

# LAWS OF CRICKET MADE EASY

MCC LAWS OF CRICKET 2017 CODE 3<sup>RD</sup> EDITION 2022

ITS ORIGIN & HISTORY - A COMPILATION

INDIAN EDITION

TWO BATTERS, BOWLER, KEEPER & 9 FIELDERS  
ALL IN ONE FRAME



THAT IS THE BEAUTY OF TEST CRICKET

By

Vinayak N Kulkarni

**This compilation consists of four parts**

PART - 1 Origin and History of Cricket	Pages	04 - 10
PART - 2 An introduction-to-introduction	Pages	11 - 29
PART - 3 Laws of Cricket 2017 code 2 <sup>nd</sup> edition	Pages	30 - 275
PART - 4 BCCI Playing conditions	Pages	277 - 360

The copyright of the original Laws of Cricket remains with those of the Marylebone Cricket Club.

No infringement of their rights is intended.

This book is, in no way, intended to replace the original Laws of Cricket but to be read alongside them for better understanding of the principles of the Laws of Cricket and their practice.

This publication is designed to provide accurate and authoritative information.

It is sold / distributed under the express understanding that any decisions or actions you take, because of reading this book, must be based on your personal judgement and will be at your sole risk. The author will not be held responsible for the consequences of any actions and/or decisions taken because of any information given or recommendations made.

**Dedicated to my beloved parents, family, and friends.**

**LAWS OF CRICKET MADE EASY**  
**Laws of Cricket 2017 Code (3<sup>rd</sup> Edition - 2022)**

**AUTHORS VIEWS**

Today Cricket is a big game. The visual media (Television) has taken the game to the nook and corners of the Globe. The one-day games have kindled the passions of the masses and created a lot of armchair experts. With this growth, following and live telecast covered by a minimum of 30 plus cameras aided by the slow motion, ultra-slow motion, Snicko meter, hot spot and ball tracking, the pressure on the Umpires has increased manifold as compared to players. The smallest of small mistakes and the facial expressions of the Umpires are magnified and shown as the back of the hand with the ever-improving technology. To sustain the spectators' interest in the traditional English game, the laws of the game have undergone certain changes which are a continuous process. For an Umpire to rise to the international level, he must cross a few stringent tests. It is very important that the umpires and players keep themselves abreast with the latest laws and playing conditions.

Cricket being a traditional Englishman's game most of the literature on the game naturally is in English as are the laws of the game. In recent times laws have been published in different languages. ([www.lord.org](http://www.lord.org)). Laws of cricket in Kannada by the undersigned is part of that. Though every player should be conversant with the laws of the game there are many an occasion when matches have been lost due to ignorance of the captains. This is because many players do not bother about the intricacies of the laws. It is not easy to understand a few difficult laws though.

It was observed during the clinics conducted by the Board of Control for Cricket in India (BCCI) at different states and the Karnataka State Cricket Association (KSCA) at district headquarters and smaller centers that each Umpire was interpreting the laws in his own way. During one of these clinics came the thought of giving the laws of Cricket made easy to understand with interpretations, pictures and examples. I am happy that this thought is a reality through this book. In this book "the laws of cricket made easy", the laws of Cricket code 2017 3<sup>rd</sup> Edition 2022 are explained with examples and interpretations, wherever necessary with pictures/photos and umpiring techniques. These laws are to be read with the playing conditions being formulated from time to time before enforcing.

All these years umpire's decision was final and not questioned. With the introduction of DRS this has been diluted and the Umpires decision can be contested twice or thrice per innings depending on the nature of the match. This has not only put additional pressure on the Umpires but also, he has to be more judicious in his decisions.

It is my fond belief that this compilation will help the umpires at all levels in particular and the players, other stake holders and spectators in general. I shall be obliged to have your direct comments, suggestions to help me in presenting my next book in a better way.

## INDEX

LAW No	DESCRIPTION	PAGE No	LAW No	DESCRIPTION	PAGE No	
	<b>PART 1</b>		28	THE FIELDER	171	
	LAWS OF CRICKET – ORIGIN AND HISTORY	4	29	THE WICKET IS BROKEN	177	
	IMPORTANT EVENTS OVER THE YEARS	9	30	BATTER OUT OF HIS GROUND	181	
	<b>PART 2</b>		31	APPEALS	186	
	AN INTRODUCTION TO INTRODUCTION	11	32	BOWLED	191	
	NUTRIENTS - DIET	29	33	CAUGHT	192	
	<b>PART 3 LAWS OF CRICKET</b>		34	HIT THE BALL TWICE	197	
	PREFACE	30	35	HIT WICKET	200	
	SIGNIFICANT DATES	31	36	LEG BEFORE WICKET	204	
	PREAMBLE – THE SPIRIT OF THE GAME	32	37	OBSTRUCTING THE FIELD	211	
1	THE PLAYERS	34	38	RUN OUT	215	
2	THE UMPIRES	37	39	STUMPED	223	
3	THE SCORERS	49	40	TIME OUT	226	
4	THE BALL	51	41	UNFAIR PLAY	229	
5	THE BAT	55		<b>PENALTIES AT A GLANCE</b>	255	
6	THE PITCH	61	42	PLAYERS CONDUCT	256	
7	THE CREASES	64		APPENDIX A	270	
8	THE WICKETS	66		APPENDIX B	274	
9	PREPARATION & MAINTENANCE OF THE PLAYING AREA	69		HOW MUCH DO I REMEMBER - 1	60	
10	COVERING THE PITCH	74		HOW MUCH DO I REMEMBER - 2	75	
11	INTERVALS	76		HOW MUCH DO I REMEMBER - 3	98	
12	START OF PLAY; CESSATION OF PLAY	84		HOW MUCH DO I REMEMBER - 4	132	
13	INNINGS	93		HOW MUCH DO I REMEMBER - 5	160	
14	THE FOLLOW-ON	95		HOW MUCH DO I REMEMBER - 6	185	
15	DECLARATION AND FOREFEITURE	97		HOW MUCH DO I REMEMBER - 7	203	
16	THE RESULT	99		HOW MUCH DO I REMEMBER - 8	228	
17	THE OVER	104		HOW MUCH DO I REMEMBER - 9	269	
18	SCORING RUNS	107		<b>PART 4 BCCI PLAYING CONDITIONS</b>		
19	BOUNDARIES	116		MENS MULTI DAY	276	
20	DEAD BALL	124		MENS/ WOMEN'S OD MATCHES	303	
21	NO BALL	133		MENS / WOMEN'S T20	329	
22	WIDE BALL	141	APPENDIX D	303	APPENDIX J	346
23	BYE AND LEG BYE	143	APPENDIX E	324	APPENDIX K	348
24	FIELDERS ABSENCE; SUBSTITUTES	147	APPENDIX F	326	APPENDIX L	355
25	BATTER'S INNINGS; RUNNER	153	APPENDIX G	340	APPENDIX M	357
26	PRACTICE ON THE FIELD	161	APPENDIX H	343	APPENDIX N	360
27	THE WICKET KEEPER	166	APPENDIX I	344	ANSWERS TO PPS	361

## **PART 1**

### **Laws of Cricket - Origin and History**

It is not quite clear as to when a definite set of Laws were first used, but the earliest available records seem to indicate that it was done in the year 1744. The first booklet of cricket Laws was published in 1755 by M. Read of England. Almost all these rules and Laws have since been modified or scrapped altogether, through revisions and alternations minor or major done in 1771, 1774, 1788, 1786, 1788, 1810, 1811, 1819, 1823-24, 1828, 1835, 1838, 1839, 1840, 1845, 1849, 1854, 1864, 1884, 1889, 1894, 1899, 1900, 1902, 1927, 1931, 1937, 1947, 1957, 1962, 1963, 1970, 1972, 1979 effective 1980, 1992, 2000, 2007, 2017 and 2019. Many a times the code year has remained same but editions with minor changes have been brought out. However experimental Laws in earlier years and Playing conditions in recent times are being added every year thereafter.

#### **The Pitch**

The only measurement to remain unchanged in the course of all these modifications has been the measurement of the pitch which was laid down as 22 yards long in the 1744 Laws and has never varied. This length may have originated from the width of the Saxon acre-strip or the medieval measure of the gad which was equal to 5 ½ yards. The length of the pitch, perhaps not by mere coincidence, is identical with the length of the agricultural chain.

Under the 1774 Code of Laws, the visiting team was granted not only the option of innings, but also the right to choose the site of the pitch. As this arrangement provided unfair advantages to the touring team, the Laws were modified in 1811 so that the choice of the pitch was left to the umpires. However, this applies only to a prepared pitch, since under the present law 'the executive of the ground shall be responsible for the selection and preparation of the pitch'.

#### **The Popping Crease**

The popping crease as we know it today was first introduced in 1744. Prior to that, a hole used to be dug in front of the wicket in place of the popping crease (see Glossary of Terms). In 1744, a distance of 46 inches between the creases (45 inches plus two half-inches to the middle of each crease) was laid down, as this was representative of the old English unit of the cloth yard. In the 1819 modification of the Laws, the 46 inches between the creases was increased to 48 inches.

#### **The Bowling Crease**

In 1744, the length of the bowling crease was first mapped as three feet on either side of the wicket. Both creases in those days were cut in the turf. Whitewash was used to mark the crease in 1830, but not till the early sixties at Lord's. In 1902, the length of the bowling crease was increased to four feet on either side of the wicket. Since 1939, when the width of the wicket was increased from eight to nine inches, the bowling crease measures 3 feet 11 ½ inches on either side of the wicket. That is 8 feet 8 inches on either side of the centre of centre stump.

#### **Sweeping and Rolling of the Pitch**

No interference or touching up of the wicket was done in the early days. In 1788, the rule concerning mowing, watering, rolling, and covering of the wicket was enacted, but it required the mutual consent of the two opposing captains. It was then that the use of sawdust to cover wet patches was first permitted. In 1849 a Law was passed by which the pitch could be swept and rolled before each innings at the request of either side. Eleven years later the rule was modified so that the rolling between the innings could be done only at the request of the side batting next. Twenty-three years later, in 1863, a time limit of ten minutes of

rolling before the start of play on each day was fixed. In 1910, the covering of the bowler's footholds and the Batter's standing ground was authorized. In 1931, the period of rolling of the wicket was reduced to the present-day limit of seven minutes.

### The Wicket

In the earlier days, tree stumps, a sleep-pen's gate or garden gate served the purpose of the wicket. Modification in size, shape and height of the so-called wicket continued to occur at regular intervals till finally in 1931, a height of 28 inches of each of the three stumps with two bails on top of them was arrived at.

*Wisden* (1974) has traced the evolution of the wickets as follows:

Year	Stumps	Height	Bails	Width
1700	2	22 ins	1	6 ins
1770	3	22 "	1	6 "
1785	3	22 "	2 or 1	6 "
1799	3	24 "	2 or 1	7 "
1819	3	26 "	2	7 "
1823	3	27 "	2	8 "
1931	3	28 "	2	9 "

The width of 9 inches used to be optional till 1946, since then it has become mandatory.

### Bat

In the early days, no restriction was made in the size of the bat. The early bats used to be curved, heavy wood blocks which were usually home-made. Following the use of the monstrous bat by Thomas White of Ryegate in 1771 (which was equal to the width of the wicket so as to successfully defend against the bowler) a law was passed to restrict the width of the bat to 4 ¼ inches. No attempt to limit the length of the bat was made until 1835, when 38 inches was specified. Watching the 22 stone Warwick Armstrong of Australia play with such a bat, Edmund Bunden was forced to remark that he (Armstrong) 'made his bat look like a teaspoon and the bowling, weak tea'.

Till today no attempt has been made to limit the weight of the bat and it is said that William Ward, the Bradman of the nineteenth century used a bat which weighed four lbs. two oz. There was no law specifying the material of which a bat should be made. Despite several experiments, ordinary willow has retained its place. The handle of the bats has also undergone several changes. It was in 1853-54, that the cane handle invented by Nixon were first used. In 1880, the rubber handle covers were first patented and have been in use ever since. In the 1980 code it was specified that the bat should be made of wood.

### The Ball

A new cricket ball is, and always has been, a shining miracle of leather, cork, and twine and of all cricket appurtenances it has probably altered less than anything else. The colour, weight and dimensions of a modern ball are very similar to those of quite early dates, even if methods of manufacture have produced better level of quality.

Except for some occasions when a blue-coloured ball has been used in women's cricket and a white ball in club matches in 1936 – modern times had not seen any colour other than red being used. The advent of night cricket introduced the white ball which is now a regular feature in day and night limited overs games. Of late experiment with Pink balls are on in day/night test matches

According to the 1744 code, the ball was between five to six ounces in weight. In 1774 the weight was reduced to  $5\frac{1}{2}$  to  $5\frac{3}{4}$  ounces which is the present weight of the ball. Balls of all circumferences were used before 1833, until it was laid down that the circumference should be between 9 and  $9\frac{1}{2}$  inches. Ultimately the measurement was reduced to the present day  $8\frac{13}{16}$  to 9 inches.

The difference between the modern balls and those of a hundred odd years ago is that the older balls had seams which were flush with the surface unlike the seam of the modern balls which juts out. The seam made of eight cord thread juts out and gives a good grip to the bowler. Recently experiments have been carried out in England with balls having a less pronounced seam in order to render it less effective for swing and seam bowling.

### **The Over**

A study of the earlier Laws, dated 1744, indicates that four balls per over was the custom in those days. In the early part of the nineteenth century, it is believed that six ball overs were used in rural cricket in England. By the latter half of the nineteenth century, five and six ball overs were being used everywhere, but had not met with official approval which was granted in 1884-85. It was at about this time that six ball overs were used in Australian first-class cricket. This state of affairs continued in both England and Australia, but in 1918 Australia introduced eight ball-over in all domestic cricket. Just before the Second World War, England experimented with eight ball over, but the experiment was a short one as war intervened in 1939. England went back to the six balls an over system in 1946, but Australia joined by New Zealand still had eight balls an over. Currently all over the world, in all First-class and one-day cricket a six ball over is the norm. In 1947, a law was passed accordingly to which at the request of either captain, the final over of a match must be completed, even though time has been reached. (Mandatory Over System in the last hour of play is explained in Laws section).

It is interesting to note that according to the 1744 Laws, no bowler was allowed to change ends more than once in the same innings. This was modified in 1870 to 'twice in the same innings. In 1889, the Bowler was allowed to change ends as often as he pleases provided, he does not bowl two overs in a succession.

### **Pads**

A player named Robinson first used boards strapped to his leg in 1800. Although he was 'laughed out of his invention', apparently the thought must have remained in the minds of many, *Wisden* credits H. Daubeny of Oxford as being the inventor of the pads. Modern cricket not only has leg guards or pads as protectors, but thigh pads, shin guards, arm guards and even chest pads.

### **Gloves**

It is recorded in *Wisden* that Daniel Day, in reaction to the newly developed round-arm bowling, produced tubular gloves, but by and large it is believed that Felix Wanostrocht first used kid gloves with small pieces of rubber stuck on them in a match in 1835. The wicket-keeping gloves were introduced in 1848 by Duke's, the cricket gear manufacturers. By 1850, the wicket-keeping gauntlets has appeared and soon gained popularity.

Now-a-days it is routine to see lightweight elbow guards also being used to protect the forearm from injury. Some players use the chest guard and a guard for the back.

### **No Ball**

No mention of such a thing as a no ball is found in the early Laws of the eighteenth century. In 1809, a ball was called a no ball if the bowler's hind foot went over the crease or in front of the bowling crease. However, no penalty was imposed, and the ball was regarded as dead. In 1811, the striker was given permission to play at a no ball and score runs off it. In 1829, the present method of allotting one run off an unscored no ball was passed.

During the early days of the nineteenth century, most of the no ball controversies raged regarding the height to which the arm could be raised. In 1816, after John Willes was 'no balled' for resorting to 'round-arm' bowling, a legislation against throwing was issued by the MCC which necessitated the hand to be below the elbow. The winds of change were too great for MCC to withstand and in 1835, round-arm bowling was legalised and this spurred the bowlers to further experiment by trying to raise the arm above the shoulder, i.e., over-arm bowling. In 1864, MCC passed the law permitting over-arm bowling. And since then, this law has remained.

The over-arm crisis was hardly over when the throwing or chucking controversy arose. In 1884, the 'absolutely satisfied' law was inserted in the no ball law (see Law 21) and in 1899, either umpire was given permission to call no ball. There have been several instances of 'chucking' in first-class and even in Test cricket, but fortunately the problem is not a major one today.

In 1947, a major revision of Laws stated that the back foot, at the moment of delivery, need not be grounded though it must be behind the bowling crease, was introduced.

The modern front foot law was introduced in 1963 – under this some part of the front foot must be behind the popping crease whether grounded or raised. The modern rules have managed to curb the nuisance of fast bowlers cutting up the pitch and damaging it and also of gaining undue advantage by excessive dragging and overstepping. The ICC is currently seized of the matter of intimidatory fast bowling and the umpires have now been given the powers to take action against bowlers who intimidate the Batter (see Law 41).

### **Wide ball**

The first reference to wide was made in 1810, in England and it was around this time that a penalty for bowling wide was imposed. The runs forfeited by the fielding side due to a wide were grouped with byes till 1828. During those days, a Wide ball was called a 'dead ball' and one run was awarded. In 1844, a modification to the law was made which allowed the batting side as many runs as was available. The last significant alteration in this law was made in 1947, when the term 'out of reach' in the Wide ball law was explained as a ball out of reach to a Batter standing in the normal position of taking guard. If a properly delivered ball comes to rest in front of the striker, it is not a Wide ball and the Batter is free to hit it with the rider that the fielders cannot move till the striker hits it. Now this has again been changed to No ball followed by dead ball to prevent the striker from hitting it. Needless to say, what is considered a Wide ball in limited over cricket need not be so in Test, as what constitutes a wide in Limited overs cricket is different than in Test matches.

### **Leg Before Wicket**

This has been the most troublesome law, right from its inception and remains controversial even today. During the days of the curved bat Batters did not need to be in front of the wicket, but a straightened bat brought the Batters closer to the stumps and even in the dignified game of cricket there were some who deliberately obstructed the ball with their feet. To counter this, the revised law of 1774 provided for action

against this by inserting the law that the striker is out if he, with design, prevents the ball from hitting his wicket. In 1788, the law 'with design' was omitted and in its place was inserted 'that the ball must pitch straight'. This did not solve the problem and a further amendment was made in 1821-22, when it was mentioned 'that the ball need not pitch straight but must be delivered straight'. Even this proved a problematic law since it became difficult for umpires to agree on the correct interpretation of the Law. In 1839, the law was further modified and reverted, almost to the 1788 law. This law encouraged excessive pad play and the MCC were forced to modify it by proclaiming in 1888 that 'the practice of deliberately defending the wicket with the person instead of the bat was contrary to the spirit of the game and inconsistent with strict fairness'. For a while, the Batters heeded, but soon reverted. In 1902, the special general meeting of the MCC attempted to change the LBW law but failed.

After experimenting for two years, in 1937 a law was made by which the striker could be out of a ball pitched on the offside and turning in.

The latest experiment in LBW law was begun in 1970, when the law was extended to include balls pitched outside the off stump to which the Batter has made 'no genuine attempt to play the ball with his bat'. This law was once again revised in 1972, but the 'intent' of the law was retained. Under the 1980 Code this has now been incorporated fully under Law 36.

### **Stumping**

Stumping provides approximately three percent of all the wickets which fall (Brodrigg, 1985). The first recorded case of stumping was in 1744. Since the early cricketing days, the Laws concerning stumping have remained unchanged: the 1947 Code made it clear that stumping is considered correct and valid off a snick too (see Law- 31).

### **Handling the Ball, Hitting the Ball Twice and Obstructing the Field**

The first incident concerning handling the ball occurred in 1749. First Batter to be out handled the ball in a test match was Andre Russel in a match between SA Vs England played at Cape Town 1957. 63 Batters have been out till date in in first class cricket and 5 in List A matches. seven in tests and three in ODIs.

The first person to have been dismissed for hitting the ball twice was Tom Sueter of Hambledon fame in 1786. No one has been declared out for this offence in a Test. 21 Batters have been given out Hit the ball twice in 1<sup>st</sup> class matches.

