a Substitute shall be allowed to field only for a player who satisfies the Umpires that he has become injured or become ill during the match. However, in very exceptional circumstances, the Umpires may use their discretion to allow a Substitute for a player who has to leave the field or does not take the field for other reasons wholly acceptable reasons. If a player wishes to change his shirt, boots etc., he may leave the field to do so (no changing on the field) but no substitute will be allowed.

15.2 Law 2.6 (Runner's Equipment) will apply as modified.

The player acting as Runner for an injured Batsman shall at all times wear similar external clothing and protective equipment as the injured Batsman.

15.3 Law 2.8 Fieldsman Leaving the Field

In place of Law 2.8 the following will apply :

No fieldsman shall leave the field or return during the session of play without the consent of the Umpire at the bowler's end. The Umpire's consent is also necessary if a Substitute is required for a fieldsman at the start of play or when his side returns to field after an interval. If a member of the fielding side does not take the field at the start of play, leaves the field or fails to return after an interval and is absent from the field longer than 8 minutes :

(i) 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.

(ii) The player shall not be permitted to bat unless or until, in the aggregate, he has returned to 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 wickets.

The restriction (i) and (ii) above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as pulled muscle) while participating earlier in the match and consequently been forced to leave the field. Nor shall apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness) and consent for a Substitute has been granted by the opposing Captain.

Note - In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the Umpires when he is fit enough to take the field had play been in progress.

16. LAW 3.8 - FITNESS OF GROUND, WEATHER AND LIGHT

Law 3.9 – Suspension of play for adverse conditions of ground, weather or light

Law 3.8 and 3.9 shall apply subject to the following :

16.1 If conditions during rain stoppage improve and the rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If both on-field umpires agree that the current drizzle would not have



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caused stoppage, then play shall resume immediately. In these circumstances the provision of Law 3.9(b) and 3.9(c) (i) shall not apply.

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

16.3 If a shadow from the fielder falls across the strikers half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal 'dead ball' if he considers the striker has been disadvantaged by the action.

Law 3.10 – Exceptional Circumstances

The following shall apply in addition to Law 3.10

16.4 **Play may be suspended due to safety and security concerns by the umpires on the advice of the Match referee, the head of the relevant ground authority or the police.**

16.5 Where play is suspended under Clause 16.4 above the decision to abandon or resume play shall be the responsibility of the Match Referee who shall act only after consultation with the ground authority and police.

17. LAW 6 - THE BAT

Law 6.1 will apply as modified:

The bat overall shall not be more than 38"/96.5 cm in length; the blade of the bat shall be made of wood, shall have a conventional "flat" face and shall not exceed 4 1/4" /10.8cm at the widest part.

18. LAW 7 - THE PITCH

In addition to the Law 7.2, the following will apply:

Captains, Umpires, the Referee and Groundsmen should co-operate to ensure that prior to the start of any day's play no one bounces a ball on the pitch or strikes it with a bat to assess its condition or for any other reason, or causes damage to the pitch in any other way.

In the event of any dispute, the Referee in consultation with Organisers, will rule and his ruling will be final.

19. LAW 10 - THE PITCH

ALL MATCHES SHALL BE PLAYED ON NATURAL TURF PITCHES.

19.1 Law 10.1 - Rolling of Pitch.

Law 10.1 will apply, but add the following sentence to the first paragraph:

However in the opinion of the Umpires, the delay has had no significant effect upon the state of the pitch, they shall refuse any request for the rolling of the pitch. In addition the Umpires are empowered to authorise Groundsman to roll, sweep and re-mark the crease markings, if necessary and otherwise treat the pitch by such manner and means which they, bearing in



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mind the advice of the Groundsman, consider will return the state of the pitch as near as possible to that pertaining when the choice of innings was made..

19.2 Law 10.3 (d) - Mowing of the Outfield

The outfield shall be mown daily before play begins.