In the 1744 Code it was legal for either Batter to obstruct a fielder from making a catch as long as he was in his crease or running round and if he did not use his hand or bat for this purpose. This concession was withdrawn in 1788. In 1884, a law was passed by which a Batter could be out for willfully using obstructive tactics. A record of the first offence of this nature is found in 1832 and there has been a solitary case of this type of rare dismissal in a Test when Len Hutton was declared out against South Africa at The Oval in 1951. There are 4 more Batters in Rameez Raja of Pakistan, (Pakistan Vs England played at Karachi 1987). Mohinder Amarnath of India, (India Vs Srilanka, played at Ahmedabad 1989). Inzamam ul-Haq of Pakistan, (Pakistan Vs India played at Peshawar 2006) and the latest Mohmed Hafeez of Pakistan, (Pakistan Vs SA played at Durban 2013) who have been dismissed thus. Ben Stokes of England, (England Vs Australia 2015). Eight Batters have been given out in limited overs cricket including a batswoman and two in T20s.

### **Declaration**

In the early days of cricket, scores being low, there was never any need of the declaration law, but as high scores were reached, a law became necessary and the first authorized law on declaration was passed in 1889. Peculiar though it may seem today, a declaration was possible only on the last day, i.e., third day of the match or in a one-day match. Understandably enough the law was changed in 1900 to permit a

declaration at any time after lunch on the second day. This was the beginning of the gradual lifting of the time limit on declarations. Declaration became more and more popular after 1900 and in 1906, the law was further amended to allow a declaration to be made on the first day of a two-day match. In 1910 came yet another amendment to the law which allowed a declaration to be made at any time on the second day. In 1914, MCC clarified that if the first day of a three-day match was washed out, the game became a two-day game and similarly, if the first- and second-day's play were both washed out, then the match became subject to one-day rules.

### **Follow-On**

The first recorded instance of a side enforcing the follow-on was in 1787. In 1835, was passed the controversial 'no options' law in the follow-on rule which made it compulsory for a side to bat again. If it was 100 runs behind on the first innings score. In 1854, there was a reduction in this total to 80 runs, but by the 1890s when high scoring was well established, this total seemed too small. In 1894, an amendment was made which made follow-on compulsory after a deficit of 120 runs. As mentioned earlier, the law proved to be a controversial one because of the compulsion attached to it. In 1900 came the long-awaited withdrawal of the 'no option' law and under this law follow-on was made optional after a deficit of 150 runs.

Present day follow-on rules – see law (Law 14).

### **Scoring**

The scoring in cricket matches has gradually progressed to its modern sophisticated pattern, since the modest beginnings in 1751 which marks the first day when a record of the score at the fall of each wicket was kept. The first known stroke record of a match was kept in 1769. It is interesting to note that bowlers were not credited with wickets taken as catches off their bowling. The first law regarding the beginning of the practice of crediting the bowler with such wickets was made in 1777. In 1827, Wide balls were first recorded, and a run was debited. The bowler at last received his due share and honor when the 1836 law amendment credited the bowler by name with the wickets for caught and stumped. 1840 marks the year when the bowling analysis were first kept in the MCC score book. In 1844, came the law by which wide could be 'run for' and in 1844, leg-byes were first recorded as such. The first mention of boundary hits was made in 1844, although it was operative much earlier. In 1910 came the suggestion by the Advisory County Cricket Committee recommending the scoring of six runs for hits over the boundary and this was soon accepted. Earlier to this, six runs were recorded only for hits out of the ground.

## **IMPORTANT EVENTS IN THE HISTORY OF MODERN CRICKET**

### **1992: COLOURED KITS AT CRICKET WORLD CUP**

The 1992 edition of the ICC Men's Cricket World Cup, which Pakistan won, was the first to feature coloured kits, along with white cricket balls and black sightscreens. The coloured kits gained widespread popularity after the tournament and the jerseys from that tournament have become iconic. England, who was runners-up at the 1992 World Cup, donned a similar-looking kit in the 2019 edition, which they won.

### **1992: THIRD UMPIRE**

The first time a third umpire was used in an international match was in the year 1992 Kingsmead Test between South Africa and India. Karl Liebenberg was the third umpire when on-field umpire Cyril Mitchley referred a run-out decision during day two of the Test. Sachin Tendulkar became the first player to be dismissed run out by use of TV replay.

Now a days there is a fourth umpire also to assist the two on field and the Third (TV) Umpire.

### **2001: HAWK-EYE**

It was in 2001 that the Hawk-Eye technology was first used by *Channel 4* during a Test between England and Pakistan at Lord's, primarily to track the trajectory of balls in flight. It was tried for use by the ICC in 2008, forming a part of the Decision Review System (DRS).

### **2008: Decision Review System (DRS)**

The first instance of a system to enable player reviews was tested in a Test match between India and Sri Lanka in 2008, and the DRS officially launched later by the ICC during a Test between New Zealand and Pakistan in Dunedin in November 2009.

### **2008: SUPER OVER**

The 2019 ICC Men's Cricket World Cup final is considered by several fans and commentators as the greatest final in the history of World Cups, thanks to the exciting Super Over. The Super Over was first used in an international match in a 2008 T20 between West Indies and New Zealand, replacing the bowl-out method used previously as a decider for a tied T20 match.

### **2012: LED STUMPS AND BAILS**

The zing bails and flashing stumps grabbed plenty of attention when they were introduced during the 2012 Big Bash League. The semi-finals and final of the 2014 ICC U19 Cricket World Cup marked its first use at an ICC event.

### **2015: DAY/NIGHT TEST**

The first day/night pink-ball Test took place between Australia and New Zealand at the Adelaide Oval on 27 November 2015. The exciting and much-anticipated contest was a thrilling affair, with Australia beating New Zealand by three wickets on day three of the Test.

The pacers, in particular, enjoyed bowling with the pink ball, especially at twilight. Hazelwood returned brilliant figures in the second innings, taking 6/70, while New Zealand's Trent Boult too picked up a five-for.

### **2019: CONCUSSION SUBSTITUTE**

Australia Batter Marnus Labuschagne became the first concussion substitute, in accordance with a new ICC rule, which permitted like-for-like replacements in the case of a cricketer suffering a concussion. He replaced Steve Smith on the last day of the Lord's Test in the 2019 Ashes series.

### **2020 POST COVID**

**All the matches shall be played under bio secure environment. The following are the new temporary guidelines due to COVID 19 pandemic.**

**COVID-19 Replacements:** Teams will be allowed to replace players displaying symptoms of COVID-19 during a Test match. In line with concussion replacements, the Match Referee will approve the nearest like-for-like replacement.

However, the regulation for COVID-19 replacements will not be applicable in ODIs and T20Is.

**Ban on applying saliva to the ball:** Players will not be permitted to use saliva to shine the ball. If a player does apply saliva to the ball, the umpires will manage the situation with some leniency during an initial period of adjustment for the players, but subsequent instances will result in the team receiving a warning. A team can be issued up to two warnings per innings but repeated use of saliva on the ball will result in a 5-run penalty to the batting side. Whenever saliva is applied to the ball, the umpires will be instructed to clean the ball before play recommences.

**Non-neutral umpires:** The requirement to appoint neutral match officials will be temporarily removed from the playing conditions for all international formats owing to the current logistical challenges with international travel. The ICC will be able to appoint locally based match officials from the Emirates ICC Elite Panel of Match Officials and the Emirates ICC International Panel of Match Officials.

**Additional DRS reviews:** The CEC has also confirmed an additional unsuccessful DRS review for each team in each innings of a match, keeping in mind that there may be less experienced umpires on duty at times. This will increase the number of unsuccessful appeals per innings for each team to three for Tests and two for the white-ball formats.

The ICC Cricket Operations team will support Match Referees when processing Code of Conduct breaches, and a neutral Elite Panel match referee will conduct any hearing remotely via video link.

## 2022

**RESTRICTION OF THE STRIKER'S RIGHT TO PLAY THE BALL:** Striker's movements are restricted to the area of the pitch while making a stroke. Now some part of his person or bat should be within the pitch area whether grounded or in air. S Umpire shall call, and signal dead ball should they venture beyond.

**UNFAIR MOVEMENTS BY FIELDING SIDE:** Any unfair movement by a fielder or Wicketkeeper will attract award 5 penalty runs to the batting side after the call and signal of dead ball.

## BOWLER THROWING AT THE STRIKER'S END BEFORE DELIVERY IS NOW DEAD BALL

## PART 2

### AN INTRODUCTION TO INTRODUCTION

This section deals with additional points that the Laws of cricket do not cover. General advises and what umpiring is, how to start, requirements, career path and some technical aspects concerning umpires and umpiring are enumerated. Laws are discussed in Part 3. Some of the important points may get covered by the laws also.

### UMPIRING

Umpiring is a thankless job. The best umpire is the one who comes to a match unnoticed and leaves so. However, every law has an exception and umpiring is no exception. If an umpire's name appears in the media, it is seldom encouraging. We have to live by it. If an umpire delivers a few excellent decisions but makes a mistake, the mistake is highlighted and talked repeatedly unlike in the case of other stake holders. Umpiring is the profession; we have accepted it knowingly. Umpire's position is the best seat in the whole stadium to watch the proceedings and we may have to pay a little price.

***It is essential for an umpire to concentrate as much as any Batter, that his job is specialised and requires the maximum efficiency of all faculties***

...

***Frank Chester***

There is lot of scope to encourage, train and equip Umpires at all levels – be it International, National, State, Club or local – as yet. Not much is done and if done it is not systematic and is not at the pace with which Cricket is growing vis a vis the players. It is encouraging for the past decade with the invent of Premier Leagues. Some importance is being given to Umpiring. It is common knowledge that bad umpiring has not only spoiled a game but also has marred the careers of many young players coupled with the not so ideal infrastructure provided to the youngsters in early stages of their career.

The game can ill afford to lose young players and umpires. Though there is appreciable improvement in the standard of umpiring at the highest level over the past two decades, still much has to be done at lower levels in terms of training, professionalism, and due recognition. It was very encouraging that the BCCI the administering authority for cricket in India started the first such academy – **National Academy for umpires**- at Nagpur in the year 2010 with two resident faculty in **Mr. S K Bansal**, a former test Umpire and yours truly, **V N Kulkarni**, the author, an ODI panel umpire who retired from active umpiring to take up this assignment. The academy did contribute to the standard of umpiring with general courses from level 1 to specialised courses for established umpires.

Anyone who has interest in Cricket can take up to umpiring but one who has played some representative cricket has an added advantage but is not a must. Presently an Umpire starts at local Club level as an unqualified umpire then graduate to be a qualified umpire of his/her respective state. Then he/she is eligible to umpire in intra state league and other local matches conducted by the respective state associations. Some training is imparted at this level by senior umpires of the respective states.

A few states conduct state level umpiring classes and training followed by exams on a regular basis and certify them. No doubt, the standard of Umpiring is much better in these states compared their counterparts elsewhere.

Thereafter an Umpire gets elevated to Level-1 through a process of written examination based on latest Laws of Cricket preceded by a training course/ workshop by BCCI. A candidate has to score a minimum of 85% of marks to qualify for the next grade Level 2. Next is the level-2 written and practical examinations based on the Laws of cricket coupled with the BCCI playing conditions. Again, this precedes a training course with an examination for which a candidate has to score 90% or above in aggregate that is in theory, viva and practical. Once at this level, an umpire is eligible to stand in interstate and other matches conducted by the BCCI. Depending on his/her performance over the years, he/she is graded and is eligible to umpire as per one's grade – Age group, Ranji trophy, Duleep trophy and Irani trophy etc. of longer duration, one dayers like Interstate, Deodhar, Champion's trophy and inter state T20s and IPL. The highest being international level i.e., ICC International, and then Elite panel. The NAU at Nagpur was the nodal point in all these activities. There are also certification courses conducted by respective national bodies of various countries.

In India, it was difficult to be a professional Umpire till recent past. Now the situation is different, and one can be a full-time professional umpire.

### **QUALIFICATION – PERSONAL**

Integrity and character are the most important qualifications of an umpire. It is very difficult to remain calm, neutral, and unbiased under pressure. Ability to observe all the available evidence and quickly arriving at a fair and impartial decision is an advantage. Logical thinking and expression are the qualities which can be cultivated with constant practice and discussions. Learning to disregard hasty excited behaviour of the players, which nowadays has become common, at times intentional and fashionable. While remaining non-impulsive, even tempered, and lateral thinking are good qualities of a respected umpire which will help greatly to control the game firmly and fairly.

An umpire has to learn to overcome personal problems and remain calm, undisturbed, and impartial under provocation or tantrums of players at times. Having a good verbal and nonverbal communication skills and a pleasing personality are an added advantage for a successful umpiring career. Working knowledge of any language with English is an added advantage. Most of the literature is in English. However, some efforts are made to have them in other languages. In India Kannada, Gujarati and Hindi versions are available. Kannada version of laws of cricket recognised by MCC is available on their official web site *lords.org* translated by yours truly along with others.

### **PHYSICAL**

The foremost being the ability to stand for long hours and concentrate coupled with good eyesight and hearing. Standing for long periods is heavy physical as well as mental strain. An Umpire is on his/her legs for almost 9 hours with one or two rest periods in between from 10 minutes to 45 minutes in longer duration matches of one to 5 days and one rest period in shorter duration matches. A regular day match is of 6 hours duration, a One Dayer of 7 hours and a T20 of about 2 hour 40 minutes of actual playing time.

An umpire having good eyesight, definitely has an edge over one with poor eyesight but correcting one's eyesight with modern optical lenses is not a hindrance or setback though colour blindness is. Healthy body is a healthy mind. General good health with good hearing without any hearing aid is necessary.

The ability to stand and concentrate for long hours is a must and if there is, as often found, brief loss in concentration, the weakness has to be worked upon. There is no exception to hard work, practice, and self-control. It is needless to say that the mind should be clear of all extraneous thoughts and events while on the ground. This is easier said than done but not impossible. Full concentration enables one to notice and imprint smaller details of the happenings which in turn enable prediction of what would happen. This anticipation will give that extra split second to ponder, replay and position oneself for better decision making. Constant practice, physical fitness regime, self-analysis, accepting one's areas of improvement and working on them will help a great deal in overcoming the natural factors affecting the response time like age, health, fatigue, and distraction. Good nutrition is also a key factor. Being away or limiting consumption of alcohol and avoiding late nights are advisable as they directly affect the umpire's performance specially on a

hot day when split second decisions are required to be made under pressure. Being adequately hydrated is most important.

### **TECHNICAL**

With the advent of television, it is very important that the umpiring fraternity to acquire highest degree of technical and practical skills not to say about the knowledge of the laws and their application. Acquiring knowledge of laws, playing conditions, their application and practical trainings are essential. These can easily be acquired by constant reading, discussions, quizzes and on field practice. This is a never-ending process. Each and every movement and expressions are visible to the whole world on real time basis. This puts extra pressure on some umpires. One has to cultivate the habit to ignore the presence of TV coverage.

Umpires with good memory and retention capabilities can easily have thorough theoretical knowledge of the laws and pass the tests and examinations with flying colours. This does not make that umpire a successful or widely accepted umpire and good controller. Theoretical knowledge is one thing and the ability to practically apply the laws in ever changing and variable conditions and personalities under various situations and pressure conditions in split second is another.

All stake holders expect, and have the right to expect, the highest standard of umpiring. Each movement of the game and moves of the umpires and players are now captured by more than 30 cameras placed at various vantage points which have the ability to replay the incident in slow and ultra-slow motion. The strain on the umpires is many folds higher now than ever. Trainee umpires must accept any available opportunity to officiate in as many matches as possible irrespective of the level or standard of cricket or the distance of travel. It is impossible to reach the top and earn respect unless one builds up sufficient match experience. Umpires are not infallible and are bound to make mistakes as any other human being. Seldom these mistakes are due to lack of knowledge of the Laws but due to an error of judgement.

### **CONDUCT OF UMPIRES**

The word "Umpire" was first used in sports in the year 1714. The word has been derived from the old English word "Noumpere" meaning man above all. The office of the Umpire has always been of responsibility and dignity. Hence, to maintain their status in the eyes of the stake holders, Umpires must never by word or action say or do anything to bring disrepute to that institution and to endanger the respect so freely given to them and their colleagues over centuries and across the world. Players have always been ready to give respect to the Umpires. Respect has to be earned and not commanded. It is not an easy job to bear the tantrums and bad behaviour of some Players with patience and composure even in extreme cases, disapproval must not be shown by words or gestures but firmly dealt with by following the procedures laid down in Law 42 and others.

The appeal in chorus will always look impressive and confident but the Umpire should always decide on all the facts before him without hurry. He/She should not be carried by the past incident or the history but unhurriedly making a mental note of the incident, replaying the same and then

delivering the judgement calmly and confidently. At times, an appeal could be individual and quite – single “Howzat” or “How is that”. This also should receive the same seriousness as that of an appeal in chorus. A decision should neither be impulsive nor delayed.

It is very important that an Umpire should desist from offering any form of explanation for a decision either on or off the field. If asked to, an answer by a word or two may be said depending on who and how asked. The words “Going down”, “Missing stumps”, “One bounce” or “Pitching outside leg stump” can be used. Never ever get into a conversation on decision by either umpire. At the end of the day’s game any misunderstanding may be cleared by quoting the relevant law without getting into an argument.

It is a fact that many good decisions are spoilt by poor explanations and vice versa. An Umpire who lacks in confidence takes cover in justifying his/her decision. Compensating a mistake by deliberately making another is fatal and adds to the mistakes done, more importantly leads to players losing confidence in that umpire. Always a player or two will be aware of what has happened and if, a genuine mistake happens, gracefully accept it. After all we umpires are human beings too. This enhances the acceptability by the players and adds to umpire’s reputation. Concentration should not suffer by emotion, reputation of a Player, comments of a player or players and pondering over a mistake. Certainly, these lead to further mistakes but bouncing back quickly is most important. This comes with constant practice and experience.

Umpire should not persist with a decision he/she knows is a genuine mistake. One has to have lot of courage – as it generates comments – character and strength to correct it. There are provisions in the laws to correct it promptly. An Umpire should not hesitate to consult his/ her colleague in case of doubt and if, his/ her colleague is in a better position to see a point of fact. Example being whether a catch by a Wicketkeeper or a close in fielder has been taken cleanly or not when the Bowler’s end umpire’s view is obstructed by the bowler’s follow through or the Striker. The consultation should not be to shift responsibility. In the past there were feelings against consultation, as it was construed to be a weakness and unwillingness to take a decision. With the advent of TV coverage, one has the option of referral to the Third (TV) umpire. There is a process for referring. There also is a law for the teams to request for a review of an umpire’s decision (DRS), if, they are not satisfied with the one given. Whether consulted or not all the decisions must be given by the umpire within whose jurisdiction the responsibility falls. In extreme cases – an umpire being knocked down and is unable to see the incident - the jurisdiction can be transferred to the other umpire only if he/she is in a better position to decide.

The two umpires – now a days there could be three or four - officiating a match should work as a team with utmost confidence and absolute trust in each other. The umpires together with the match referee, if, available will form the Play Control Team (PCT) and with the scorers a larger team with each having their own set of responsibilities and duties.

**UMPIRES : DRESS**

Umpires had a trademark dress of dark trousers and white collared shirt, white long coat, a tie, and a white coloured hat. A pair of white shoes completed the dress code. The coat had a loop to carry / hang the sweaters given by the bowler and pockets to suit individual requirements but sufficiently big to hold the bowlers cap. Over the years the coat got shortened and attractive looking and the hat changed to Panama caps. Now a days seldom we see an Umpire wearing a coat and or a tie.

A smart turn out leads to first impression and is conducive to confidence, self-assurance and earning respect. The image of the umpires has changed a great deal in the eyes of all the stake holders of the game over the years. The white coloured collared shirt has given way to coloured shirts and T shirts so also the dress code of whites to coloured clothing for Players in shorter version of the game popularly known as One day limited over matches and T20s. Umpires should appreciate the necessity in keeping the highest standard in dress as well as umpiring techniques.

**SUNGLASSES**

There was a time when wearing sunglasses was discouraged, but with changing times there is general acceptance for the need to protect one's eyes from ultraviolet radiations. Where a match is played in bright sunshine, or the matches being played under lights, dark glasses or antiglare glasses have become a necessity to overcome the glare while looking in the direction of the sun or lights. The Caps worn gives some protection. If, it does not, then, it is better to wear tinted or polarised glasses with photo chromatic sunglasses.

**Watch**

Both umpires should wear or carry a watch. The law defines that the Umpires are responsible for the clock or watch to be followed. If the ground has a public Clock, the Umpires have to agree to use the same. Once the Umpires have agreed, both the captains have to be informed of the agreement and the clock / watch to be followed. It is necessary to synchronise all the watches – worn or carried by them and the scorer – and decide which one to follow in case the agreed one malfunctions.

**EQUIPMENTS**

These are a minimum set of implements an umpire should carry as part of his/ her personal kit.



- i. small towel or a piece of cloth
- ii. Pen
- iii. Notebook
- iv. Bat / stump gauge
- v. Ball weighing scale
- vi. Scissors
- vii. Measuring tape
- viii. Counter
- ix. Pair of bails
- x. Ball gauge

### **COUNTERS**

Each Umpire has his/ her own method of counting legal deliveries in an over which he/she feels comfortable with. Mental noting's to Coins or Marbles to counters of various types are used to count the number of legal deliveries. It was easy to transfer a marble with each delivery bowled from one pocket to the other when coats were worn. Most umpires held all the marbles in one hand and dropped one with each legal delivery bowled. Care was taken to count all before the start of an over and not to drop one when No ball or Wide ball was delivered. Whenever a wicket fell the marbles were retained in the hand till the play restarted. This had its own positives and negatives. When the wicket was to be remade necessitating, the use of both the hands the marbles were dropped in the empty pocket. There were instances of an over being called after two deliveries or having allowed 10 deliveries in an over by forgetting from which pocket to which pocket the marbles are to be transferred. Now a days almost all the umpires use ball counters of various shapes. Umpires do communicate nonverbally and cross check throughout the game as to the number of balls remaining whenever a No ball or a Wide ball is bowled, or two deliveries remain in an over. This has worked to the satisfaction of all till date.

### **SMALL NOTEBOOK AND PEN**

A small notebook and a pen are an essential personal kit. It will be handy tool to note the time a fielder was absent at the beginning of an interval or interruption, the number of balls remaining in that over if any, Bowler not to bowl, if an over is incomplete balls remaining, the Batter to face and the game to start from which end. The number of overs bowled by each bowler in a limited overs match. Easy to use ready made over cards are also available for use. Any suspensions during the last hour can be noted and will be handy while calculating the number of overs to be bowled on resumption. More so in cases of multiple disruptions. This also can be a personal record for umpires.

### **LATEST LAWS OF CRICKET AND CURRENT PLAYING CONDITIONS BOOK**

The MCC has published the Laws of cricket in small booklet size which can be comfortably placed in the pocket. This along the playing conditions will be a good reference book to get and clarify finer points in case of need. However, the umpires are advised **not to refer to the Law book** as well as **Playing Conditions** on the field while the game is on but to use them in the dressing rooms.

### **BAILS**

Bails are usually provided by Grounds Authority but many times the provided bails may not confirm to the specifications. Many umpires carry their own set of bails with a spare if needed. This is a good practice and advisable to continue. During high windy conditions heavy bails may be used rather than dispensing with the bails, hence, if a set of these are also part on an Umpire's personal kit, it will be very handy. In the recent times during day night matches LED bails are being used for which the umpires have to depend on the Ground Authority. Umpires are advised to ensure that similar spare bails are available at all times.

### **BOWLER'S START MARKER**

Markers are generally provided by the ground authority. If there are no markers, the Bowler may tend to make divot. This is not only bad for the ground but also can cause injury to fielders. It is

advisable to ensure that the markers are removed after the end of the days play or the match so that the risk of damage to the mowers and ground equipment are avoided.

### **BALL GAUGE AND WEIGHING SCALE**

The balls to be used in the match are supplied by the staging association. These have to be approved by the Umpires and Captains before the start of the match. All the balls approved should adhere to the specified specifications. The approved balls have to be in the custody of the Umpires throughout the match. It is advisable to carry the ball gauge onto the field to cross check the shape of the ball in case of doubt. The ICC has made it mandatory for the umpires to carry the rings on to the field. The ball gauge consists of two rings one "GO" and the other "NO GO". Ball has to pass through one and not through the other.

### **DRYING MATERIAL – Small towel or piece of cloth.**

A piece of cloth or a small towel is an essential material for an Umpire to carry onto the field even on a fine day for drying the ball in case of need. Weather can change at any time and an umpire should not be found wanting. The bottom line is that the game should not be held up. Umpires can also ensure other drying materials such as dry grass, saw dust etc. are available at the ground.

### **MEASURING TAPE, STUMP, BAIL & BAT GAUGE, AND A PAIR OF SCISSORS**

These are the handy tools. Measuring tape is used to measure the crease marking, the width and height of the stumps. Now a days, we get a handy Bat, Stump (to check the diameter and width) and bail gauge. Scissors may be necessary to cut the loose seam of the ball, thread or the strengthening material used on the bat or otherwise. These are very useful tools for an umpire to possess.

### **LIGHT METER**

These are supplied by the host but ensure that they are in working condition and spare battery is readily available.

### **DUTIES OF UMPIRES**

The duties of an Umpire are dealt with in Part3 under various Laws of Cricket and more specifically Law 2 – Umpires. The Umpires at club and league level should work as a team of four with two scorers and also among themselves. In representative matches which are televised there will be four umpires with or without the Match Referee. In such cases the four Umpires and the Match Referee constitute the Play Control Team (PCT). Generally, the Bowler's end umpire leads the team on field and the match referee off the field. The bowler's end umpire has his/ her duties and responsibilities clearly defined, so also the Striker's end umpire. Wherever third and or fourth umpires are appointed, they too have their responsibilities well defined. Both the Umpires must remain alert throughout, irrespective of their position (end) to assist each other in cases of need. The duties of the umpires can broadly be classified into before or **pre**, **during** and **after** the match duties. It will be handy if the Umpires have their own to-do checklist before the match with details like boundary distance, Sight screen movable or not? number of rollers. Drying material etc. available for easy reference.

### **BEFORE or PRE – MATCH DUTIES.**

1. Acknowledge and confirm or reject your appointment as soon as you receive the intimation. This makes the organisers job easy. In case you decline your colleague replacing you will get sufficient time to prepare.
2. Have a word with your partner and finalise travel plans. See that confirmed ticket and local transport for out station matches are in place.
3. Read the playing conditions for that match and Brush through the Laws of Cricket.
4. Get clarified the doubts if any.
5. Think about the ground, teams and make a mental study of a few prominent players if any, their attitude etc.
6. Jot down the points to inform / discuss with Colleague, Ground's man, Scorers & Captains. (Better to have a check list for all matches)
7. Check.
  - a. **Personal kit** - Trousers, sweaters, shirts, Cap and clean shoes, Socks, and Tie.
  - b. **Minimum Umpiring kit** – Counter with spare, Towel, Notebook with pen, Scissors, Bat, Ball and Stump gauges, Measuring tape. See also diagram on page 15.
8. Have a good night's sleep.
9. Leave with peaceful mind well in time. Do not let all the preparation go down the drain by rushing to reach.
10. Preparation is the most important aspect of a successful umpire. Remember **“Failing to prepare is preparing to fail”**.

### **AT THE VENUE.**

#### **Meet the Ground Authority and Groundsman together.**

1. Exchange pleasantries. Make them feel you are happy to be there.
2. Ascertain the number of Rollers made available for the Match.
3. Ascertain where the ground staff will be seated for easy communication in case of need.
4. From where and how the Drinks trolley if any, will be coming.
5. Available Drying equipments. Sawdust, Absorbent roller, Super sopper, sponge, and rope etc to name a few.
6. Availability of adequate covers. Time taken for covers to be brought on and time required to take off the covers.
7. Availability of spare stumps and bails.
8. If the sightscreen is movable, manpower required for its movement.
9. Procedure for outfield mowing and mopping.

#### **Meet the Captains together.**

1. Exchange pleasantries.
2. Determine the Balls to be used during the match both old and new.
3. Inform special conditions of play (short pitched balls, Number of Overs etc.).
4. Agree on the hours of play and Timings for intervals.

5. Agree on the clock or watch to be followed with stand by watch. If there is no clock at the ground, use your wristwatch. If there is one, follow it and synchronise your and scorers watches with that clock.
6. Agree on the boundary of the field and allowances.
7. How to treat the obstacles, if any or a person coming and handling the ball in play within the boundary.
8. The use of covers.
9. Any other points.

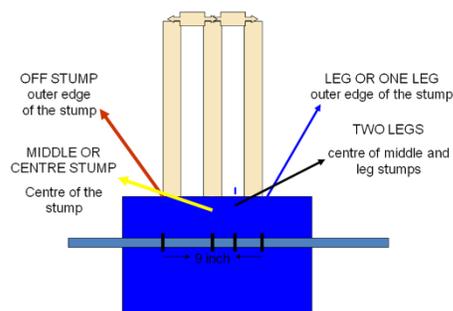
### Meet the scorers.

1. Ascertain their seating.
2. Synchronise watches.
3. Agree on signals and their acknowledgement.
4. Inform hours of play.
5. Inform the agreements made if any, with the captains and special playing conditions if any.

### Other duties.

1. Check the crease markings & pitching of the wickets and boundary markings.
2. Check placement of sight screens. They should be wholly outside the boundary line. If, it is inside, have it moved clear of the boundary line. If not possible to move it outside the boundary, bring the boundary line inside to that extent so that the site screen is fully outside.
3. Ensure that the nomination of players and the Toss takes place within the specified time.
4. Get the match ball selected by the fielding side.
5. Inform the scorers the winner of the toss and his/her choice – fielding or batting.
6. Pre-decide the end you are taking. Ensure that the ground is cleared
7. Walk in together 5 minutes before with the match ball.
8. If available a bell should be rung at this time or make sure that the Captains are aware that you are walking in.
9. Check the alignment of stumps at respective ends.
10. Ascertain from which end the game is starting.
11. Take position at respective ends

### AT BOWLER'S END



1. Receive the cap and or sweater if, any and hand over the match ball and the marker.

2. Ascertain the mode of delivery to inform the striker– over or round the wicket and left or right arm. Preferably with action from same side and hand.
3. Give guard, if requested– one leg, two legs, middle stump, or off stump.
4. Help, if necessary, to align the sight screen if movable.
5. Ensure readiness of – colleague, Scorers, the Batters, and the Fielders.
6. Position yourself at the bowler’s end – in line with stumps at about 6-8 feet behind the stumps as per your convenience.
7. At the appropriate time call “Play” loudly so that it is heard by one and all on the field after signalling to the scorer and partner, at the start of each innings, after every interval or interruption.

### **DUTIES DURING THE MATCH**

#### **– At the bowler’s end.**

1. Count the balls, call clearly & loudly “over” after 6 valid / legitimate deliveries.
2. Watch the landing of feet of the Bowler during the delivery stride.
3. Watch for the pitching and further course of the ball.
4. Call loudly and clearly & signal “No ball”, Wide-ball, Dead ball etc. as and when they occur / required. Repeat these after the ball is dead.
5. Signal to the scorers of all boundaries, byes, leg byes and penalties as applicable.
6. Judge whether the delivery is short pitched or high non-pitching delivery but be guided by the striker’s end umpire.
7. Answer appeals for Bowled, Caught, Hit the ball twice, LBW, Obstructing the field, Run out at your end, and Timed out.
8. Watch the fielders closely for pitch encroachment and movement.
9. Take possession of the match ball during interruptions and intervals. Inspect the ball regularly but at irregular intervals.
10. Ensure that the game is played strictly in accordance with the laws.
11. Intervene in cases of unfair play even without an appeal after calling and signalling “dead ball” if required.
12. If you have to leave your position for consultation, call and signal dead ball if, the ball is not dead, take possession of the match ball and then leave.
13. Signal to the scorer when last hour of the match starts or a new ball is claimed.
14. Give consent to a fielder to leave or come back on to the field of play.
15. Give final signal to the scorer in cases of short runs, indicating the number of runs scored/ to be recorded.
16. Call “over” at appropriate time.
17. Call and signal “dead ball” when necessary.
18. Note down the timings for suspension in play, fielder’s absence to calculate penal time.
19. Take joint decisions on allowing a substitute, changing the match ball in use, suspending play or to resume play after suspension for bad light or dangerous and unreasonable conditions and others.
20. Speak jointly to the captains regarding unfair play and disciplinary issues.

21. Call "Time" at cessation of play before an interval, interruption, and the conclusion of the match.

**- At the striker's end.**

1. Position at striker's end with your left foot (for RHB) in line with the popping crease on the legside at 22-23 yards. In televised or recorded matches, it is advisable to stand in line with bowling crease to avoid obstructing the view of the camera. In a limited over match better to stand at a distance of 30 yards on the inner circle so as to easily observe fielder's infringement.
2. Count the balls delivered as an assistance to your colleague in case of need.
3. Observe Bowler's action for fairness of the delivery.
4. Answer appeals for Stumped, Hit wicket, and Run out at your end.
5. Call and signal "No ball" for checking (bowler's action) , wicket-keepers position violation, more than 2 fielders on the legside behind the popping crease. In one day matches violation of field restrictions and others, if any.
6. Call and signal Dead ball when necessary.
7. Watch for short runs at your end and call and signals as and when they occur.
8. Watch for all forms of unfair play.
9. Assist partner in cases of Bouncers, non-pitching deliveries above waist height.
10. Note down the timings for suspension in play, fielder's absence to calculate penal time.
11. Take joint decisions on allowing a substitute, changing the match ball in use, suspending the play or to restart play after suspension for bad light or dangerous and unreasonable conditions and others.
12. Speak jointly to the captains regarding unfair play and disciplinary issues.
13. Observe position of Batters for crossing, particularly when a catch is being made or overthrow takes place or run out occurs.

**- During an interval (after Cessation of play before an interval or interruption).**

1. Law 11 makes it clear what is an interval, when it starts and ends. An interruption is when play stops or is suspended without prior agreement. Note down the number of balls bowled or remaining. If an interruption occurs during an over and the over has to be continued after resumption unless an innings comes to an end. An interval starts at the completion of an over unless a wicket falls within 3 minutes of an interval during an over. In this case also the over has to be completed on resumption after the interval unless an innings ends.
2. Umpire at the Bowler's end to call "time" at the start of an interval or interruption and remove both sets of bails from the top of the stumps.
3. Umpire to take possession of the match ball at the start of an interval or interruption.
4. Match ball should be in the custody of the umpire from whose end the game is to restart.
5. Note down the time of close of play, number of balls to be bowled if any, bowler to bowl or not to bowl, Batter to face (to take strike) and the end from which the match is to restart.

6. Cross check the above mentioned with the scorer and the other Umpire, except drinks interval and agree upon the allowances for the stoppages during the session if any and the runs scored, wickets fallen, and overs bowled.
7. Have the creases remarked, and the debris removed if necessary.
8. During the interval between end of the day and start of play next morning. In addition to the above
  - a. Have the returfing done, if required.
  - b. See that the covers are on time.
  - c. Instruct the groundsman at what time to remove the covers. They have to be removed at the same time in a multi-day game on each morning weather permitting.
  - d. Supervise the mowing and permitted rolling requested by the captain of the batting side and associated removal of debris (sweeping) the next day morning before the start of the match.
  - e. Have the creases remarked.
9. During the interval between the innings. In addition to the above except 8 above.
  - a. Ascertain from the batting side captain which available roller he/she would like to have and for how long. Instruct the groundsman accordingly. Keep a watch from the pavilion that this is carried out along with the associated clearing of debris (sweeping).
  - b. Have the creases remarked.
  - c. Agree with the scorers and other Umpire the number of runs scored, wickets fallen, and the overs bowled, if relevant and arrange to inform all stake holders.
10. Walk in together 5 minutes before the start with the match ball.

**DUTIES - AT THE END OF THE MATCH:**

Together check the correctness of the score and announce the result. If a mistake in scoring is detected and if, "time" at the conclusion of the match was called before the actual cessation time or some of the minimum overs to be bowled are remaining then order the tams to resume the game till the result is achieved or the time by which the match was called off earlier lapses or completion of the remaining overs unless any one team concedes the match. If the match cannot be restarted for whatever reason, correct the score, and announce the results. The result as announced by the Umpires shall be binding on all. Refer to Law 16.9 (Result- mistake in scoring)

**Example 1**

Actual cessation time 4.30 pm. At 4.12 pm umpires call "time" on conclusion of the match as one team has surpassed the target. On checking the scores, it is found at 4.30 pm that a mistake in scoring has occurred and that team still needs two runs to win with 3 wickets in hand. Resume the game and play out the 18 minutes or a team wins whichever is earlier light permitting.

### Example 2

At 4.35 pm when 12.3 of the mandatory overs have been bowled time is called as one of the team has won. Then it is found that the team still needs 1 run to win at 4.40 pm. Then resume the match to complete the remaining mandatory overs or a team wins whichever is earlier light permitting unless one team concedes the match.

### POSITIONING OF UMPIRES

Where the Bowler's end and Striker's end umpire have to stand as per the laws under Part 3. Positioning is a complex thing and according to individual comfort. Each Umpire has his/her own comfort zone according to his/her height but there are some basic requirements which have to be met or taken care off. The Umpires should be in the right and safe position to clearly see the happenings at all times to discharge their duties and responsibilities to the best of their ability. These can be achieved only through experience and judgement cultivated through the years.

It is the general belief that an Umpire of normal height can stand six to eight feet behind the stumps in line with them with legs apart according to the width of their shoulders. This may vary from Umpire to Umpire for his/her own comfort level. Some of the essential points for an Umpire at the **BOWLER'S END** while a ball is being delivered are

#### He/She must be able to clearly see

1. The landing of the Back foot and the front foot.
2. The upper part of the near wicket and the area between wicket to wicket and the "grid".
3. The flight / trajectory of the ball after delivery, its pitching and impact with the striker's Bat or person or otherwise.
4. This is best achieved by only moving the eyeball up to focus on the "grid" after seeing the landing of foot. Do not move your head up then down to see the Bowler's wrist or hand and then the pitching. It is for the Striker's end Umpire to watch the fairness of the delivery though the Laws provides for both. This has been explained under Law 21 (No ball). Allow the ball to come into your sight and watch where it pitches and follow its further course.
5. From the peripheral vision watch the non-striker's movement, Striker's actions and the fielder's movement and other activities.
6. At times Bowler's back foot may obstruct viewing the landing of the front foot. In such cases the Umpire can come a step forward.
7. Non striker's position in case the Bowler attempts to run him out before delivery.

#### He / She must not impede

1. The Striker's view of the final part of the Bowler's runup.
2. Bowler's run up.
3. Usually, left arm bowler bowling round the wicket requests an Umpire to stand back as he/she would run between the Umpire and the near Wicket (Bowling in between or across). Umpires should accommodate his/ her request to a reasonable extent. If you

stand too aback, it may be difficult to see the landing of the front foot and also you are that much away from the striker's bat to hear thin snicks. The moment you become uncomfortable you can decline the request.

Calling and signalling "No ball" may give little breather, since, the chances of LBW, CBW are not there. In case the feet land correctly, the sighting of the ball early in its flight and following its course to see the pitching, speed, bounce, and further course after pitching are very important.

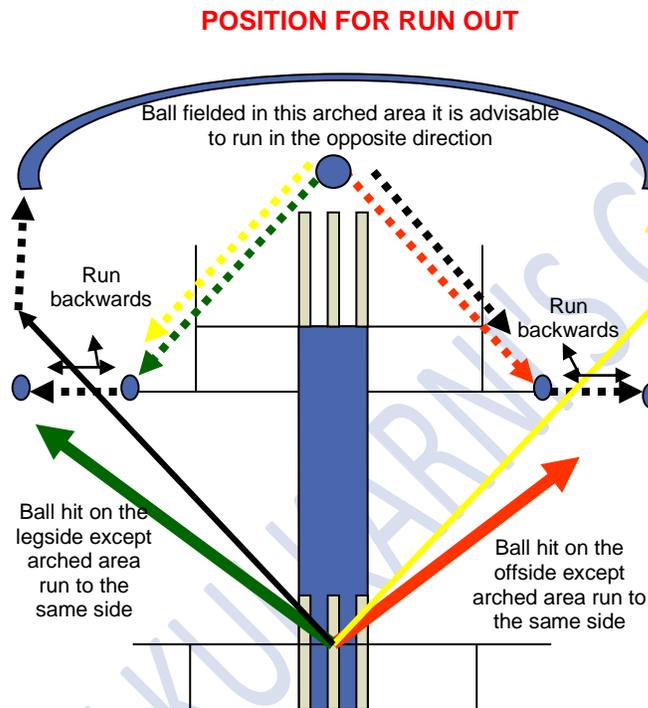
This helps in deciding

1. Possible appeal for LBW.
2. Possible appeal for Caught behind.
3. Waist high non-pitching deliveries.
4. Height of short pitched deliveries.
5. The ball is within the reach of the Striker for executing a normal cricketing stroke or not to judge a wide.
6. The Striker has made a genuine attempt to play at the ball or otherwise.
7. To Call "dead ball" if the Striker withdraws for any reason after the delivery but before playing or attempting to play at the ball.