20. LAW 11 - COVERING OF THE PITCH BEFORE AND DURING A MATCH

In place of Law 11.1 and 11.2, the following will apply :

In all matches, the pitch shall be entirely protected against rain up to the commencement of play and for the duration of the match. It shall be wholly covered at the termination of each day's play or providing the weather is fine , within a period of two hours thereafter.

The covers shall be removed no earlier than 5.00am and no later than 7.00am on each morning of the match (including rest day) provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.

Note - The covers must totally protect the pitch and also the surroundings, a minimum 5 meters on either side of the pitch and the bowlers run-ups of at least 10 meters and any worn or soft areas in the field. [Attention is drawn to Law 3 and Law 11.3]

21. DRYING OF PITCH AND GROUND

(a) Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the Groundsman. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the Groundsman but the drying of the affected area of the pitch shall be carried out on the instruction 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.

(b) The Umpires may instruct the Groundsman to use any available equipment , including any roller for the purpose of drying the pitch as well as the surrounding area making it fit for play.

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

22. LAW 15.2 - PRACTICE ON THE FIELD

At no time on any day of the match shall there be any bowling or batting practice on the pitch or the square , except in official netted practice pitch areas. In addition there shall be no bowling or batting practice on any part of the square or the area immediately parallel to the match pitch after the commencement of play on any day. Any fieldsman contravening this Law may not bowl the next over. No practice may take place on the field if, in the opinion of the Umpires, it could result in waste of time.

23. LAW 19 - BOUNDARIES



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- 23.1** THE BOUNDARIES OF THE FIELD OF PLAY : The playing area shall be a minimum of 140 yards(128.01meters) from boundary to boundary square of the pitch. The pitch shall be a minimum of 60 yards (54.86meters) from one boundary square of the pitch. When this minimum distance is used , the pitch has to be a minimum 80 yards (73.15meters) from the opposite square boundary. The straight boundary at both ends of the pitch shall be minimum of 60 yards (54.86meters). Distances shall be measured from the centre of the pitch used.
- 23.2** DEFINING THE BOUNDARY – BOUNDARY MARKING : All boundaries must be designated by a rope or similar object of a minimum standard as authorised by ICC/ACC. Where appropriate the rope should be a required minimum 3 yards (2.74 meters) inside the perimeter fencing or advertising signs. For grounds with large playing area, the maximum length of boundary should be used before applying the minimum 3 yards (2.74meters) between the boundary and the fence.
- 23.3** SCORING A BOUNDARY – The following shall be added to Law 19.3 : If an unauthorised person enters the playing arena and handles the ball , the umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batsman is liable to be out as a result of the unauthorised person handling the ball.
- 23.4** SIGHT SCREENS : White Sight Screens shall be provided at both ends of all grounds. Advertising shall be permitted on the sight screen behind the striker , provided it is removed for subsequent over from that end.
- 24. LAW 22.7 - BOWLER INCAPACITATED OR SUSPENDED DURING AN OVER.**

The following shall apply in place of Law 22.7

If for any reason, a Bowler is incapacitated while running up to bowl the first ball of an over, or is incapacitated or suspended during an over the Umpire shall call and signal “dead ball” and another bowler shall bowl or complete the over from the same end, provided only that he shall not bowl two overs or part thereof, consecutively in one innings (See also Clause 9).

25. THE BALL - MODE OF DELIVERY

Law 24.1 Will apply except that the bowler may not deliver the ball underarm.

In addition the Umpire at the bowler's end shall call and signal 'No Ball' if a ball which the Umpire considers to have been delivered:

- (i) bounces more than twice, or
- (ii) rolls along the ground, or
- (iii) comes to rest

before it reaches the striker or if not otherwise played by the striker, before it reaches the popping crease. If the ball comes to rest in such

circumstances, the Umpire will call 'No Ball' and Law 25.3 shall apply.

26. LAW 24.8 AND 25.6

In addition the following shall apply :

No balls and Wide balls not scored from shall be included in the bowling analysis of the bowler responsible.



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27. LAW 30 - BOWLED

The following shall apply in place of Law 30.1 (b) :

He plays the ball, or if it touches his person , then hits or kicks it into and breaks his wicket and in the Umpire's judgement an attempt to protect the wicket has been made, the striker will be given out on appeal - bowled. Completion of the stroke will not be considered if an attempt is made to protect the wicket. See **Law 34.1 (Out - Hit the Ball Twice)**.

28. HELMETS (AND PROTECTIVE EQUIPMENT)

In addition to **Laws 23.1(e), 32.2(e), 38 Note (c) and 41.1** the following shall apply :

The striker is Out under this Law if the ball is deflected from his bat on to his own protective helmet and is subsequently caught. Runs may be scored off deflections from batsman's or fielder's helmet.

A batsman may call for a helmet to be brought out to him at any time. He must then wear or carry it personally all the time while play is in progress, or can have it taken off the field at the fall of a wicket , or at the end of an over, or at any drinks interval. In all cases no action involving helmets are to waste playing time. Umpires are not to hold helmets.

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the Umpires do not consider that it constitutes a waste of playing time. A batsman may only change other items of protective equipment (e.g.

batting gloves etc.) provided that there is no waste of playing time.

29. LAW 42.4 - (LIFTING THE SEAM) AND 42.5 - (CHANGING THE CONDITION OF THE BALL)

In the event that a ball has been interfered with and requires replacement the batsman at the wicket shall choose the replacement ball from a selection of other balls of various degree of usage (including a new ball) and of **"SG TOURNAMENT SPECIAL"** brand.

30. LAW 42.6 - THE BOWLING OF SHORT PITCHED BALLS & FAST HIGH FULL PITCHED BALLS.

Bowling of fast short pitched balls-LAW 42.6(a)

- a) A Bowler shall be limited to **one fast short-pitched delivery per over**.
- b) A fast short-pitched ball is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- c) The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- d) In addition, for purpose of this regulation and subject to clause (f) below, 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**.



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- e) 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.
- f) In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in clause (b) above, the umpire at the bowlers 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 his head with the other hand.
- g) 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.
- h) 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.
- i) 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.
- j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- k) 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.
- l) The umpires will then report the matter to the Match Referee, who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains.)

Bowling of fast high full pitched balls - LAW 42.6(b)

Law 42.6 (b) shall be replaced by the following:

- a) **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 it is likely to inflict physical injury on the striker.**
- b) **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.**
- c) **In the event of a bowler bowling a high full pitched ball as defined in Clauses 42.4.1(a) and 42.4.2 (b) above (i.e. a beamer), the umpire at the bowler's end shall, in the first instance, call and signal no ball and when the ball is dead, caution the bowler and issue a first 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.**
- d) **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**



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shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

- e) The bowler thus taken off shall not be allowed to bowl again in that innings.
- f) 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.
- e) The umpires will then report the matter to the **Match Referee** who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains.)

31. Law 42.7 Dangerous and Unfair Bowling – Action by the umpire

Law 42.7 shall be replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of Clauses 42.4.1, 42.4.2 and 42.6 the following shall apply at any time during the match.

42.5.1 The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.

42.5.2 In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:

- (a) In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- (b) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
- (c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- (d) 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. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).
- (e) The bowler thus taken off shall not be able to bowl again in that innings.
- (f) 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.
- (g) The umpires will then report the matter to the **Match Referee** who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains.)

32. Law 42.8 Deliberate bowling of High Full Pitched Balls



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Law 42.8 shall be replaced with the following:

If the umpire considers that a high full pitch delivery, which is deemed dangerous and unfair as defined in Clause 42.4.2 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowlers end shall:

- a) call and signal no ball.**
- b) When the ball is dead, direct the captain to take the bowler off forthwith.
- c) Not allow the bowler to bowl again in that innings.**
- f) Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
- d) Report the occurrence to the other umpire, to the Captain of the batting side and the Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains).