If the ball goes to the outfield either played by the Striker or missed by the Wicketkeeper, the bowler's end umpire should be very quick to move to a position from where he/she can best see the wicket and popping crease (which are four feet apart) to watch:

1. Batter running on the pitch or not.
2. Fielders running on the pitch.
3. The ball is fielded properly.
4. If fielded near the boundary, whether the fielder has come in contact with the boundary or has over stepped.
5. Completion of each run.
6. In case of possible run outs at his/ her end,
  - a. whether the wicket is fairly broken or not (refer Law 29 (The wicket is broken)).
  - b. Whether the Batter has made his / her ground good or not.
  - c. Whether the Batters have crossed or not.
  - d. What is happening to the ball in the field?
7. It is advisable and advantageous if the Umpire moves to the same side the ball is played except when the ball is played in the "V" and the fielder is close by, in which case he /she moves to the opposite side, in judging Run outs as illustrated in the diagram below. If an umpire moves to the opposite side, he/she may have to cope with the Bowler or a fielder breaking the wicket from behind.

8. If the ball goes deep or near the boundary line and the umpire has to move to the same side, he/she can stand in, sideon position, and only move his/her head to watch the fielder fielding the ball, his/ her throw and the Batters running. He/She will have time after the throw to turn and concentrate on the wicket being broken and the Batter's position in relation to popping crease in case of close calls. This way he/she can avoid wayward throws, if any, and getting injured from the fielder's throw.



To see all these things the Umpire should be far enough from the stumps. Which side to move and how far depends on the actual situation, the above mentioned is only a general guideline. More details in Part 3 Law 38 (Run out). However, the bottom line is that an Umpire should not be in the line of throw both for his/her own safety and disadvantaging the fielder in attempting to get the Batter out. Umpires also have to keep in mind while taking position that the fielder has an option of throwing the ball at both the ends and umpires should not be in the way of the throw.

When a runner is at the wicket, it is always advisable to run on the opposite side of the runner running to avoid having a situation of deciding runout with runner running behind the umpire. This is no easy job to act against the usual habit and requires practice, experience, and concentration. The Umpire has to keep in mind that the fielders are always quicker in running.

An Umpire cannot be in his/her peak concentration all the time throughout the match and not expected also but has to be in the game. There are times when his/ her concentration level can be lowered but cannot relax. Many of the umpires are calling it as time to "trigger". An umpire has to trigger when the Bowler starts his/her runup for bowling and reach his/ her peak when the

Bowler's back foot lands and can lower after the ball has been played or collected by the wicketkeeper. So how much time an Umpire at the Bowler's end gets to watch the Landing of the back foot, front foot, observe the trajectory of the ball, decide at what angle the ball is delivered, where the ball pitched, how much did the ball turn and bounce, where did the first interception of the ball was and finally what would have been the further course of the ball had it not been intercepted. Imagine, if there is an appeal for LBW or caught behind or catch in the close cordon and has to decide whether it is a bump catch or clean? In the whole action there are 5 moving objects, The Bowler, the ball, The Striker, The bat, and the Fielder. From the first action of the Back-foot landing till the ball passes the Striker's wicket assume the ball travelling at an average speed of 100 Kilo Metres per hour and the travel distance is hardly 66 feet. The Umpire has split second to observe, replay the entire action in his/her mind and decide. If the umpire decides immediately we say he/she was predetermined to lift his/ her finger, if the umpire delays, we say he/she was in doubt but gambled. It is an encouraging fact that the Umpires world over, have done and are doing a commendable job by getting 93% plus correct decisions as per data available.

Lastly before allowing the bowler to start his/her runs up the Umpire has to ensure that his/ her partner is ready -at times he/she may have to change sides when left right combination of Batters are at the wicket and runs are taken in odd numbers. The law stipulates that the Batters should be ready by the time the bowler is ready to start his / her runup. It is a mistake to allow the ball to come into play when the Striker's end umpire is not ready. The Bowler's end Umpire may either come a step aside so that he/she is in the path of the bowler's runup or extend an arm to stop the bowler from starting and be ready to call and signal dead ball if this does not get the desired result.

The position of the **STRIKER'S END** umpire is generally square of the wicket on the legside, normally at square leg in line with the popping crease. Normally an umpire stands at a distance of 22 to 25 yards and for one day matches at 30 yards on the inner circle. This position can alter, if there is a fielder nearby so that his/her movements are not impeded. He/She should not stand too far to lose credibility of his/her decisions or too close making it difficult to avoid being hit of the legside stroke of the Striker. He/She may choose to stand on the offside by informing his/her desire to do so to the fielding side Captain and the other umpire in the following circumstances.

1. If there is runner on the field who is placed at square leg.
2. His/ Her view is being obstructed by a short leg fielder.
3. If in doubt of bowler's action to the fairness of a delivery, he/she may choose to stand on the offside to have a look from different angle.
4. To be out of a fielder's path.
5. There are two fielders behind the popping crease on the legside and a third one deep behind the square leg umpire who might encroach but out of sight.

The major duties and responsibilities for the **STRIKER'S END** umpire when the ball is IN PLAY are: He/She must be able to clearly see

1. The Bowlers arm action during the delivery swing. If not satisfied about the fairness (refer Law 21 No ball) of the delivery should call and signal "No ball" loudly and clearly so that

all the stake holders on the ground can hear or see at the instant of delivery or as soon as possible thereafter. Be in readiness to assist partner in case of bouncers or non-pitching deliveries above waist height.

2. The wicket-keeper's position and movement in relation to the stumps and the stroke the Striker is playing or intends to play. (Refer Law 27 The wicketkeeper). Any infringement, call and signal "No ball" loudly and clearly so that all the stake holders on the ground can hear or see at the instant of delivery or as soon as possible thereafter.
3. That there is no significant movement by any fielder before the ball is received by the striker except in response to the Striker's actions as enumerated in Laws 27 and 28.
4. Check For fielding restrictions if any and take appropriate action. Generally calling No ball.
5. If the ball goes out onto the outfield either played by the Striker or missed by the Wicketkeeper:
  - a. The ball is fielded properly.
  - b. Completion of each run.
  - c. In case of possible run outs at his/ her end,
    - i. whether the wicket is fairly broken or not (refer Law 29 (The wicket is broken)).
    - ii. Whether the Batter has made his / her ground good or not.
    - iii. When the Batters have crossed, if they have, especially when a catch is being made.
    - iv. What is happening to the ball in the field?

If the ball is hit behind the striker's end umpire, he/she should take a side on position so that with minimal movement of the head, can watch the fielder fielding the ball, his/ her throw-in and the Batters running to his/her end. This equally applies to Bowler's end umpire if he/she runs to the same side where the ball is played.

Umpires over a period of time with experience learn how to assist each other by watching the completion of run at their end, progress of the ball, fielders fielding near the boundary line, crossing of Batters when the partner is busy watching some other incident.

### **DEFINATION OF A FIRST-CLASS MATCH**

*A match played between two teams of eleven players each for a duration of three or more days and so recognised by the respective national bodies.*

### **GAME OF CRICKET**

You have two sides, one **OUT** (in the field) and one **IN** (the pavilion). Each man that is in the side that is **IN** goes **OUT** and when he is **OUT**, he comes **IN** and the next man goes **IN** until he is **OUT**.

When they are all **OUT**, the side that is **OUT** comes **IN** and the side that is **IN** goes **OUT** and tries to get those coming **IN**, **OUT**.

Sometimes you get men still **IN** and not **OUT**. When both the sides have been **IN** and **OUT** including not **OUTs** that is the end of the game.

Unknown author

**Healthy body is healthy mind. An overview of nutrients**

<b>Essential Nutrients</b>		
<b>NUTRIENTS</b>	<b>FUNCTION</b>	<b>FOOD SOURCES</b>
<b>Protein</b> 4 calories per gram	Builds tissues, so essential for growth.	Fish, meat, poultry, eggs, dairy produce, peas, Beans, lentils, nuts.
<b>Carbohydrate</b> 4 calories per gram	Essential for metabolic processes.	Cereals and cereal products like bread, other grains e.g. rice, fruit, vegetables.
<b>Fat</b> 9 calories per gram	Concentrated energy source, Insulation.	Fat meat, dairy products, oils, margarine nuts and seeds, cakes, biscuits.
<b>Fibre</b>	Prevents constipation and Related illnesses.	Whole cereal grains, fruit, vegetables, Wholemeal bread, pulses and seeds.
<b>Vitamins</b>		
Vitamin A	Growth of cells, healthy eyesight.	Liver, butter, carrots, margarine, dark green leafy vegetables.
Vitamin B	Good metabolism, healthy nervous system.	Liver, cereals, nuts, fish, meat, vegetables, Dairy produce, eggs, poultry.
Vitamin C	Healing of wounds, bones. Aids Iron absorption. Keeps body Tissues healthy.	Citrus fruits, potatoes, green vegetables, Tomatoes, strawberries, black currants.
Vitamin D	Healthy teeth and bones.	Cheese, milk, oily fish, eggs, butter, margarine.
<b>Minerals</b>		
Calcium	Formation of teeth and bones.	Dairy produce, sardines, and salmon (with bones)
Iron	Formation of haemoglobin.	Organ meat, i.e., liver, kidney, heart, pulses; Also, cocoa.
Zinc	Metabolic processes.	Meat, nuts, peas, wholemeal bread.
Magnesium	Metabolic processes	Whole grains, green leafy vegetables, soya Beans, nuts.

## **PART 3**

### **MCC LAWS OF CRICKET – 2017 CODE 3<sup>RD</sup> EDITION 2022 AND THEIR INTERPRETATIONS**

#### **THE PREFACE**

The game of Cricket has been governed by a series of Codes of Laws for over 275 years. The earliest was in 1744. These Codes have been subject to additions and alterations recommended by the governing authorities of the time. Since its formation in 1787, Marylebone Cricket Club (MCC) has been recognised as the sole authority for drawing up the Code and for all subsequent amendments. The Club also holds the World copyright.

The basic Laws of Cricket have stood the test of time remarkably well. While the game has evolved over generations, it remains recognisably the same sport as in decades and centuries gone by. The Laws today may be longer and more complex than the earliest Codes in the 18th Century, but they retain the same central core, and often some of the same language. It is thought that one of the real reasons for this sustainability is not just the appeal of cricket as a sport, but also that cricketers have traditionally been prepared to play in the Spirit of the Game, recognised in the Preamble since 2000, as well as in accordance with the Laws.

That said, the game does evolve, and the Laws must do so with it. The changes made in the 2017 Code – of which this is the third edition - reflected views following a global consultation with players, umpires, and administrators at all levels of the game, including the International Cricket Council, the sport's global governing body. The game had evolved quickly, requiring six Editions of the 2000 Code to be published in only fifteen years. A new Code was necessary to rationalise these amendments and to list the Laws in a more logical format and order. The guiding objectives behind the 2017 changes, evidenced from the consultation, were to maintain a fair balance between bat and ball, to make the Laws easier to understand, to safeguard players' welfare, and to give umpires more mechanisms to address instances of poor behaviour by players. Those principles have continued to guide this third edition, in which changes are intended to shape the game of cricket as it should be played, rather than being reliant on outdated, if long-standing, traditions. With that in mind, for the first time in 2017, the Laws were written in a gender-neutral format, reflecting, and further encouraging, the rising popularity of the game amongst women and girls. This edition goes a step further, replacing the old term 'batsman' with the gender-neutral 'batter' – reflecting that cricket is a game for everyone, and that language shapes our behaviours.

The MCC Laws of Cricket provide the framework around which all cricket matches are based. Individual leagues and governing bodies then add their own playing regulations on top, amending the Laws to suit the differing needs of, for example, matches in junior cricket, one day limited overs match, T20 matches and Test matches. In almost all cases, the fundamentals of the game, such as scoring runs and taking wickets, remain unchanged in such regulations.

The Laws contained in this book are correct at the time of its publication but the MCC website ([www.lords.org](http://www.lords.org)) and Laws of Cricket App provide a digital version which will be updated with any minor changes, if necessary.

**Significant dates in the history of the Laws are as follows:**

- 1700** Cricket was recognised as early as this date.
- 1744** The earliest known Code was drawn up by certain “Noblemen and Gentlemen” who used the Artillery Ground in London.
- 1755** The Laws were revised by “Several Cricket Clubs, particularly the Star and Garter in Pall Mall”.
- 1774** A further revision was produced by “a Committee of Noblemen and Gentlemen of Kent, Hampshire, Surrey, Sussex, Middlesex and London at the Star and Garter”.
- 1786** A further revision was undertaken by a similar body of Noblemen and Gentlemen of Kent, Hampshire, Surrey, Sussex, Middlesex, and London.
- 1788** The first MCC Code of Laws was adopted on 30th May.
- 1835** A new Code of Laws was approved by the MCC Committee on 19th May.
- 1884** After consultation with cricket clubs worldwide, important alterations were incorporated in a new version approved at an MCC Special General Meeting on 21<sup>st</sup> April.
- 1947** A new Code of Laws was approved at an MCC Special General Meeting on 7th May. The main changes were aimed at achieving clarification and better arrangement of the Laws and their interpretations.
- 1979** After five editions of the 1947 Code, a further revision was begun in 1974 with the aim being to remove certain anomalies, consolidate various Amendments and Notes, and to achieve greater clarity and simplicity. The new Code of Laws was approved at an MCC Special General Meeting on 21st November, coming into effect in 1980.
- 1992** A second edition of the 1980 Code was produced, incorporating all the amendments which were approved during the intervening twelve years.
- 2000** A new Code of Laws, including a Preamble defining the Spirit of Cricket, was approved on 3rd May 2000.
- 2007** MCC established the Laws sub-committee, replacing the Laws Working Party.
- 2010** A fourth edition of the 2000 Code was published. MCC members agreed at a Special General Meeting on 5th May that the MCC Committee is entitled to change the Laws of Cricket without seeking the approval of the members.
- 2017** After six Editions of the 2000 Code, a new 2017 Code came into effect on 1st October. A second Edition was published in April 2019.

Many queries on the Laws are sent to MCC for decision every year. MCC, as the accepted Custodian of the Laws, has always been prepared to answer the queries and to give interpretations. However, MCC reserves the right not to answer queries which it considers to be frivolous or connected in any way with a bet or wager.

Lord’s Cricket Ground  
London NW8 8QN  
1st October 2022

G.W. Lavender  
Chief Executive & Secretary, MCC

**THE PREAMBLE  
– THE SPIRIT OF CRICKET**

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches, and parents.

Respect is central to the Spirit of Cricket.

1. Respect your captain, team-mates, opponents, and the authority of the umpires.
2. Play hard and play fair.
3. Accept the umpire's decision.
4. Create a positive atmosphere by your own conduct and encourage others to do likewise.
5. Show self-discipline, even when things go against you.
6. Congratulate the opposition on their successes and enjoy those of your own team.
7. Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship, and teamwork, which brings together people from different nationalities, cultures, and religions, especially when played within the Spirit of Cricket.

The players, umpires, and scorers in a game of cricket may be of any gender, and the Laws apply equally. The use, throughout the text, of pronouns expressing a binary he/she is as inclusive as practicable, whilst retaining clarity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to all persons, regardless of gender.

***Interpretation***

*The preamble sets the tone in which all the stake holders should conduct themselves. It specifically sets out how the players, coaches, match officials and in junior cricket it extends to the parents and teachers should approach the game. It is not always easy to either quantify or define the spirit of Cricket and the preamble does not try to do so. It does place honesty, integrity, respect, and fair play as the core of the game. It also makes the captains of the teams responsible for the commissions and omissions of the players of their team and places the additional responsibility on them to see that their players act within the spirit and Laws of Cricket. It is also observed that from junior cricket to international level the behaviour of the players has taken from bad to worse. Keeping this in mind and after wide consultations and deliberations a new Law 42 was added with this 2017 code to empower umpires to deal with players' poor conduct.*

**UMPIRING TECHNIQUE:**

1. *Cricket is a game for PLAYERS let it be so.*
2. *Umpires to intervene in cases of unfair play without any appeal.*
3. *Call and signal dead ball and collect the match ball before leaving your position.*
4. *Do not intervene immediately. Allow the players to vent out, unless warranted.*
5. *Always talk with palms down with a smile and avoid pointing fingers at all times.*



6. *Do not be curt, be polite but firm.*
7. *Always remember - that the Laws are there to conduct the match and not for dictating.*
8. *Umpires are to adjudicate on matters as required by the Laws, do not interfere with the conduct of the game unless players do not act in accordance with Preamble and Laws of the game.*
9. *Umpire to act at the first sign of any conflict - Prevention is better than cure.*
10. *“SMILE” 😊 costs nothing but buys lots of good will.*
11. *Always exchange pleasantries at the beginning of day’s game.*
12. *Do not trouble the trouble until trouble troubles you.*
13. *The best umpire is the one who comes in unnoticed and leaves the match unnoticed.*
14. *We do not go to the match to please all but to conduct it within the framework of the laws.*
15. *Preamble is referred twice in the laws 1 and 42, hence it is part of Laws of cricket and important.*

## **LAW 1. THE PLAYERS.**

### **1.1 Number of players**

A match is played between two sides, each of eleven players, one of whom shall be captain. By agreement, a match may be played between sides of fewer than, or more than, eleven players, but not more than eleven players may field at any time.

If, during the match and for whatever reason, a side is reduced to fewer than the original number of nominated players, the match shall continue as long as it is possible to do so under the Laws or any agreements made before the toss.

#### **Interpretation**

*Generally, a match is played between two teams of 11 players each. However, law provides for the game to be played with more or lesser number of players. If played with more than 11 players only 11 can field at any time but no minimum is specified. In such cases it is not necessary that the same 11 fielders should field throughout the innings.*

*When the game is being played with 11 players, an innings is said to be completed when 10 wickets fall. Say only 7 wickets are down and one Batter is injured or ill and cannot bat and another is serving penalty under Law 42. At this time, the 8<sup>th</sup> wicket falls. In such cases the innings is to be treated as completed.*

### **1.2 Nomination and replacement of players**

**1.2.1 Each captain shall nominate his/her players in writing to one of the umpires before the toss.**

**1.2.2 No player may be replaced after the nomination without the consent of the opposing captain.**

**1.2.3 Any replacement player shall be considered the same player as the nominated player he/she replaced for the purposes of these Laws.**

**1.2.3.1 A replacement shall not bat in an innings in which the nominated player he/she is replacing has completed his/her innings.**

**1.2.3.2 Any unserved Penalty time, warnings, or suspensions, that applied to the original nominated player will be inherited by his/her replacement.**

#### **Interpretation**

*The captain is expected to nominate his/her team players in writing and hand it over to any one Umpire before going for the toss. In some competitions, the playing conditions may require the captain to nominate substitute players. In such cases the playing 11 should be written in seriatim and then the substitutes. Once the nomination is made the list may not be changed, not even to add players, if less than 11 have been nominated.*

*There could be an occasion after nomination (toss) and before the actual start of the game, a player may get injured or fall ill or for some genuine reasons, he/she cannot take part in that match. This is a fit case for replacement, if, requested by his/her team Captain and consented by the opposing Captain. In representative cricket a while allowing a replacement player*



*Captains should be aware of and if not, should be made aware of that Law 42 (Player's conduct) specifically recommends action against the offending team Captain.*

### **UMPIRING TECHNIQUE**

- 1. It is important to meet the captains and manager before the toss. Even if it is for self-introduction.*
- 2. Ask the Captains if they have any doubts or need clarification on any of the laws or regulations. Clarify, if they have any.*
- 3. Request for the nomination in duplicate before the toss. Ensure that the players are nominated in seriatim from 1 to 11 and not picked at random and is signed. Do not wait for the 15 minutes deadline, be proactive.*
- 4. Nomination can be made by either the captain or anyone associated with the team – Deputy, Manager, Coach, or the Secretary etc.*
- 5. Batters at the wicket will deputise for their Captain between the call of "Play" and "Time" except in certain cases under Law 42.*
- 6. Only a nominated player can go for the toss.*
- 7. A nominated player can be replaced with the consent of the opposing Captain at any time during the match. The consent could be either "Yes" or "No". Umpires cannot suggest or decline. Consent cannot be conditional.*
- 8. The player coming in as replacement can bat, bowl and field at any place and act as deputy also. (Full-fledged player) with the exception that if the player for whom he/she has come in as a replacement has already batted in that innings the replaced player cannot bat. Likewise, in limited over matches the quota of overs applies for both together. Be guided by the special regulations or playing conditions if any. BCCI playing conditions stipulate like to like replacement of the original player. Batter to Batter, Bowler to Bowler, If a batter is replaced by an all-rounder then a cap may be imposed on his bowling.*
- 9. The replacement player can complete the incomplete over if, any, but cannot bowl the next over. If he bowls, it will like bowling two overs or part there off consecutively.*
- 10. Match can be started with fewer complement of players than nominated. Certain tournaments require all the nominated players to be present from the start.*

## LAW 2 THE UMPIRES

### 2.1 Appointment and attendance

Before the match, two umpires shall be appointed, one for each end, to control the match as required by the Laws, with absolute impartiality. The umpires shall be present on the ground and report to the Executive of the ground at least 45 minutes before the scheduled start of each day's play.