42.7 Action by the umpires for dangerous and unfair Bowling

Should the umpires initiate the caution and warning procedures set out in Clauses 42.4.1, 42.4.2 42.5 and 42.6 such cautions and warnings are not to be cumulative.

34. “HITTING UP”

Teams are required to observe Ground Authority regulations and to exercise the utmost care and caution when engaging in practice and pre-match warm-up and “hitting-up” activities so as to avoid the risk of injury to members of the public, damage to the centre wicket and to perimeter fencing.

35. Technical Committee will consist of :

- 1. Charlie Chelliah**
- 2. Roger Binny**
- 3. Anil Kalaver**

and their decision in all respects of the tournament will be final.

IMPORTANT

The most significant addition to the Laws of Cricket 2000 is its PREAMBLE.



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The tone of this preamble not only defines the parameters within which Cricket is required to be played but also ensures that any deviation from the laid down norms is readily punishable.

The Salient features of The Preamble (Introduction of an act giving its persons and purpose) are:

1. The Preamble Lays Emphasis on

Spirit of the Game

Responsibility of captains

Players' conduct

Umpires and captains setting the tone for the conduct of a match

2. The preamble defines unfair play as

Time wasting

Damaging the pitch

Dangerous and unfair bowling

Tampering with the ball

Any other action that the umpires consider to be unfair

3. The preamble defines spirit of the game as a sense of respect for

The opponents

Own captain and team

The role of the umpires

Games traditional values

4. The preamble forbids

Disputing an umpire's decision by word, action or gesture **Cheating** by way of:

Appealing knowing that the batsman is not out

Advancing towards an umpire in an aggressive Manner while appealing trying to distract an opponent in any such as persistent clapping or unnecessary notice under the guise of enthusiasm/motivation violence.

Provisions of the preamble have to be followed fully as violation of any of its clause is punishable under the following Laws of cricket:

Law 2.6:

5 penalty runs are awarded if a player returns to the field without umpire's consent and comes into contact with a ball in play.

Law 17.1:

Bowling practice on the pitch or the area parallel and immediately adjacent to it is not allowed. Contravention will debar a bowler from bowling again in the innings until his side has bowled at least 5 overs.



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Law 18.5:

Deliberately taking short run is unfair and batsman is warned. Repetition leads to a penalty of 5 runs awarded to fielding side.

Law 41.2:

Wilfully fielding the ball other than his person calls for 5 penalty runs.

Law 42.3:

Changing the condition of the ball is punishable with an award of 5 penalty runs.

Law 42.4:

Deliberate attempt to distract striker before receiving a delivery calls for final warning and repetition leads to a penalty of 5 runs.

Law 42.5:

Deliberate distraction or obstruction of batsman after the striker has received the delivery is punishable with 5 penalty runs.

Law 42.9:

Time wasting by the fielding side invokes a final warning and repetition leads to an award of 5 penalty runs.

Law 42.10:

Batsman wasting time calls for a final warning with repetition leading to an award of 5 penalty runs to the fielding side.

APPENDIX A

All penalty runs in the Laws of Cricket 2000 Code now apply in International Cricket. Some penalty runs can be referred to the ICC Match Referee for further action if necessary.

The following grid should be read in conjunction with these Standard Playing Conditions.



ACC UNDER – 17 CUP 2005 PLAYING CONDITIONS

Playing Condition Clause No.	Law	Action on Field Penalty Runs	Award of Match Referee	Report to ICC
2.2	2.6 (iii)	Yes	Yes	As Law
18.1	18.5	Yes	Yes	As Law
41.2	41.2 (c)	Yes	Yes	As Law
N/a	41.3	Yes	Yes	No
42.1	42.3	Yes	Yes	Yes
42.2	42.4	Yes	Yes	Yes
42.3	42.5	Yes	Yes	Yes
42.9	42.9	Yes	Yes	As Law
42.10	42.10	Yes	Yes	As Law
42.12	42.13	Yes	Yes	As Law
42.13	42.14	Yes	Yes	As Law
42.14	42.16	Yes	Yes	As Law

APPENDIX B

Calculation Sheet for Use When Delays or Interruptions Occur in First Innings of One Day Internationals

Time

Net playing time available at start of the match

380 minutes (A)



ACC UNDER – 17 CUP 2005 PLAYING CONDITIONS

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)

Overs and Fielding Restrictions

Overs in match [G / 4.2] round up fraction and +1 if necessary _____ (H)

Max. overs per team [H / 2] _____ (I)

Max. overs per bowler [I / 5] _____ overs

Fielding restrictions [I x 0.3] _____ overs

Fielding restrictions innings 1 _____ overs

Fielding restrictions innings 2 _____ overs [Note carefully Clause 8 is applied]

Rescheduled Playing Hours

First session to commence or recommence _____ (J)

Length of innings [I x 4.2] _____ (K)

Rescheduled cessation time [(J + K) – B] _____

Length of interval _____

Second session commencement time _____ (L)

Rescheduled cessation time = (L + K) _____



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APPENDIX C

Calculation Sheet for Use When Delays or Interruptions Occur in Second Innings of One Day Internationals

Time

Original cessation time of innings _____ (A)

Time at start of interruption _____ (B)

Restart time _____ (C)

Length of interruption [C – B] _____ (D)

Extra time available _____ (E)

Total playing time lost [D – E] _____ (F)

Amended cessation time of innings [A + E] _____ (G)

Overs

Maximum overs at start of innings _____ (H)

Overs lost [F / 4.2] ignore fractions _____ (I)