#### Interpretation

*The umpires are appointed by the authority conducting the match. The intimation of the appointment is usually received one or two weeks earlier to make preparations. It is expected that the letter is acknowledged and replied informing the availability or otherwise at the earliest. This facilitates in cases of refusal, to appoint a replacement early and give sufficient time for him/her to prepare. It is essential that the Umpires reach the ground sufficiently early (at least 45 minutes) so that certain pre match duties as listed in "part 1" which are not part of the Laws of Cricket can easily be completed.*



*At times one player each from each team may be requested to umpire in local games or the parents of the players. It is important that the two umpires work as a team with utmost trust in each other and treat both teams equally. There are several joint decisions to be taken during a match. The thumb rule is that, if there is difference of opinion between the two, status quo will prevail. There are many instances when, it is necessary to communicate with each other such as number of deliveries remaining after the call of every No ball or Wide ball and when two deliveries remain in an over, when a delivery passes above head height or a non-pitching delivery is bowled which passes above waist height of the striker standing upright at the crease, Etc. It is advisable to have non-verbal communication during the game and keep the verbal method to a bare minimum to avoid frequent stoppages. It is essential that these (ways and how to communicate) should be discussed and agreed upon before the match to avoid confusions on the field.*

### 2.2 Change of umpire

**An umpire shall not be changed during the match, other than in exceptional circumstances, unless he/she is injured or ill. If there has to be a change of umpire, the replacement shall act only as the striker's end umpire unless the captains agree that the replacement should take full responsibility as an umpire.**

### 2.3 Consultation with captains

**Before the toss, the umpires shall**

#### 2.3.1 meet with the captains; the umpires shall determine

**2.3.1.1 the balls to be used during the match. See Law 4 (The ball).**

**2.3.1.2 the hours of play and the times and durations of any agreed intervals. In a match of one day's duration, no specific time need be agreed for the tea**

interval. It may be agreed instead to take this interval between innings. See Law 11 (Intervals).

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

**2.3.1.4** the boundary of the field of play and allowances for boundaries, including whether any obstacle within the field of play is to be regarded as a boundary. See Law 19 (Boundaries).

**2.3.1.5** the use of covers. See Law 10 (Covering the pitch).

**2.3.1.6** any special conditions of play affecting the conduct of the match.

**2.3.2** inform the scorers of agreements in 2.3.1.2, 2.3.1.3, 2.3.1.4 and 2.3.1.6.

### Interpretation

*A meeting with the captains has to be requested and conducted before the match. Make it a point to meet the captains together to emphasise that you are a team. Use this opportunity to discuss and agree upon any special playing conditions not covered by the Laws of Cricket. Such as Limitation on number of overs per bowler if any, limitation of number of overs or time per innings if any. Though some of them have been listed clearly in these laws, it is imperative that they are gone through again not only to stress the need of understanding them clearly but also both the Captains and Umpires are on the same page so as to avoid unnecessary embarrassing misunderstandings later.*

*The balls to be used in the match have to be approved by the Umpires and Captains, it is advisable to check the new match balls for the correctness of their weight, circumference, colour, and shape. Refer to Law 4 (The Ball). Select the old ones of different usage to be used as replacement balls if, required. The colour of the balls to be red (Cherry) by convention. In shorter duration matches, white balls may be used as per the direction of the organising body. In recent times Pink balls are being experimented.*

*The hours of play include the number of days for the match, the start and cessation timings on each day. The Umpires should agree on the length of intervals. Refer Law 11 (Intervals). Generally, the timing and length of intervals are specified by the organisers. But the law provides for changing them in certain circumstances. The umpires may agree on the timing of Interval for drinks, in particular whether to have drinks or not. Ascertain from which direction the drinks will be brought on to the ground and by whom.*

*Umpires also have to agree on how to treat the ball in play coming in contact with any obstacle within the boundary or the person coming inside or a tree being wholly outside but its branch/es overhanging the playing area, whether to regard these as boundary or ball in play. Generally, one is advised to follow the local custom.*

*Accurate time keeping always plays an important role at several stages of the match especially when allowing allowances or calculating penalty runs for overs bowled short in certain competitions. Agree with Captains on the Clock or Watch to be followed with a standby in case of need.*

*Though these points are dealt with in Part 1 under Pre match duties, because of their importance they are reemphasised here. The law stipulates that an Umpire to report at the ground at least 45 minutes before the start. But if one looks at the duties that are to be carried out before the match one is advised to report sufficiently early so that all the duties can be completed unhurriedly. Specially in club cricket and when the matches are held at non-regular grounds.*

#### **2.4 The wickets, creases, and boundaries**

**Before the toss and during the match, the umpires shall satisfy themselves that 2.4.1 the wickets are properly pitched. See Law 8 (The wickets)**

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

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

#### **Interpretation**

*This is one of the pre match duties before meeting the captains. Umpires need to satisfy themselves that the crease markings are as laid down in the laws, Boundaries and how they are marked and pitching of stumps. In modern day cricket where the matches are televised the popping creases are marked to a minimum of 15 yards and there could be field restriction 30 yards circle. The details are under respective laws. Whenever the wicket is broken during the game, umpires should make it a point to check its alignment on remaking.*

#### **2.5 Conduct of the match, implements and equipment**

**Before the toss and during the match, the umpires shall satisfy themselves that 2.5.1 the conduct of the match is strictly in accordance with the Laws.**

**2.5.2 the implements used in the match conform to the following:**

**2.5.2.1 Law 4 (The ball).**

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

**2.5.2.3 either Laws 8.2 (Size of stumps) and 8.3 (The bails) or, if applicable, Law 8.4 (Junior cricket).**

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

**2.5.4 the wicket-keeper's gloves comply with the requirements of Law 27.2 (Gloves).**

#### **Interpretation**

*Throughout the match while the play is in progress the umpires should ensure that the players use various implements like Balls, Bats and wicket-keeper's gloves do adhere to the specifications as specified elsewhere in the laws. The umpires need to be conversant with them, so they know what exactly to check, when and how, in case of need. Umpires can carry with them Ball, stump, and Bat gauges to ease their job.*

## 2.6 Fair and unfair play

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

### Interpretation

*Fair and unfair play has been discussed in Laws 1, 41 and 42. However Law 2.6 cannot be undermined as Umpires are the sole judges of fair and unfair play. An umpire can intervene in cases of unfair play without any appeal by calling dead ball. The process and actions to be followed and taken are explained under the Law 41 (Unfair play). Umpires while intervening in cases of unfair play should not be influenced by the reputation and or the stature of the player or the team involved. Umpires then have to, together report the incident for further action.*

## 2.7 Fitness for play

**2.7.1** It is solely for the umpires together to decide whether either condition of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place. Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal. The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

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

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

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

### Interpretation

*Till 2010, if the conditions were not ideal but dangerous, Umpires would offer the light to the batting side – that is the Batters at the wicket- the option of continuing the game. Since 2010, umpires are the sole judges in deciding the light and fitness of the ground which includes the pitch. Irrespective of whatever others (Players) think, if either umpire thinks that the conditions are unreasonable and dangerous game will be suspended. Or if not in progress, play will not start or restart. The single most important consideration should be the safety of Players and Umpires. Merely because the conditions are not ideal or the grass is wet or the weather is dull or overcast, the umpires should not conclude that it is dangerous or unreasonable.*

*When the play is on, if, it starts to drizzle lightly which does not warrant the play to be stopped, umpires should always keep in mind that prolonged continuation of the game may affect the pitch. As a guide, if the umpires consider the ground is so wet or slippery as to*

- i. deprive the **bowler** of a reasonable foothold,
- ii. the **fielders** of the power of free movement, or
- iii. the **Batters** of the ability to play their strokes or to run between the wickets,

then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.

*If the Umpires and Players are unable to pick the flight of the ball coming towards them the light can be considered as poor and dangerous, the dark background makes it worse. Also, conditions shall be regarded as unreasonable even although they are posing no risk to safety at present, but it would not be sensible for play to proceed. The examples are*

- a. *The light is not that bad and there is no rain but there is heavy lightning in the vicinity.*
- b. *Inside the stadium the atmosphere is normal but outside a protest is going on and it is reliably learnt that it is turning violent.*

*Groundsman is your best philosopher, friend, and guide at other than your home ground to give you tips. Listen to them but let the decisions be yours.*

## **2.8 Suspension of play in dangerous or unreasonable circumstances**

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

**2.8.2 The Umpires shall immediately suspend play, or not allow play to start or to recommence, if either umpire considers that the conditions of ground, weather or light, or any other circumstances are either dangerous or unreasonable.**

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

### **Interpretation**

*Once either Umpire opines that the conditions of ground or light or weather is or are dangerous or it is unreasonable and there is a foreseeable risk to either players or umpires or both, the play has to be suspended if, suspension is in progress, not allow the game to start at the beginning of the match or restart after an interval or interruption.*

*Once the umpires decide to suspend play, it is for the umpires to inspect the conditions at frequent intervals unaccompanied by any player or team official, so that, their decisions are not influenced. In wet conditions, the first inspection should be of longer duration than subsequent inspections unless, it rains in between. Once the umpires decide that the conditions are good to start or restart, they should order play to begin regardless of what others think or the state of the match. The decision to suspend or to start or to restart should not be influenced by the captains or the state of the match. If umpires err, it should be on the side of caution and suspend play earlier than later.*

*Though the umpires are not involved in the selection and preparation of the pitch, which is entirely the responsibility of the ground authority, but their first duty is to check the conditions of the ground including the pitch. They have the authority to check the fitness of conditions before the toss. After the toss, they are the sole authority for its use and maintenance.*

## 2.9 Position of umpires

The umpires shall stand where they can best see any act upon which their decision may be required. Subject to this over-riding consideration, the bowler's end umpire shall stand in a position so as not to interfere with either the bowler's run-up or the striker's view. The striker's end umpire may elect to stand on the offside instead of the on side of the pitch, provided he/she informs the captain of the fielding side, the striker, and the other umpire.

### Interpretation

*The ease with which the actions can be viewed is the most important consideration while the umpires take positions. Refer to Part 2. Many Umpires tend to stand closer when spinners are operating compared to when pace bowlers are operating. At times bowlers request the umpire to stand at a particular place or may ask the umpire to come closer to the stumps or move back. There is no harm in accommodating the request as long as an umpire is not disadvantaged in carrying out his/ her duties and his/ her safety. If the new position affects the umpire in discharging his/ her duties, the umpire should politely but firmly decline the request.*

*Some Bowlers have the tendency to run in front of the Umpire in his/ her follow through, the bowler may or may not be breaching any of the laws but he/she will be surely blocking the view of the umpire in clearly observing may be the pitching of the ball, point of first interception by the Striker and further course of the ball after pitching. Umpires should not bend forward or sideways to have a clear view. Keeping the head still is vital for decision making. An umpire, who is not in line with the stumps will not be in a better position to answer an LBW appeal. In such cases the bowler should clearly be told that his/ her appeal for LBW and Caught behind will only be negated. Many bowlers move out of the way once they realise that the chances of getting a favourable decision for out LBW or Caught behind is not there.*

*After a hit or otherwise, if the Batters are running, the bowler's end umpire should quickly move to come in line with the popping crease to have side-on view to clearly see the breaking of the wicket, position of the Batter or his/her bat (making good his/her ground) at the time the wicket is broken, whether the Batter have crossed or not while not coming in the way of any fielder or the throw-in. The umpire has to be sufficiently far from the stumps to clearly see the stumps and the popping crease which are 4 feet apart. Like it has been mentioned earlier, if the head is still, it is better in making a decision rather than in movement.*

*Many umpires move to the same side as the ball is played except, when, it is played in the "V" and the fielders are close by. The objective should always be to come to the line of the popping crease by the shortest route and then move backwards to about a distance of 20 to 22 yards. (Refer to umpires coming to position diagram in Part 2). The ideal field technique is to focus on popping crease and see the wicket being broken with peripheral vision. While starting to move to come to position, start with the opposite leg to the side you are moving. That is to move to the right start with left leg and vice versa. This takes you through a shorter route than starting with the same leg. Always remember that almost all players are fitter and faster than umpires.*

*Do not try to compete with them. Move fast to avoid embarrassing situations of having to adjudicate a run out decision from behind or from slip or leg slip position.*

*If a shortleg fielder is standing in line with the popping crease making it difficult for the Striker's end umpire to judge stumping. The umpire has the option of slightly moving to a side or moving to the offside rather than requesting the fielder to change his/her position. If the umpire decided to move to the offside, he/she has to inform the Batters at the wicket and the fielding side captain and the partner accordingly before moving.*

## **2.10 Umpires changing ends**

**The umpires shall change ends after each side has had one completed innings. See Law 13.3 (Completed innings).**

### **Interpretation**

*Umpires not to change ends in a one innings a side match. Please do note the difference in one day duration match and one day limited overs match. One day duration match can be of two innings each.*

## **2.11 Disagreement and dispute**

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

### **Interpretation**

*Laws not only permit consultation between Umpires but also encourages them to consult on a number of situations. Examples being*

- a. a Striker being bowled with only the ball clipping the bails with wicketkeeper too close to the stumps.*
- b. A catch taken by the wicketkeeper or a slip fielder close to the ground and the Bowler's end umpire's view blocked by the Bowler or the Striker*

*In both these cases, the Striker's end umpire may be in a better position to provide the required information. Consulting is not a weakness but is essential to gather more accurate and credible evidence to arrive at the correct decision. Consultation is encouraged if, the colleague umpire is better placed only on a point of fact. There are some matters which, umpires should not consult such as whether the ball has come off the bat or not? when the slip fielder is clearly visible and takes a catch at waist height. Consulting when not necessary or unnecessary consultations will lead to losing credibility and confidence of players and others.*

*There are two ways of communication verbal and nonverbal. Verbal is two umpires coming together and consulting. This has its own advantages of being clear to players that an attempt is being made to collect all possible credible evidence before deciding, which, is easier to sell to the stake holders. But the conversation should be short and sweet. The other nonverbal is either through eye contact or sign language often unseen by the players or others. Either "yes" or "no" can be conveyed just by the nod of the head either vertical or sideways. Other*

*examples are whether the ball is carried or not, ball has come off the bat or person, ball going above waist or head height where in the signals will be obvious and noticed by others. Signals may be pre-arranged for easy and smooth communication; this also helps avoid frequent stoppages.*

## 2.12 Umpire's decision

**An umpire may alter any decision provided that such alteration is made promptly and does not contradict Law 20.6 (Dead ball not to be revoked).** This apart, an umpire's decision, once made, is final.

### Interpretation

*Umpires are human so can make mistakes. No umpire can be perfect, but many are excellent. Strive for excellency rather than perfection. If an Umpire realises that he/she has made a mistake the law provides for correcting it by revoking that decision, if done, promptly. There may be embarrassment but no disgrace in admitting and changing or revoking the decision. However, there is time limit and has to be revoked before the ball comes into play for the next delivery or "time" has been called by the Umpires. There is no place for ego. It is much better in changing the decision which is known to be wrong than sticking to it. Umpire may end up in earning more respect.*

*Once an umpire has made his decision and given but not changed or revoked, it stands and is binding on all. On any reversal of the decision once given by the umpire, the ball does not come back into play. Now a days with the introduction of DRS, an umpire's decision can be challenged by either captain within a specified time limit of 15 seconds from the time the decision is given. The Players may consult within themselves on the field but strictly no indication or signal from outside. There is a limit on the number of such unsuccessful referrals. The limit is two unsuccessful reviews for a test match and one for limited overs cricket as on date.*

## 2.13 Signals

**2.13.1 The following code of signals shall be used by umpires:**

**2.13.1.1 Signals made while the ball is in play Dead ball - by crossing and re-crossing the wrists below the waist.**

**No ball - by extending one arm horizontally.**

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

**Wide - by extending both arms horizontally.**

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

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

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

**Boundary 6 - by raising both arms above the head.**

**Bye - by raising an open hand above the head.**

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

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

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

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

**New ball - by holding the ball above the head.**

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

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

**The following signals are for Levels 3 and 4 of the players conduct offences. Each signal has two parts, both of which should be acknowledged separately by the scorers.**

**Level 3 conduct - Part 1 - by putting one arm out to the side of the body and repeatedly raising it and lowering it.**

**Part 2 - by raising both hands, all fingers spread, to shoulder height, palms facing towards the scorers.**

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

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

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

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

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

### **Interpretation**

*There are a set of predesigned signals to be made by the respective umpire during the game as illustrated below. Most of the umpires follow these but a few have their own variations for a few signals. Following signals to be used by umpires for uniformity. If, multiple signals are to be made, they should be made in the order the events that occur. For example, a No ball delivered by the bowler goes to leg byes boundary.*

*The umpire first calls and signals No ball at the instant of delivery or as soon as possible and When the ball is dead,*

Repeat the No ball signal to the scorer followed by leg-bye and boundary and wait for each signal to be acknowledged before proceeding.

➤ **Signals made when the ball is in play.**



Dead Ball



No Ball



Out



Wide ball

- When the ball is dead the above signals except the signal for “out” must be repeated to the scorer by the Bowler’s end umpire.
- Ensure that each signal is acknowledged.
- **The following signals are to be made to the scorer only after the ball is dead.**



Boundary – four



Boundary Six



Bye



Start of Last hour



5 Penalty runs to Batting side



5 Penalty runs to Fielding side



Leg Bye



*New Ball (taken)*



*Last decision revoked*



*Short run*



*Levels 3 - Part 1*



*Level 3 - Part 2*



*Level 4 - Part 1*



*Level 4 - part 2*

### 2.14 Informing the umpires

Throughout the Laws, wherever the umpires are to receive information from captains or other players, it will be sufficient for one umpire to be so informed and for him/her to inform the other umpire.

### 2.15 Correctness of scores

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

They shall agree these with the scorers at least at every interval, other than a drinks interval, and at the conclusion of the match. See Laws 3.2 (Correctness of scores), 16.8 (Correctness of result) and 16.10 (Result not to be changed).

### Interpretation

*All the Umpires should spend some time to be conversant with the methods of scoring both conventional and linear with good scorers. It is even better if the Umpires score for a session or a match themselves. Now a days online scoring has taken over, but the old methods still continue as a backup. Umpires and scorers are encouraged to communicate clearly with each other, in cases of doubt about the runs scored especially when short runs are declared, or an overthrow occurs, or runs are disallowed. A catch by the Wicke-keeper or LBW and stumped or run out. These along with allowances and stoppages if, any, can be noted by the umpire and cross checked with the scorers during the next interval to ensure correctness of the scores.*

*Umpires have to satisfy themselves of the scores recorded by the scorers and announce the result at the end of the match.*

## UMPIRING TECHNIQUE

1. Acknowledge the appointment and confirm if officiating. Convey inability if not available immediately. So, another umpire can be intimated at the earliest.
2. Brush through the Laws and Playing conditions applicable to that match. Get clarified the doubts if any.
3. It is advisable to travel to the ground / venue together, if not possible, reach the ground simultaneously at least an hour before the scheduled start.
4. If there is a need for changing the umpire or an umpire is not available, it is the convention for the other umpire to appoint one. Though the law provides for change of umpire, the convention is that the newly appointed umpire officiates only at the Striker's end unless both the captains agree for him/her officiating at both the ends.
5. Always speak to Authorities, Captains, and Curators together.
6. Curator is your best friend, philosopher, and guide regarding ground, whether and light (GWL) conditions. He/She knows the conditions better than anyone else. Be guided by his/her advice.
7. Be in the know from where and how the drinks (trolley) will be brought onto the ground. Know where the rollers are placed, and the grounds men will sit so that in case of need for a replacement of stumps / bails or requirement of saw dust you know where to look for.
8. Be in continuous communication with your partner during the game. Non-verbal method is desirable.
9. Do not hesitate to consult in case of need at any time.
10. Wet stump holes in hot conditions.
11. At the bowler's end, accommodate the request of the bowler to move back or front till you are comfortable. Do not hesitate to politely decline the request after certain point if you are being inconvenienced.
12. **ALWAYS WORK AS A TEAM.** Check alignment of stumps with the partner whenever they are disturbed.
13. When in doubt about the number of balls bowled in an over, do not hesitate to consult your colleague and or scorer. Always cultivate the habit of cross checking the number of deliveries remaining whenever there is an occasion when the delivery is not to be counted as one of the over like, No balls, wides etc. preferably by non-verbal communication. Always have the habit to cross check when two deliveries are left in an over. This gives room for correction, if any.
14. Do not allow the game to proceed unless all your signals have been acknowledged by the scorer.
15. Keep an eye on the public score board whenever short runs are declared or runs for overthrows are allowed or runs disallowed.
16. Do not allow the ball to come into play unless the Striker and your partner are ready.

### ALWAYS REMEMBER:

**IF YOU START PREPARING WHEN THE OPPORTUNITY STRIKES, YOU ARE PREPARING TO FAIL. So always be prepared and be abreast with latest laws and PCs.**

## LAW 3 THE SCORERS

### 3.1 Appointment of scorers

**Two scorers shall be appointed to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.**

#### Interpretation

*It is advised that the scorers should request both the teams to send a representative to be seated with them or at an easily communicable distance to facilitate easy identification of the fielders for recording a catch / Bowler etc. Scorers should note that they should not inform the overs bowled short or duration of the innings to the teams. Leave these to the umpires to communicate.*

### 3.2 Correctness of scores

**The scorers shall frequently check to ensure that their records agree. They shall agree with the umpires, at least at every interval, other than drinks intervals, and at the conclusion of the match, the runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled. See Law 2.15 (Correctness of scores).**

#### Interpretation

*It is a good practice to pass on a chit at every interval / interruption containing the following information and agree upon them.*

- a. Name of the Bowler not to bowl, if, the over is completed, if, the over is not completed the number of deliveries remaining in that over.*
- b. Name of the Batter to face and non-striker.*
- c. End from which the game is to restart.*
- d. Duration of the session with closing time after ascertaining it from the umpires.*
- e. Duration of stoppages if any.*

### 3.3 Acknowledging signals

**The scorers shall accept all instructions and signals given to them by the umpires and shall immediately acknowledge each separate signal.**

#### Interpretation

*Life of the scorers will be difficult if, the Umpires do not signal clearly or do them hurriedly and allow the game to proceed before receiving the acknowledgement. The umpires will be giving various signals as and when necessary. Cultivate the habit of signalling Leg byes from side on position and when signalling, see that the scorer has a clear view. The umpires shall signal in the series of the events that occur such as No- ball, byes, Boundary. Many scorers use a white card, coloured cloth, or a newspaper to acknowledge the signal. This is a good practice. Each signal or communication should be separately acknowledged. The colour of the cloth should be contrast to the background for clear visibility. It is also to be noted that the scorer himself should acknowledge and not have an assistant for acknowledging. In case*

*any signal is not understood properly or missed, do not hesitate to consult. Scorers and Umpires make a team and are also responsible for correct recording of events. Now a days during day night matches electric or battery-operated bulbs are utilised to illuminate as acknowledgement. One of the pre match duties listed in Part 2 is to meet the scorers and agree on the signals and their acknowledgement. Umpires also should ascertain where the scorers will be seated, so as to signal in that direction.*

VINAYAK KULKARNI'S CLASSES

## **LAW 4 THE BALL**

### **4.1 Weight and size**

The ball, when new, shall weigh not less than 5.5 ounces/155.9 g, nor more than 5.75 ounces/163 g, and shall measure not less than 8.81 in/22.4 cm, nor more than 9 in/22.9 cm in circumference.

#### **Interpretation**

*This is one of the pre match duties of the umpires. These specifications apply to new balls and not used ones. The law gives very little scope for variations in weight and size. Umpires should own and carry a ball gauge consisting of two rings and weighing scale for easy checking of size and weight of the balls. Refer to Umpire's kit picture in Part 2. Umpires are advised to check sufficient number of balls both new for weight and size and old ones of various usage for replacement, if necessary, during the game depending on the duration of the match. At lower-level matches where regular accredited umpires do not officiate, they may have to rely on the manufacturers and their own judgement.*

### **4.2 Approval and control of balls**

**4.2.1 All balls to be used in the match, having been determined by the umpires, shall be in the possession of the umpires before the toss and shall remain under their control throughout the match.**

**4.2.2 The umpire shall take possession of the ball in use at the fall of each wicket, at the start of any interval and at any interruption of play.**

#### **Interpretation**

*All the balls both new and old for replacement during the game shall be in the custody of the Umpires during the game. In local matches spare balls can be placed in the custody of the scorer for easy availability. Wherever the 4<sup>th</sup> umpire is available these shall be in his custody. Umpires should also note to keep the match ball in their possession at the fall of every wicket, during all intervals, interruptions, and stoppages to avoid ball tampering. Certain competitive tournaments may specify balls to be used of specific make.*

*The quality of the balls has deteriorated over the years. The National Cricket bodies world over are in talks with the manufacturers regarding the specifications/colour and retention of shape. Yet little improvement is seen, and the matter is an ongoing issue. A few years ago, changing of the ball was a rarity but now a days it has become a regular feature. There are instances of ball being changed in the initial part of the innings (within 10 overs).*

### **4.3 New ball**

**Unless an agreement to the contrary has been made before the match, either captain may demand a new ball at the start of each innings.**

#### 4.4 New ball in match of more than one day's duration

In a match of more than one day's duration, the captain of the fielding side may demand a new ball when the number of overs, excluding any part overs, bowled with the old one is equal to or greater than 80 overs. The umpire shall inform the other umpire and indicate to the Batters and the scorers whenever a new ball is taken into play.

##### Interpretation

*In a match of more than one day's duration the captain of the fielding side can claim the second and subsequent new ball after 80 full overs have been bowled with the old one. One should not get confused this with the option of claiming a new ball at the start of each innings unless there is an agreement not to. This section talks about the second and subsequent claims for new ball.*

*After 80 overs have been bowled the captain of the fielding side can claim a new ball at any time meaning during the over also. Hence, if a Captain claims the second new ball after say 81.3 overs. For him to be eligible to claim the third new ball, 80 full overs have to be bowled excluding the part over bowled meaning the left over 3 deliveries of the 82<sup>nd</sup> over shall not be reckoned while calculating the number of overs bowled with that ball. 83<sup>rd</sup> over shall be the first over. In simple terms 80 full overs plus remaining deliveries.*

##### Example

Second new ball claimed after	81.3	Overs.
Do not count part over as first over hence overs bowled with old ball	82.0	Overs.
Overs to be bowled before another new ball can be claimed	80.0	Overs.
Hence, third new ball can be claimed any time after	162.0	Overs.

*Whenever a new ball is claimed the Batters at the wicket and the Scorers should be informed and the umpires should also make a note of exactly when the new ball is claimed.*

#### 4.5 Ball lost or becoming unfit for play

If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced, the umpire shall inform the Batters and the fielding captain.

##### Interpretation

*Cricket balls are manufactured in various countries. The notable ones being used at the highest level are the SG brand from India, Kookaburra from Australia, and Dukes from England. For lower grade cricket many more makes are available.*

*Umpires should inspect the ball in use regularly at irregular intervals to not only check for tampering but also to make a mental note of its wear for easy replacement in case of need. Players cannot claim that the ball is out of shape or that it is not playable. They can only bring it to the attention of the Umpires. During the game fielding side may resort to time wasting by requesting the ball to be replaced for shape or softness. At times, if a wicket does not fall for some time or runs are being freely scored, the fielding side may ask for the change of the ball frequently. Generally, this is initiated by a player other than the bowler. However, there are exceptions. Umpires should be very stringent in such situations and should not be influenced by the reputation of the Captain, Team, or other extraneous factors. The umpires should not be engaged in lengthy discussions there by holding up the game. This is a joint decision and a great test for teamwork.*

*Balls can be lost often in any grade of cricket specially so in smaller grounds. It also becomes unfit for play by losing shape or becoming soggy or soft. Some of the reasons for the ball becoming too soggy is players applying saliva or sweat. (Usage of saliva to polish the ball has been temporarily forbidden by the ICC/BCCI due to COVID 19 pandemic.) When a ball is hit hard it may hit the edges of a railing of the stadium or stairs of the pavilion and the seam or surface may be damaged. It is a good habit for the umpires to have a look at the ball, whenever a six is hit or the ball goes into the crowd or out of sight of the umpire. The example of good teamwork is:*

*There could be an occasion when a Bowler or a fielding side member comes to one of the umpires to have a look at the ball for its shape after the fifth ball of an over. The umpire has a look at the ball and requests to continue the game. The last ball is defensively played by the Striker. "Over" is called. The ball is taken to the other Umpire who is now at the Bowler's end. Without even thinking the Umpire should say "please continue, the ball is playable".*

*There can also be an occasion where the Bowler is trying to draw your attention at the not so visible dent. If at the first look the shape looks normal, umpires should not do a microscopic search of the dent. They should agree to change the ball as a last resort and should not agree easily.*

*Though this is a joint decision, the process followed is, the ball is brought to one of the Umpires, he/she has a hard look at the ball. He/She either gives it back or feels is out of shape or soggy/ soft and walks to his/her colleague. Both have a look and his/her colleague opines that the ball may be continued for some more time. This is not a good teamwork. The fact that one Umpire walks with the ball after having a hard look indicates that according to him the ball needs a replacement. Even if the partner has different opinion for the sake of teamwork, the other umpire should agree for the replacement and express his/ her opinion in the Dressing room. Whenever the ball is replaced the replacement ball should be as near as possible of similar wear and be of the same make. This does not mean a wet or soggy ball is to be replaced with one such ball, it shall be replaced with a dry but of similar wear. However, if the ball is lost or damaged accidentally no further action is taken except replacement. If the Umpires feel that its condition has been deliberately changed action is to be taken as detailed*

*in Law 41.3 (Match Ball – changing the condition.) Whenever the ball is replaced, the fielding side, the Batters at the wicket and the scorers are to be informed.*

## 4.6 Specifications

The specifications as described in 4.1 shall apply to men's cricket only. The following specifications shall apply to:

### 4.6.1 Women's cricket

**Weight:** from 4.94 ounces/140 g to 5.31 ounces/151 g

**Circumference:** from 8.25 in/21.0 cm to 8.88 in/22.5 cm.

### 4.6.2 Junior cricket – Under 13

**Weight:** from 4.69 ounces/133 g to 5.06 ounces/144 g

**Circumference:** from 8.06 in/20.5 cm to 8.69 in/22.0 cm.

## UMPIRING TECHNIQUE

*Ensure that enough old balls are available for replacement during the game preferably of the same make as the match balls. Generally kept with the scorer or groundsman for easy accessibility.*

1. *Note down the exact number of overs when a new ball is taken. E.g., after 84.3 or 80.2 or 80. 80 full overs are to be calculated excluding the part over bowled in which the new ball is claimed. If a new ball is taken at 82.4 overs, 84<sup>th</sup> over shall be the first full over with the new ball.*
2. *Do not write the number of overs or the runs scored on old balls.*
3. *Make a mental note of wear of the old balls available for easy replacement.*
4. *While deciding the shapes do not search for dents. The law does not specify that the ball should be round always. Use gauges on old balls to ascertain the shape and also to silence players and others if, necessary. An old ball may not adhere to the "go" and "no go" ring rule.*
5. *Keep an eye on the match ball throughout the game. Make regular inspections of the ball but at irregular intervals. Balls can move in and out of shape in the initial overs, do not be in a hurry to change, it may come back to shape a while later after a few overs.*
6. *Umpires should not change the ball because XYZ has requested, or fielding side is feeling that it is not swinging.*
7. *You can replace the ball, if, it becomes too soggy or wet even though not out of shape on your own. Change, if, the seam is split. Make a noticeable cross (X) on balls found unfit for play. Do not change, if, it is simply soggy or wet.*
8. *Whenever the ball is changed make it a point to inform the Batters at the wicket and the scorer.*
9. *Be in possession of the second or subsequent new ball before it is due, may be at the start of the session when it is likely to be due.*
10. *Please do carry a piece of cloth for drying the ball in case of need.*

**LAW 5 THE BAT****5.1 The bat**

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

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

**Interpretation**

*This law covers everything about the bat. Right from its size and shape to material to be used for its handle and blade. Material to be used for repair has become more regulated in recent years. Major changes were made in 2008 and again in 2017. In view of this the Law 5 and appendix "B" have become very important. Many of the finer details apply to manufacturers and they are complying with them but cannot be assumed. A bat gauge has been designed for easy verification of the bats used in competitive tournaments. It is very handy, if an umpire includes this in his/her personal kit and carries to the match. It is very difficult for an umpire that too a non-accredited umpire to check the complicated details of the bat of every player. If an umpire has any doubt about the length or width or the depth of the bat, he/she should not hesitate to check them. If an umpire finds a bat not meeting the measurements, the player cannot be penalised, nor any sanctions are permitted by law as of now. Only thing that can be done is not to allow that bat to be used and do make a report to prevent repeated use of such bats. However, it is the responsibility of the player to use bats that adhere to the specifications.*

**5.2 The handle**

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

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

**5.2.3 The upper portion of the handle may be covered with a grip as defined in Appendix B.2.2.**

**5.3 The blade**

**5.3.1 The blade comprises the whole of the bat apart from the handle as defined 5.2 and in Appendix B.3.**

**5.3.2 The blade shall consist solely of wood.**

**5.3.3 All bats may have commercial identifications on the blade, the size of which must comply with the relevant specification in Appendix B.6.**

**5.4 Protection and repair**

Subject to the specifications in Appendix B.4 and providing 5.5 is not contravened,

**5.4.1 solely for the purposes of either protection from surface damage to the face, sides, and shoulders of the blade**

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

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

**5.4.2.1 solid material may be inserted into the blade.**

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

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



**5.5 Damage to the ball**

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

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

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

**Interpretation**

*One should be careful when a bat is covered by or a material is inserted, or reinforcement material is used for repair. Though the exact nature of the material is not defined any material used should not cause damage to the ball. Umpire should also check as far as is practicable that the material used for the blade is solely made of wood. Laws do not forbid for the Striker from using the back of the bat deliberately. Meaning there cannot be any material on the back of the bat that can cause unacceptable damage to the ball.*

**5.6 Contact with the ball**

**In these Laws,**

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

**5.6.2 contact between the ball and any of 5.6.2.1 to 5.6.2.4**

**5.6.2.1 the bat itself**

**5.6.2.2 the Batter's hand holding the bat**

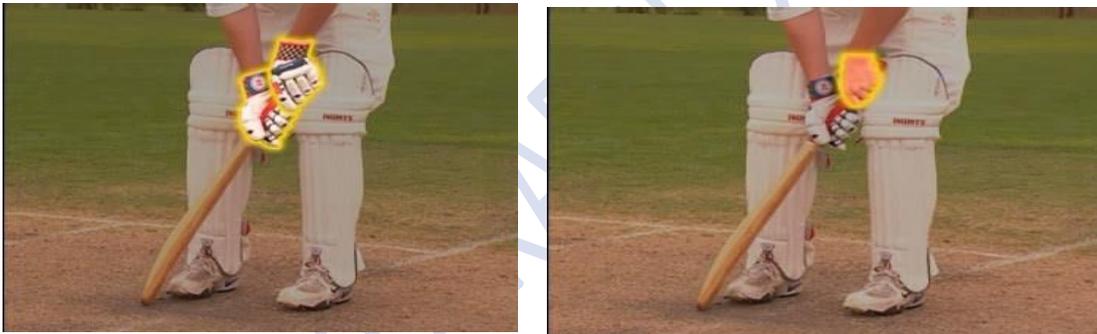
**5.6.2.3 any part of a glove worn on the Batter's hand holding the bat**

**5.6.2.4 any additional materials permitted under 5.4 shall be regarded as the ball striking or touching the bat or being struck by the bat.**

## Interpretation

The ball striking the bat, or the person of the Striker is an important factor in many laws. This Law 5.6 together with the definition in appendix "A" makes it clear, what a hand (wearing gloves or bare) is. Hand holding a bat is regarded as part of the bat. The definition of "Hand" in this law is from wrist downwards, if the striker is not wearing a glove, and if, he/she is wearing a glove, the whole of the glove. Now a days, we get gloves with sweat bands attached, in such cases the glove including the sweat band is to be treated as hand. The Striker may be wearing a sweat band which is overlapping the gloves. In such cases the Umpire has to be very careful as the sweat band is not part of the bat. The skin, the arm guard or the sweat band does not form part of the glove, if they are not attached to the glove permanently. In other words, if one removes the glove whatever comes out with it is part of the glove.

"Appendix" A2.6 read together with Law 6, explains that the hand merely touching the bat is also regarded as part of the bat. Hence, if the bat is held in one hand and the other hand is merely touching the hand holding the bat is also considered as part of the bat. This does not apply to other parts of the Batter's person. This has a bearing on Caught decisions.



## 5.7 Bat size limits

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

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

Width: 4.25in / 10.8 cm

Depth: 2.64in / 6.7 cm

Edges: 1.56in / 4.0cm.

Furthermore, it should also be able to pass through a bat gauge as described in Appendix B.8.

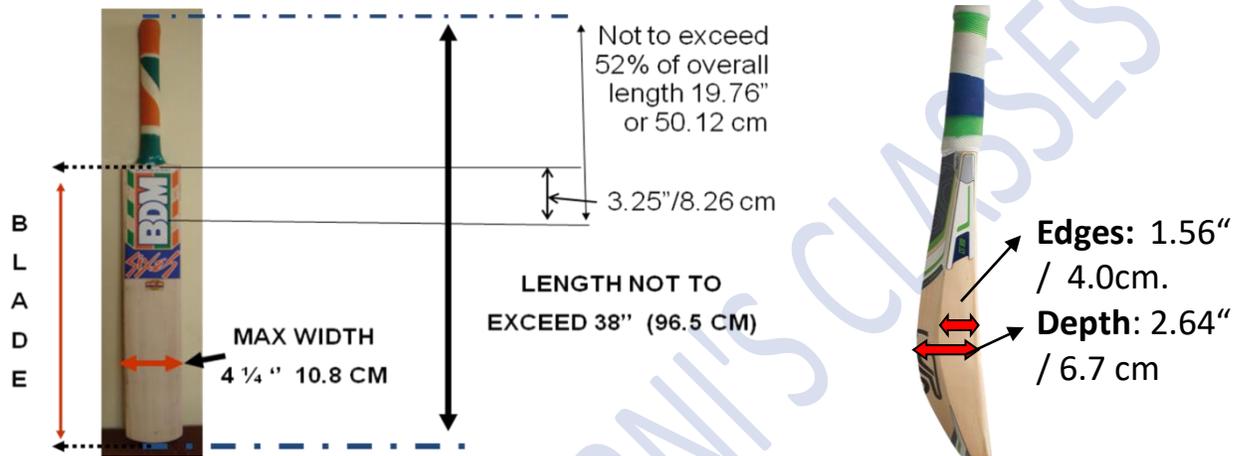
**5.7.3** Except for bats of size 6 and less, the handle shall not exceed 52% of the overall length of the bat.

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

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

## Interpretation

When testing the bat using the bat gauge umpires should exert minimum possible force to get through the gauge. Suggested method is to hold the bat in one hand suspended the bat in the air and pass through the gauge with the other. The size of the gauge is such that the bats with legitimate tape or anti scuff covering will pass through. The bats should conform to the following specifications.



## 5.8 Categories of bat

5.8.1 Types A, B and C are bats conforming to 5.1 to 5.7 inclusive.

5.8.2 Type A bats may be used at any level of cricket.

5.8.3 The specifications for Type D bats are described in Appendix B.7 and are for use by junior players in junior cricket only.

5.8.4 Bats of Type B, Type C, Type D, and any other bats may be used only at or below levels determined by the Governing Body for cricket in the country concerned.

5.8.5 Bats that do not qualify for any of the four categories "A" to "D" are not recognised in the Laws.

## Interpretation

These guidelines are more for the manufacturers. Umpires should take them at face value except the specifications mentioned in the laws about width, depth, and edges. In higher grades of cricket type "A" and "B" bats are permitted. In junior cricket other types of bats can be permitted. A Bat gauge has been devised for easy checking of the bats used at competitive levels. Manufacturers worldwide are more or less adhering to the specifications. There is no bar on the weight of the bat, but the blade and handle have been defined. In competitive cricket the players have to declare which bats they will be using in that match and the match official should check them at random. Care should be taken to check the same number of player's bats from each side.