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

Overs per bowler and Fielding Restrictions

Max. overs per bowler [J / 5] _____ overs

Fielding restrictions [J x 0.3] _____ overs

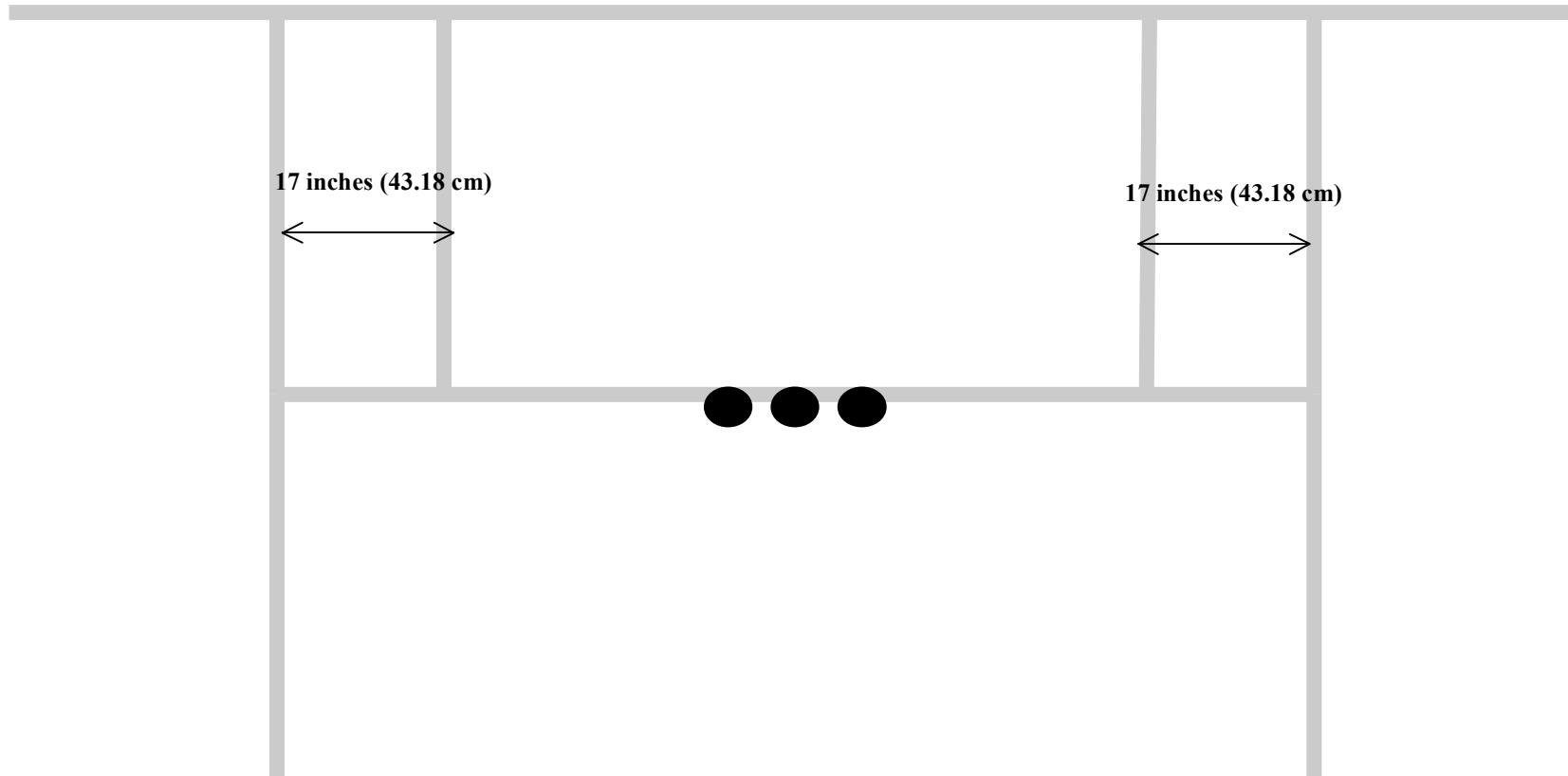


**ACC UNDER – 17 CUP 2005
PLAYING CONDITIONS**



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**APPENDIX D
CREASE MARKINGS**