### UMPIRING TECHNIQUE

1. The skin, the arm guard or the sweat band does not form part of the glove, if they are not attached to the glove permanently. In other words, if one removes the glove whatever comes out with it, is part of the glove.
2. Hand without a glove worn up to the wrist bones is considered as part of the Bat when held.
3. There are four types of bats A, B, C and D grade. This can be identified by seeing the label or the alphabet printed at the top of the handle.
4. The weight of the bat is not specified. It can be of any weight.
5. **Repair to the toe of the bat**



*Not permitted.*



*Permitted*

**PRACTICE PAPER - 1**

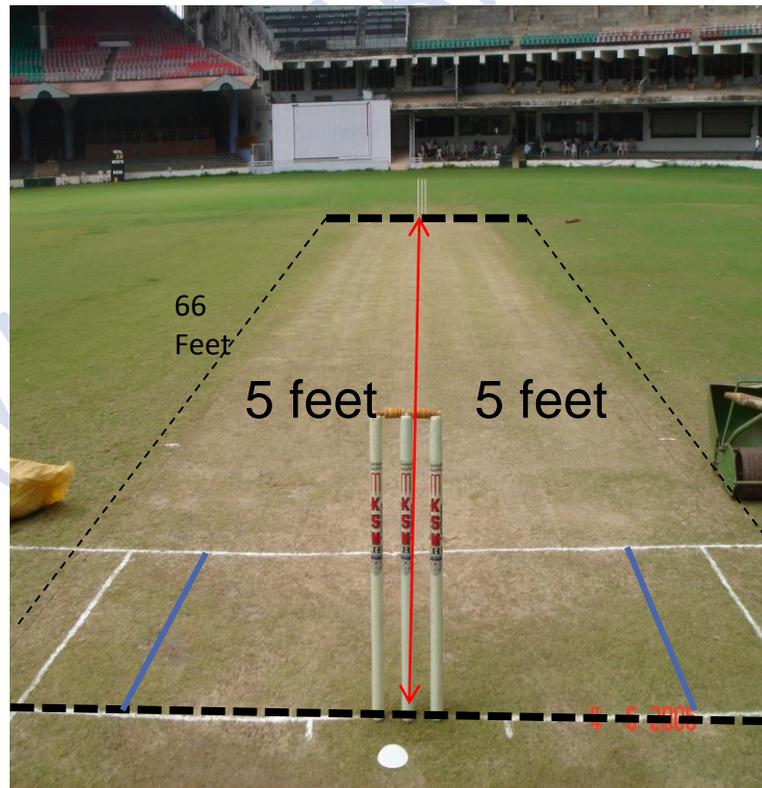
1. *Can the captains exchange the list of nominated players at the time of toss?*
2. *Can a team play with 14 players? If yes, when and is there any restriction?*
3. *In the absence of the captain who can deputise for him. Can the Manager of the team nominate the players?*
4. *Before the start of the match two umpires are appointed, one for each team. Is it correct? If, not what is correct?*
5. *Can the appointed umpire be changed? If yes, can the new appointed umpire stand at both ends?*
6. *Can the umpires suspend the game even if, both the captains wish to continue with the game in unfavourable conditions?*
7. *In one of the umpire's opinions, the light is not good for play to continue the game, but his partner says it is good. What action should the umpires take?*
8. *Game is suspended for adverse ground conditions. You feel that the conditions have improved, and the game can be started but your partner is of the opinion that we should wait for some more time. What you do?*
9. *In umpire's opinion, the light is bad but the two Batters at the wicket wish to continue the game as only 10 runs are required to win the match. What should the umpires do?*
10. *When do you consider the ground to be fit for play?*
11. *Who is the judge of Ground Weather and Light conditions?*
12. *What are the duties of an Umpire at the Striker's end during the match?*
13. *What are the duties of the bowler's end umpires during the match?*
14. *What are the pre-match duties of the umpires?*
15. *How do you signal the following to the Scorers?*
  - a. *Leg Byes.*
  - b. *5 Penalty runs to the Batting side.*
  - c. *5 Penalty runs to the fielding side.*
  - d. *Boundary four.*
  - e. *No ball.*
  - f. *Penalty under level 3 and 4.*
  - g. *Short runs.*
  - h. *Start of the last hour of the match.*
16. *What is the weight and size of a new ball?*
17. *When a new ball can be claimed by the captain in a 5-day game?*
18. *When an Umpire has to take possession of the match ball during a game?*
19. *Is there any limit to the size of the bat? If so, what are they?*
20. *What material can be used to strengthen the surface of the bat?*
21. *When do you consider that the ball has contacted the bat?*
22. *What is the stipulated maximum length of the handle of a normal Bat?*
23. *If a new ball is claimed on the 4<sup>th</sup> delivery of the 83<sup>rd</sup> over, when is the next new ball due?*
24. *Can a fielder use Saliva to polish the ball? If not what he can use?*

**LAW 6 THE PITCH****6.1 Area of pitch**

The pitch is a rectangular area of the ground 22 yards/20.12 m in length and 10 ft/3.05 m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 5 ft/1.52 m from it. If the pitch is next to an artificial pitch which is closer than 5 ft/1.52 m from the middle stumps, the pitch on that side will extend only to the junction of the two surfaces. See Laws 8.1 (Description, width, and pitching), 8.4 (Junior cricket) and 7.2 (The bowling crease).

**Interpretation**

The area of the field defined in this Law 6 is that of the pitch. The diagram below makes the dimensions amply clear. Wicket as defined in Law 8 is a set of three stumps and two bails on top of them. This jargon “wicket” is used to describe the pitch often, such as “it is a turning wicket” or “the wicket has low bounce” by the commentators as well as reporters and the general public. Umpires must be clear of what is “pitch” and what is “wicket”. It is advised that the umpires cultivate the habit of measuring the pitch and crease markings to avoid any embarrassment later especially in non-conventional centres.



## 6.2 Fitness of pitch for play

The umpires shall be the sole judges of the fitness of the pitch for play. See Laws 2.7 (Fitness for play) and 2.8 (Suspension of play in dangerous or unreasonable conditions).

### Interpretation

*Umpires are the sole judges of fitness of the pitch for play. A pitch is said to be playable if it is able to take the available roller. The unreasonable and dangerous conditions have been explained in Law 2.7 (Fitness for play) and 2.8 (Suspension of play in dangerous and unreasonable conditions). This is one of the joint decisions.*

## 6.3 Selection and preparation

Before the match, the Ground Authority shall be responsible for the selection and preparation of the pitch. During the match, the umpires shall control its use and maintenance.

### Interpretation

*Selection and preparation before the match are the prerogative of the Ground Authorities. Once the toss takes place the Umpires shall control its use and maintenance. During the game mowing, sweeping, rolling, remarking of crease markings, and drying, if required, will be carried out by the ground staff but under the instructions and supervision of the umpires. Umpires should inspect the pitch well before the start of the match to satisfy themselves that it meets the requirements of the laws as well as is fit for play to start as discussed in Law 2.*

## 6.4 Changing the pitch

The pitch shall not be changed during the match unless the umpires decide that it is dangerous or unreasonable for play to continue on it and then only with the consent of both captains.

### Interpretation.

*If the Umpires together are of the opinion that the pitch in use has become too dangerous and unplayable, they have three options as under. The second options can be followed only if both the captains agree to change of the pitch. If they do not agree and the first option is not feasible then the third option of abandoning the match to be adopted.*

#### 1. **Repair and resume the match.**

*If repair can be done or wait for some time and hope the conditions will improve, then the match will be resumed considering the intervening period as a suspension or interruption.*

#### 2. **Restart the match on another pitch but on the same ground.**

*If another pitch is available and can be got ready in a reasonable time, then the umpires together with both the captains should agree. If any Captain or both the captains refuse, match cannot be restarted. This will not to be treated as refusal to*

*continue to play. If they consent the match will be restarted from the beginning that is, with fresh nomination and toss. Match shall be of the original match duration. For example,*

*if the original match is of three days duration and after lunch on day two, it is decided to change the pitch and restart, it still shall be of three days duration from the start date.*

### **3. Abandon the match.**

*If the Captains do not consent for change of pitch and the existing pitch cannot be repaired, there is no option but to abandon the match.*

## **6.5 Non turf pitches**

**In the event of a non-turf pitch being used, the artificial surface shall conform to the following measurements:**

**Length – a minimum of 58 ft/17.68 m**

**Width – a minimum of 6 ft/1.83 m**

**See Law 9.8 (Non-turf pitches).**



### **Interpretation**

*Compared to natural grass, non turf pitches are easy to maintain. These are found in more numbers in places where growing grass is a challenge. Cost of maintaining a turf pitch is too high or where the space is less to have multiple pitches. Whenever the matches are played on non turf pitches, umpires should be conversant with the variation in the applicable laws.*

## **UMPIRING TECHNIQUE**

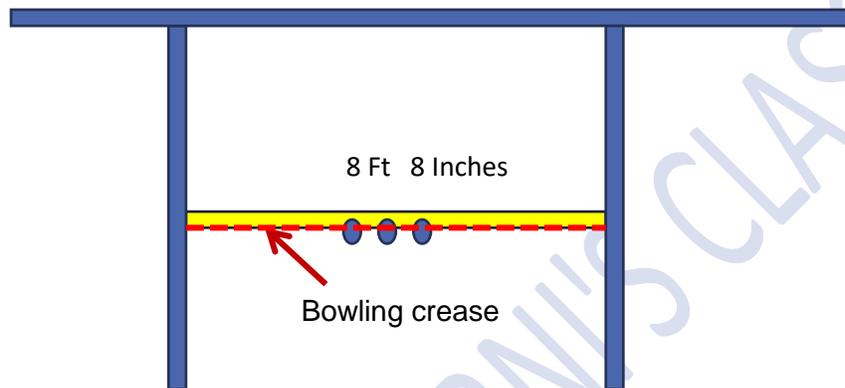
1. Always use the correct terminology. Pitch and wicket are two different entities.
2. Ground authority may take any measures to bring back the outfield conditions but any work on the match pitch must be done under the instructions and supervision of the umpires once the match has started. Umpires can use any method to dry the pitch including absorbent rollers on the cover and heating the pitch area.
3. In rain affected conditions keep the first inspection longer and subsequent inspections of shorter duration.
4. Remember that you cannot provide ideal conditions in rain affected ground conditions. Your motto should be to have as much game as possible.
5. Pitch is playable, if, it can take any of the rollers made available for the match.
6. Be aware of any special playing conditions that cover the use of spiked footwear specially on non-turf pitches.
7. Non-turf pitches mean, Matting or Artificial turf laid on the pitch. The base may be cemented also.
8. Be aware of what action to take if the ball pitches outside the pitch.
9. If it is a clay pitch on which matting is used, then at the end of each day the same amount of water must be sprinkled.

**LAW 7 THE CREASES****7.1 The creases**

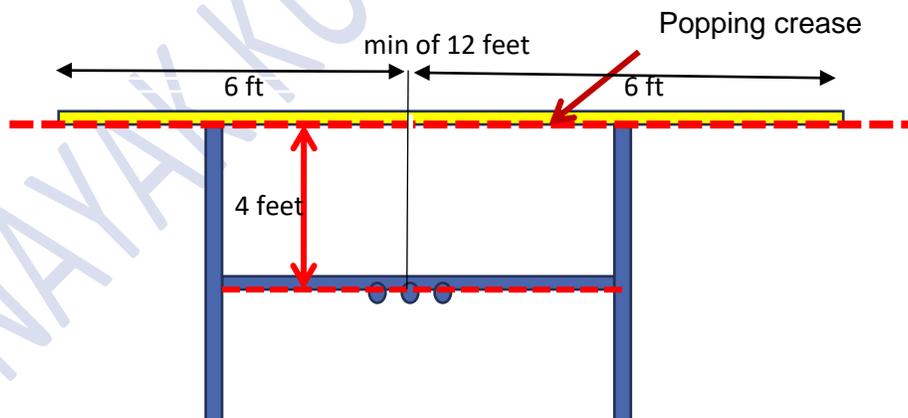
The positions of a bowling crease, a popping crease and two return creases shall be marked by white lines, as set out in 7.2, 7.3 and 7.4, at each end of the pitch.

**7.2 The bowling crease**

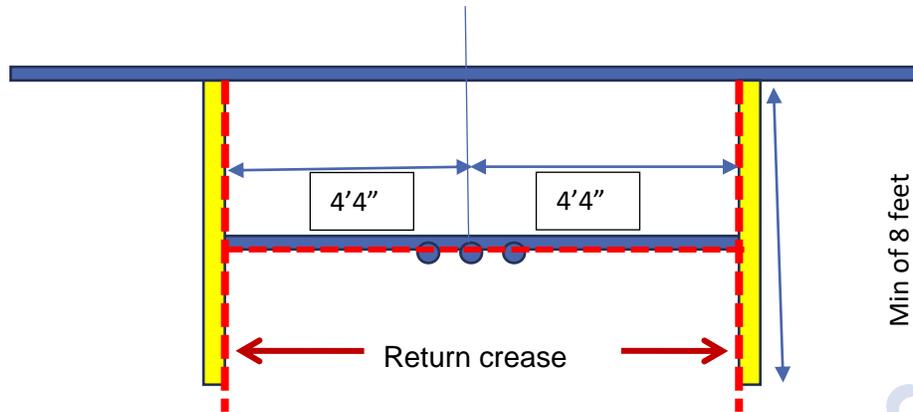
The bowling crease, which is the back edge of the crease marking, is the line that marks the end of the pitch, as in Law 6.1 (Area of pitch). It shall be 8 ft 8 in/2.64 m in length.

**7.3 The popping crease**

The popping crease, which is the back edge of the crease marking, shall be in front of and parallel to the bowling crease and shall be 4 ft/1.22 m from it. The popping crease shall be marked to a minimum of 6 ft/1.83 m on either side of the imaginary line joining the centres of the two middle stumps and shall be considered to be unlimited in length.

**7.4 The return creases**

The return creases, which are the inside edges of the crease markings, shall be at right angles to the popping crease at a distance of 4 ft 4 in/1.32 m either side of the imaginary line joining the centres of the two middle stumps. Each return crease shall be marked from the popping crease to a minimum of 8 ft/2.44 m behind it and shall be considered to be unlimited in length.



### Interpretation

*Umpires should always make it a habit to check the crease markings especially in non-conventional centres. Umpires with experience can make out visually if the creases are not correctly marked. The most common errors are popping and return creases, not marked to the minimum required and pitching of the stumps. The inner edges of all markings are the creases. The Batter on the crease marking is considered to be out of his/her ground. This is vital for deciding No ball, completed run, Batter out his/her ground, Runout and Stumping Laws. The Popping and Return creases are marked to a minimum as specified in the law but are deemed to be extending till the boundary line.*

*The Groundsmen make a mark to signify the beginning of the protected area at the edge of the pitch and on either side of the wicket though this is not specified in the Laws. This not only helps umpires in assessing whether the bowler in his/her follow through runs on the protected area or not, so also the Batters but also where the Striker is taking his/her guard and standing. Refer Law 41.14 (Batters damaging the Pitch) and 41.15 (Striker on protected area). The 17-inch guidelines are also marked to assist the Umpires in deciding wides in a limited overs match. Umpires should ensure the remarking of creases during every interval.*

### UMPIRING TECHNIQUE

1. *There is difference between the crease and the crease marking. The back or inner (nearer to the umpire) edges of all crease markings are the actual creases in relation to the umpire's position at the Bowler's end. These markings have to be checked as a routine as part of the pre-match duties. (Refer Law 2)*
2. *Ensure that all the crease markings are marked in white. The width is not specified hence, may vary from ground to ground. Generally, it is 1 ½ inches to 2 inches in thickness.*
3. *These can be remarked at any time but ensure that there is no waste of playing time. Generally, these are remarked during all intervals and interruptions. At other time Umpires may draw the popping crease which gets erased often using the edge of the shoes or the bails to draw a line temporarily to judge No Balls until ground staff mark it. But this may have to be done frequently to avoid frequent stoppages.*
4. *Ensure the two-bowling creases are parallel to each other at a distance of 66 feet by measuring the diagonals from the junction of bowling crease and return creases from one end to the other. These diagonals should measure 66 feet 7 inches.*
5. *The significance of the **Bowling crease** is to know the end start and end of the pitch. The **Popping crease** is to determine the Batters ground, whether a Batter is within his ground or not for Run outs, Stumpings, Short runs and Front foot No balls. The **Return creases** is to determine the Backfoot No balls.*

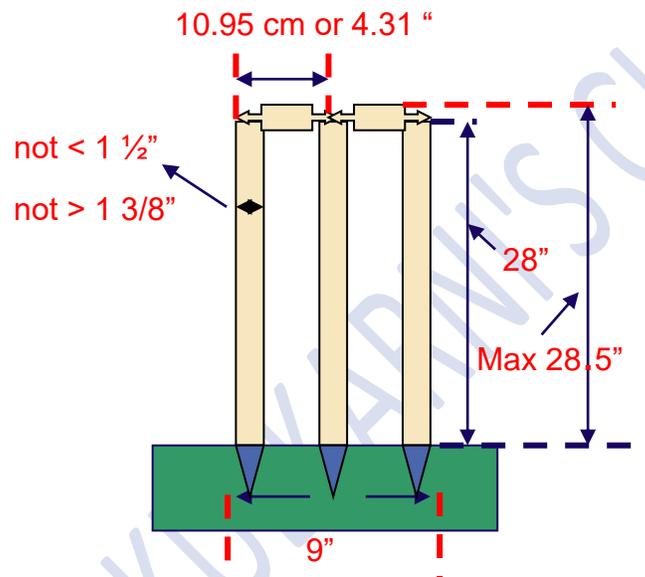
## LAW 8 THE WICKETS

### 8.1 Description, width, and pitching

Two sets of wickets shall be pitched opposite and parallel to each other in the centres of the bowling creases. Each set shall be 9 in/22.86 cm wide and shall consist of three wooden stumps with two wooden bails on top.

### 8.2 Size of stumps

The tops of the stumps shall be 28 in/71.12 cm above the playing surface and shall be dome shaped except for the bail grooves. The portion of a stump above the playing surface shall be cylindrical apart from the domed top, with circular section of diameter not less than 1.38 in/3.50 cm nor more than 1.5 in/3.81 cm.



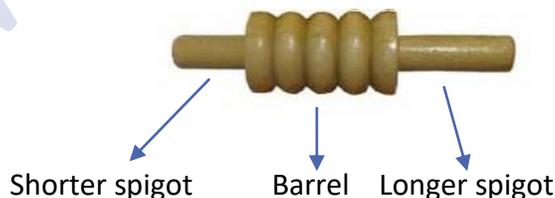
### 8.3 The bails

8.3.1 The bails, when in position on top of the stumps,

- shall not project more than 0.5 in/1.27 cm above them.
- shall fit between the stumps without forcing them out of the vertical.

8.3.2 Each bail shall conform to the following specifications:

- Overall length 4.31 in / 10.95 cm.
- Length of barrel 2.13 in / 5.40 cm.
- Longer spigot 1.38 in / 3.50 cm.
- Shorter spigot 0.81 in / 2.06 cm.



8.3.3 The two spigots and the barrel shall have the same centre line.

**8.3.4 Devices aimed at protecting player safety by limiting the distance that a bail can travel off the stumps will be allowed, subject to the approval of the Governing Body for the match and the ground authority.**

#### **8.4 Junior cricket**

The Governing Body for Cricket in the country concerned shall determine the dimensions of the stumps and bails and the distance between the wickets.

#### **8.5 Dispensing with bails**

The umpires may agree to dispense with the use of bails, if necessary. If they so agree then no bails shall be used at either end. The use of bails shall be resumed as soon as conditions permit. See Law 29.4 (Dispensing with bails).