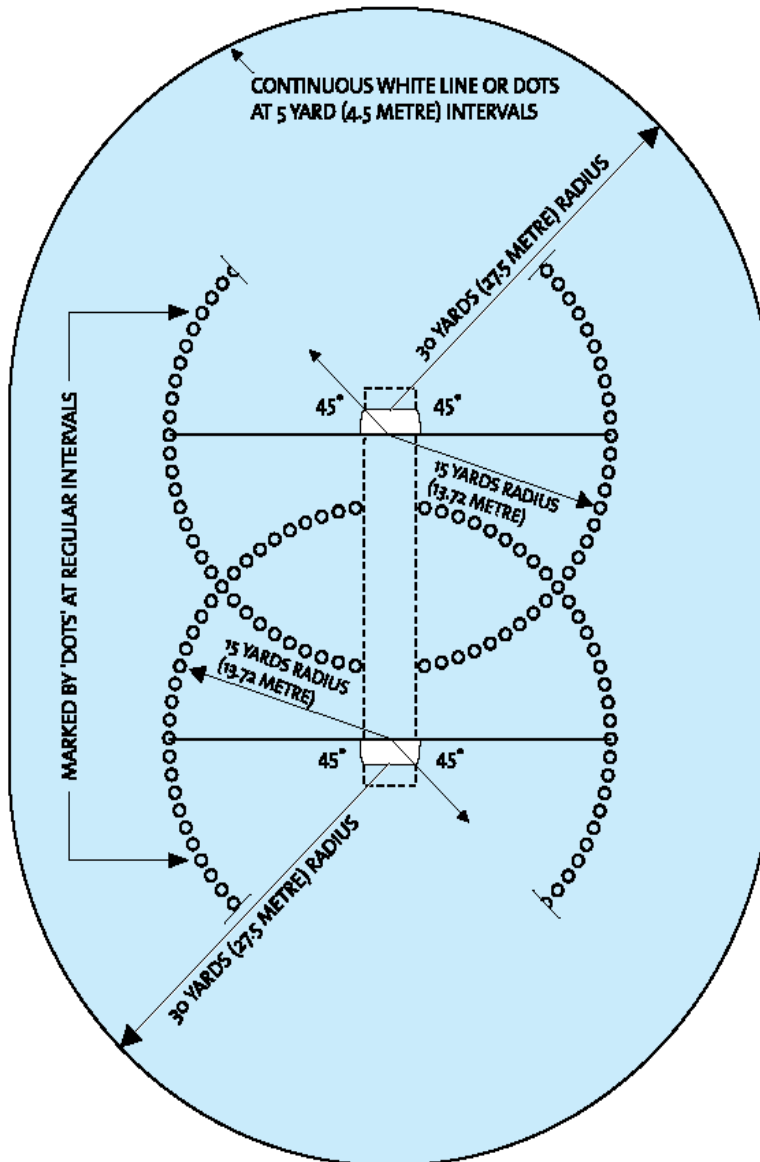




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APPENDIX 1

Restriction of the placement of fieldsmen



The final mark of the 15 yards radius shall be a line placed at an angle of 45°, measured from the popping crease at a point level with the middle stump



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APPENDIX 2

Duckworth/Lewis Method of Re-calculating the Target Score in an Interrupted Match.

The Professional Edition of the Duckworth/Lewis shall be used in all matches. If any match is suspended after it has started such that the number of overs available to be faced by either side is reduced from that determined when the match started, the revised target shall be computed using the computer software CODA 6.2 (or later releases) in accordance with the instructions provided with that software and displayed on the screen.

Where possible, arrangements shall be made for the provision of back-up capability, in case of computer malfunction, for the operation or continued operation of the Professional Edition. In the event of computer malfunction at any time during the match where no such provision has been made, the Standard Edition (the method in use prior to October 2003) shall be used.

In the regulations given below, the tables given (including the ball-by-ball ones) and used in the illustrative examples, relate to the Standard Edition. These tables should be substituted by those appropriate to the particular match, which can be produced as directed within the software for the Professional Edition.

1. Introduction

The D/L method sets revised targets in rain-interrupted limited-overs matches in accordance with the relative run scoring resources which are at the disposal of the two sides.

These are not in direct proportion to the number of overs available to be faced, as with the average run rate method of correction. Instead they depend on how many overs are to go and how many wickets are down when the interruptions occur.

To calculate the revised targets, you need to know the resources available at the stage of the match when suspensions and resumption of play occur. All possible values of resources have been pre-calculated and these are listed in the accompanying table.

The table covers each individual ball in a game of up to 50-overs per side. The figures given in the table are percentages of the resources available for a complete 50-over innings.

For matches with less than 50-overs per innings before they start, the resource percentages available at the start of an innings will be less than 100%. But the same table and the same method of calculation are used whatever the number of overs per innings.

The single sheet over-by-over version of the table can be used for cases when play is suspended before the start of a new over.



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When Team 2 (the side batting second) have less run scoring resources at their disposal than had Team 1 (the side batting first), their target is adjusted downwards using the ratio of the resources available to the two sides.

But when Team 1's innings has been interrupted, it often happens that Team 2 have more resources at their disposal than had Team 1 and it is now necessary to adjust Team 2's target upwards.

In the Professional Edition the target is adjusted upwards using the ratio of the resources available to the two sides.

In the Standard Edition the adjustment is based on the runs that would be expected to be scored on average from the extra resources at their disposal. The number of these extra runs required is calculated by applying the excess resource percentage to the average total score in a 50-over innings, referred to here as **G50**

For matches involving ICC full member nations, including Under-19 international matches, or for matches between teams that play first class cricket, the value of **G50** to be used at present is 235. For lower levels of the game, **G50** should be chosen to represent the average score expected from the team batting first in an uninterrupted 50 overs-per-innings match. For teams between associate ICC member nations, the recommended value of **G50** is 190; for women's ODIs, the recommended value is 175. For U15 internationals, the recommended value is 200. For other levels of the game, advice should be sought from the ICC.

2. Definitions

- The team batting first are referred to as 'Team 1' and the team batting second are referred to as 'Team 2'.
- In the table decimal fractions of an over are expressed in standard cricket notation; i.e. 4.3 overs means 4 overs plus 3 balls.
- The terms 'target' and 'revised target' are reserved exclusively for the minimum score Team 2 need to win.
- As with an uninterrupted match, if Team 2 make a score which is one run short of the target, the match is tied.

The following symbols are used throughout:

- N** is the number of overs per innings for the match as decided at the moment of delivery of the first ball of the match.
- S** is Team 1's total score
- R1** is the resource percentage (relative to a full 50-over innings) available to Team 1.
- R2** is the resource percentage (relative to a full 50-over innings) available to Team 2.
- T** is Team 2's target score.



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APPENDIX 3

Bonus Point System

- 1 bonus point for any team that achieves victory with a run rate 1.25 times that of the opposition.
- A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs/balls faced.
- Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face.
- Where matches are shortened and targets revised through the Duckworth/Lewis system, bonus run rates and bonus defensive targets are derived as a function of the revised target score (less one run) and maximum overs.
- Whenever a target, or revised target, is set, the exact number of overs/balls within which the side batting second must achieve this target in order to gain the bonus point should be announced. Once these overs/balls have been bowled, if the target has not then been achieved the bonus point can not be gained by any subsequent event, eg a multiple scoring shot, or extras.

(a) Examples of criteria for the award of bonus points

TEAM BATTING FIRST		TEAM BATTING SECOND		TEAM BOWLING SECOND	
Score	Run Rate	Required Run Rate	Balls to Win (overs)	Required Run Rate	Target Score
300	6	7.5	40.0	4.8	240
275	5.5	6.875	40.0	4.4	220
250	5	6.25	40.0	4	200
225	4.5	5.625	40.0	3.6	180
200	4	5	40.0	3.2	160
175	3.5	4.375	40.1	2.8	140
150	3	3.75	40.1	2.4	120
125	2.5	3.125	40.1	2	100
100	2	2.5	40.2	1.6	80
75	1.5	1.875	40.3	1.2	60

Note: the 'target score' shown in the last column is the maximum total that the team batting second can make for the team batting first to qualify for the bonus point.



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PLAYING CONDITIONS
TOURNAMENT FIXTURES

.Day.	BMO Kuala Lumpur	STC Kuala Lumpur	KA Kuala Lumpur	KO Kuala Lumpur	JCA Johor	PSC Penang
03-8-05	Arrival of Teams					
04-8-05	Managers/Umpires Meeting					
05-8-05	Bah v Qtr	SA v Sin	HK v Omn	Bhu v Kwt	UAE v Mal	Nep v Afg
06-8-05	SA v Bhu	Bah v HK	Sin v Kwt	Qtr v Omn	TH v UAE	Nep v Bru
07-8-05	Rest Day					
08-8-05	Bah v Omn	Qtr v HK	SA v Kwt	Sin v Bhu	Mal v TH	Afg v Bru
9-8-05	Arrival of Teams from Johor/Penang – Official Dinner					
	Quarter Finals					
10-8-05	QF – 1 A1 vs B2	QF – 2 B1 vs C2	QF – 3 C1 vs D2	QF – 4 D1 vs A2		
	Semi Finals					
11-8-05		SF – 1 QF1 vs QF3		SF – 2 QF2 vs QF4		
12-8-05	Rest Day					
13-8-05	FINAL					

**Venues : Bayumas (BMO) / Selangor Turf Club (STC) / Kelab Aman (KA)
 Kinrara Oval (KO) / Johor Cricket Academy (JCA) / Penang Sports Club (PSC)**

Groups ;

Group “A” Bahrain (Bah) Qatar (Qtr) Hong Kong (HK) Oman (Omn)	Group “B” Saudi Arabia (SA) Singapore (Sin) Bhutan (Bhu) Kuwait (Kwt)	Group “C” Nepal (Nep) Afghanistan (Afg) Brunei (Bru)	Group “D” U.A.E. (UAE) Malaysia(Mal) Thailand (TH)
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