#### **Interpretation**

*Umpires should ensure that the stumps are of correct size as also the bails properly fit into the grooves of the stumps. Umpires should check the following at the start and whenever the wicket is broken.*

- 1. The wickets are aligned end to end.*
- 2. The stumps are perfectly upright.*
- 3. The stumps are correctly placed and are of sufficient size so that the ball does not pass through.*
- 4. They are correctly pitched. Common mistake is that they pitch in the middle of the crease marking. For Correct pitching see the diagram under Umpiring technique.*
- 5. The bails easily fit into the grooves and not force the top of the stumps apart.*
- 6. As far as possible ensure that the bails at both the ends are of matching pair.*

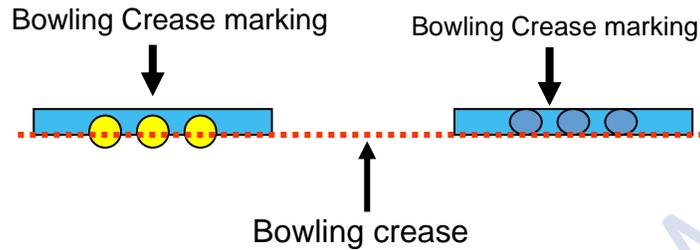
*If Grooves are flat, make arrangements to make grooves. This necessitates, if possible, to include a file in the personal kit. Many conventional centers keep one. If the stump heads are flat the bails fall frequently which is an irritant, though there is a provision to dispense with the bails, that should be a last option.*

*At times, a flying bail can cause injury. Now, law provides for tethering of bails without affecting their dislodging for restricting the distance the bails can fly. This needs appropriate consent from the governing body.*

*If the bails are continuously blown off during play, not only it is irritant but also breaks the concentration of Umpires and players alike. It also slows down the play. Often use of heavy bails is the solution. If changing bails to heavier one does not solve the problem umpires can together decide to dispense with the bails. If it is decided to dispense with, then it has to be at both ends. Play cannot go on with bails at one end. Dispensing with bails also creates extra responsibility on the umpires judging whether or not the wicket is broken fairly. How to judge is discussed in Law 29 (wicket is broken). It is important that as soon as the conditions improve the balls should be brought back in use.*

### UMPIRING TECHNIQUE

1. *The stumps must be pitched as under.*



2. *The procedure to break the wicket when bails are dispensed with are different (refer Law 28.)*
3. *Ensure that the stump holes are watered at every interval to avoid the soil from breaking up or becoming too hard that the stumps are too firm. If the stumps are too tightly held, they may break, or the bails may not come off when the ball strikes.*
4. *Ensure that two spare stumps and a pair of bails are kept handy during the match.*
5. *If bail is used to remark creases or Batter's guard, clean it before placing it on the stumps.*
6. *Before dispensing off with the bails an option of heavy bails may be considered.*
7. *If dispensed it has to be at both ends.*

## LAW 9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

### 9.1 Rolling

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

#### 9.1.1 Frequency and duration of rolling

During the match, the pitch may be rolled at the request of the captain of the batting side, for a period of not more than 7 minutes, before the start of each innings, other than the first innings of the match, and before the start of each subsequent day's play. See 9.1.4.

#### 9.1.2 Rolling after a delayed start

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

#### 9.1.3 Choice of rollers

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

#### 9.1.4 Timing of permitted rolling

The rolling permitted (maximum 7 minutes) before play begins on any day shall be started not more than 30 minutes before the time scheduled or rescheduled for play to begin. The captain of the batting side may, however, delay the start of such rolling until not less than 10 minutes before the time scheduled or rescheduled for play to begin.

### Interpretation

*Most of the laws and processes of this law apply to higher grade of competitive cricket. That is for matches of more than one day's duration. However, in one day and limited over matches rolling between the innings apply. Until the toss the ground staff can roll, mow and or sweep the pitch and the outfield for any length of time and any type of roller can be used. Once the toss takes place these activities though carried out by the ground staff have to be under the instructions and supervision of Umpires and within the frame work of this Law 9.*

*The law specifies the time and timing of rolling. No rolling option is given at the start of the match as the captain opting to bat would have made his/her decision based on his/her reading of the nature of the pitch. However, when there is a delay after the toss and that too if, the umpires opine that the delay had a significant effect on the state of the pitch, rolling at the request of the batting side captain is permitted to a maximum of 7 minutes. Permitted rolling is for a maximum of 7 minutes meaning, if the captain so desires, he/she can opt for less than 7 minutes rolling also. Only one type of roller to be used.*

*Conventional centres may have many rollers of various types and weight at their disposal. But generally, a maximum of three rollers - light, medium and heavy - are made available. This is one of the pre match duties of the umpire when they meet the ground authorities to*

*ascertain the number of rollers being made available for the match and inform the captains before the toss accordingly. The captain of the batting side has the option of choosing anyone. He/She cannot choose two or more rollers and aggregate the total timing to 7 minutes. Example – One roller for 3 minutes and another for 4 minutes. Rolling has to be continuous. (Without gap)*

*The captain can also choose the time at which he/she Wants the rolling to start at the beginning of each day's game. If the scheduled start of the match is at 9.30 am, the captain can opt for the rolling to start any time between 9.00 am to 9.20 am. Mostly hand driven rollers are preferred to avoid chances of spillage of oil or the machine getting stuck while rolling. Rolling cannot be done sideways or part of the pitch, it has to be full length - wicket to wicket. But in practice it is done from popping crease to popping crease as the paint used for remarking the crease which is done simultaneously will still be wet and lines may come on to the pitch along with the roller. Batting side captain can forgo rolling. Rolling is optional and not mandatory*



## 9.2 Clearing debris from the pitch

### 9.2.1 The pitch shall be cleared of any debris

**9.2.1.1** before the start of each day's play. This shall be after the completion of mowing and before any rolling, not earlier than 30 minutes nor later than 10 minutes before the time or any rescheduled time for start of play.

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

**9.2.1.3** at all intervals for meals.

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

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

### Interpretation

*After mowing and before rolling the pitch has to be swept so that debris, if any, on the pitch do not get embedded. Rolling is at the option of the Batting side captain, but sweeping is under the instructions of the umpires. The captains have no say. The timing specified for sweeping is the same as rolling, so always, if rolling is to be done sweeping should precede it.*

*Sweeping can also be done, if umpires feel it is necessary, even if, the batting captain has not opted rolling. Sweeping can be done with hard broom or soft broom. If umpires are of the opinion that usage of broom is detrimental to the surface of the pitch, debris like dry leaves can be removed with hand without sweeping.*

### 9.3 Mowing

#### 9.3.1 Responsibility for mowing

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

**9.3.1.2** All subsequent mowing shall be carried out under the supervision of the umpires.

#### 9.3.2 The pitch and outfield

In order that throughout the match the ground conditions should be as nearly the same for both sides as possible, both the pitch and the outfield shall be mown on each day of the match on which play is expected to take place, if ground and weather conditions permit.

If, for reasons other than conditions of ground or weather, complete mowing of the outfield is not possible, the Ground Authority shall notify the captains and umpires of the procedure to be adopted for such mowing during the match.

#### 9.3.3 Timing of mowing

**9.3.3.1** Mowing of the pitch on any day shall be completed not later than 30 minutes before the time scheduled or rescheduled for play to begin on that day, before any sweeping prior to rolling. If necessary, debris may be removed from the pitch before mowing, by hand, without sweeping. See 9.2.3.

**9.3.3.2** Mowing of the outfield on any day shall be completed not later than 15 minutes before the time scheduled or rescheduled for play to begin on that day.

### Interpretation

*At many centres mowing of the outfield every morning of the match day may not be feasible due to various reasons including dew factor. Laws do not permit this to be done on the previous evening. Many playing conditions override this law hence, dispensing with mowing is permitted. In case of any alternate arrangements are made, it should be made known to the umpires and both the captains as soon as they arrive for the match.*

*In India playing conditions do not allow for mowing of the outfield during the match, hence, not done. In one day matches question of mowing does not arise. In multi day matches umpires to ensure that the blade of the machine is placed at the same number on all days. Mowing should be over before the earliest start time for rolling that is 30 minutes before the start of the game.*



#### 9.4 Watering the pitch

The pitch shall not be watered during the match.

##### Interpretation

*During the entire duration of the match the pitch shall not be watered. However, the outfield can be watered with the consent of the umpires, but care has to be taken that play starts the next day on schedule. In very hot conditions to maintain the adjacent pitches a watering plan can be put in place with the approval of the umpires and adjacent pitches except the immediate next pitches on either side of the match pitch can be manually sprinkled with water, but this process should not cause any suspension of play. Care should be taken to cover the square (match pitch and the two adjacent pitches) so that water does not spill or percolate to the match pitch.*



#### 9.5 Re-marking creases

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

##### Interpretation

*Creases are important for many calls and decisions that the umpires have to make, hence, they should be clearly visible. The laws do not specify when they have to be remarked. It can be done whenever either umpire considers it necessary. Popping creases are the one which get erased frequently due to the landing of bowler's front foot and dragging it at times making it difficult in judging No balls. Striker also takes stance on or near the popping crease. Notwithstanding this it is not practicable to remark the popping crease often when the play is on without stopping the proceedings. The paint also may not dry so quickly. A line could be drawn temporarily with the edge of the shoes or bats. As explained in Law 7 above these frequent stoppages can be not only irritant but also break the concentration of Umpires and Players alike. Hence, the creases are remarked during an interval or interruptions.*

#### 9.6 Maintenance of footholes

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

In matches of more than one day's duration, the umpires shall allow, if necessary, the returfing of footholes made by the bowlers in their delivery strides, or the use of quick-setting fillings for the same purpose.

#### 9.7 Securing of footholds and maintenance of pitch

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

#### 9.8 Non turf pitches

Wherever appropriate, the provisions set out in 9.1 to 9.7 shall apply.

### UMPIRING TECHNIQUE

1. Ascertain the number of rollers made available for the match from the Ground Authority/ Curator. There may be more than one roller but only one or two or three rollers may be made available for the match. Captain to choose anyone.
2. Pitch to be rolled lengthwise only from bowling crease to bowling crease. Generally, it is done from popping crease to popping crease so that the wet crease marking does not come on to the pitch area. Do not be fussy about this.
3. Pitch cannot be rolled sideways during the match.
4. Before the "toss" there is no restriction on:
  - The amount of time for rolling.
  - The type of roller – light, medium and heavy – any one or all or in any combination.
  - Umpires not to worry until ground is handed over. (After the toss). What portion of the pitch, how much and how the rolling is done?
5. The rolling of the pitch to take place under the Umpires supervision after toss. However, you are entitled for rest and replenishment, hydration during intervals but keep an eye on rolling and its timing.
6. Even if, there is late declaration or forfeiture during an interval, full 7 minutes rolling is allowed. The interval between innings of 10 minutes starts from instant of declaration/ forfeiture.
7. Foot holes are to be repaired only at the end of day's play but can be improved during the game. Footholes beyond the popping crease are not to be touched.



8. Ensure adequate quantity of saw dust is available and enough quantity is placed in line with the stumps well behind the wicket-keeper when playing in wet weather conditions.
9. On a rain affected day, umpires can use any available resource to bring back the conditions suitable for play to resume at the earliest.
10. Ensure that the blade of the Mower is at the same level on all the days of the match.
11. At certain centres the groundsman does not allow the saw dust to be used on the pitch. In such circumstances dry grass can be used.
12. A captain asks for 3 minutes rolling. When rolling is on, he changes his mind and asked for full 7 minutes rolling. This can be permitted if there is no time gap. Rolling be continuous.

**LAW 10 COVERING THE PITCH****10.1 Before the match**

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

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

**10.2 During the match**

Unless determined otherwise before the toss, on each night of the match and in inclement weather at any time during the match

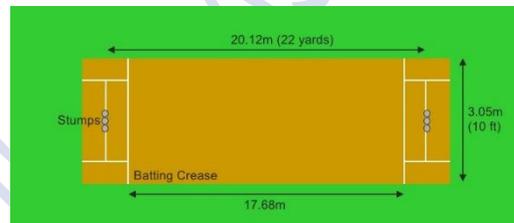
10.2.1 the whole pitch and a minimum of 4 ft/1.22 m beyond it at each end shall be covered.

10.2.2 the bowlers' run-ups, where possible, shall be covered.

**10.3 Removal of covers**

10.3.1 If after the toss the pitch is covered overnight, the covers shall be removed as soon as practicable on each day that play is expected to take place.

10.3.2 If covers are used during the day as protection from inclement weather, or if inclement weather delays the removal of overnight covers, they shall be removed promptly as soon as conditions allow.

**Interpretation**

Umpires in their pre-match duties with ground staff to ascertain whether adequate covers are available to cover the whole pitch and the bowlers run up as specified in the Law. If not, efforts should be made to procure the same so as to maximise the game. Ensure sufficient manpower is available and instruct them to be ready at the first sign of rain. If multiple covers are there a action plan be drawn in case of sudden downpour.

**UMPIRING TECHNIQUE**

1. Ensure that proper covers and required manpower are available.
2. Ensure the removal of cover at the same time-weather permitting- in a multi-day game on each day.
3. Ascertain the time required for removal and covering the pitch. While resuming the game after an interruption for rain the time required for removal of covers should be factored.
4. Do not be influenced by the players.
5. Prevention is better than cure.
6. It is always better to suspend the game an over early rather than late.

**- PRACTICE PAPER - 2**

1. Define a pitch?
2. Who is responsible for selection, preparation, and maintenance of the match pitch?
3. Can a match pitch be changed? If so, how?
4. Popping crease is marked to a minimum of ..... on either side .....
5. Define bowling, popping and return creases.
6. What constitutes a wicket? How are they pitched in a first-class match?
7. Can a match proceed with bails only at one end?
8. When do you allow the rolling during a match?
9. If the scheduled start of the game is at 9.30 AM on each day. When do you have the mowing of the pitch in a five-day match?
10. Who can exercise the option of the roller during a match? Is there any limit to the length of time for rolling? If yes what is the time limit?
11. The captain of the batting side asks for 3 minutes rolling. While the rolling is going on he asks for another 3 minutes rolling after a gap of 1 minute in between. Will you permit?
12. The captain of the batting side asks for 3 minutes rolling. While the rolling is going on he asks for another 3 minutes rolling Totalling 6 minutes. Will you permit?
13. What part of the pitch can be re-turfed or repaired and when?
14. The start of the rolling at the start of a day's play can be delayed up to .....
15. How are the footholes made by the bowler maintained in a multi-day match?
16. Captain requests for the pitch to be rolled by heavy and light rollers together. Will you permit? If yes for how long and if not, why?
17. Captain wants the pitch to be rolled sideways. How long will you permit?
18. Captain wants only sweeping and no rolling. Will you allow?
19. Can you allow for only 3 minutes rolling?

## LAW 11 INTERVALS

### 11.1 An interval

11.1.1 The following shall be classed as intervals:

- The period between close of play on one day and the start of the next day's play.
- Intervals between innings.
- Intervals for meals.
- Intervals for drinks.
- Any other agreed interval.

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

### Interpretation

*This law deals with various intervals, their duration and when they can be taken and when they can be forgone, or specific causes for their preponement or postponement. Intervals are known as scheduled breaks and are different from interruptions. Any other interval not mentioned here is to be taken, then, it has to be agreed before the toss by both the umpires and the two captains. All agreed intervals, their duration and time of availing should be known to the Umpires, both the captains and the scorers before the toss. Exception to this is, in a match of more than one day's duration, drinks intervals can be decided on each day morning not later than 10 minutes of the start except the first day. They can be forgone at any time during the game.*

### 11.2 Duration of intervals

**11.2.1 An interval for lunch or tea shall be of the duration determined under Law 2.3 (Consultation with captains), taken from the call of Time before the interval until the call of Play on resumption after the interval.**

**11.2.2 An interval between innings shall be 10 minutes, commencing from the close of an innings until the call of Play for the start of the next innings. See, however, 11.3, 11.5 and 11.6.**

### Interpretation

*Umpire should ensure that the duration of the intervals is of the agreed duration only measured from the call of "time" at the beginning of the interval to call of "play" at the resumption of play after the interval. Drink's interval should be kept as short as possible but should not exceed more than 5 minutes. The start of an interval can be changed under various circumstances as discussed in this law, but the duration cannot be changed. Whenever the interval starts, it shall be of agreed duration from that start time except the interval between end of days play to start of next day. Whatever, time the day's play ends, game will start at the scheduled time the next day. However certain playing conditions override this and have provisions to reduce the duration of interval to gain more playing time. In all circumstances both the Umpires and the Captains along with scorers should have clarity.*

*In one day, limited overs match there could be only one interval between innings of longer duration and dispense with other intervals except drinks. At times, the resumption of play after an interval, especially interval (10 minutes) between innings is delayed for some valid reasons like adjustment of sight screen, change of equipments etc, this delay is taken as playing time and cannot be made up. This delay is to be taken as interruption. Unless this delay is by the umpires for investigating possible refusal to continue to play or a Law 42 offence, the session cannot be extended.*

### **11.3 Allowance for interval between innings**

**In addition to the provisions of 11.5 and 11.6,**

**11.3.1 if an innings ends when 10 minutes or less remains before the time agreed for close of play on any day, there shall be no further play on that day. No change shall be made to the time for the start of play on the following day on account of the 10-minute interval between innings.**

**11.3.2 if a captain declares an innings closed or forfeits an innings closed during an interruption in play of more than 10 minutes duration, provided that at least 10 minutes remains of the interruption, no adjustment shall be made to the time for resumption of play on account of the 10-minute interval between innings, which shall be considered as included in the interruption. If less than 10 minutes remains of the interruption when the captain declares the innings closed, or forfeits an innings, the next innings shall commence 10 minutes after the declaration or forfeiture is made.**

**11.3.3 if a captain declares an innings closed or forfeits an innings closed during any interval other than an interval for drinks, provided that at least 10 minutes remains of the interval, the interval shall be of the agreed duration and shall be considered to include the 10-minute interval between innings. If less than 10 minutes remains of the interval when the captain declares the innings closed, or forfeits an innings, the interval shall be extended as necessary, and the next innings shall commence 10 minutes after the declaration or forfeiture is made.**

### **Interpretation**

*Interval between innings is not flexible. It shall be of 10 minutes to start from the end of an innings and ends 10 minutes later. Only exception is one day games where Law 2.3.1.2 makes provision. If these 10 minutes is part of the larger interval or interruption, then no separate interval between innings is allowed. This becomes part of bigger interval. If less than 10 minutes remain for completion of an interval or interruption, then 10 minutes interval between innings is allowed from the time the innings ends. Innings may end due to declaration or forfeiture. Examples pertaining to Law 11.3 which is self-explanatory. Hours of play*

9.30 am	to 12.00 noon	1 <sup>st</sup> session (Pre-lunch session)
12.00 noon	to 12.40 pm	Lunch Interval
12.40 pm	to 2.40 pm	2 <sup>nd</sup> session (Post lunch session)
2.40 pm	to 4.30 pm	Tea Interval
3.00 pm	to 4.30 pm	3 <sup>rd</sup> session (Post tea session)

1. *If an innings ends within 10 minutes (between 4.20 pm to 4.30 pm) of the scheduled close of play on day one of a multi-day match. No further play shall take place on that day, or an innings ends at 4.32 pm during the last over of the day. In both the cases play shall resume next day at scheduled start time (9.30 am) provided conditions are fit to resume play.*
  - Examples
    1. *Innings ends at 4.21 pm, next day resumption at 9.30m am.*
    2. *Innings ends at 4.28 pm, next day resumption at 9.30m am.*
    3. *Innings ends at 4.34 pm, next day resumption at 9.30m am.*
2. *There is an interruption in the second session from 1.10. pm. Umpires decide to resume the game at 1.55 as conditions have improved at 1.35 pm and inform the captains accordingly. At 1.40 pm the batting side Captain declares his/her innings closed. Since still 15 minutes remain for resumption of the game, which is more than 10 minutes (duration of interval between innings), game will resume at the pre-set time of 1.55 pm.*
3. *There is an interruption in the second session from 1.10. pm. Umpires decide to resume the game at 1.55 as conditions have improved at 1.35 pm and inform the captains accordingly. The batting side Captain declares his/her innings at 1.50 pm. Since less than 10 minutes remain for resumption, 10 minutes interval between innings will be allowed and the game shall resume at 2.00 pm.*
4. *There is an interruption in the second session from 1.10. pm. Umpires decide to resume the game at 1.55 as conditions have improved at 1.35 pm and inform the captains accordingly. The batting side Captain declares his/her innings at 1.50 pm. Since less than 10 minutes remain for resumption 10 minutes interval between innings will be allowed and the game shall resume at 2.00 pm. However, the new Batting side captain forfeits his/her innings at 1.55 pm. Now, again the interval between innings has to be allowed from 1.55 pm, since less than 10 minutes remain for resumption of the game. The game will resume at 2.05 pm.*
5. *Captain declares his/her innings at 12.25 pm. During Lunch interval. Since, still 15 minutes remain for Lunch interval to end, which, is more than 10 minutes (duration of interval between innings). Game will resume at 12.40 pm scheduled end of Lunch interval.*
6. *Captain declares his/her innings at 12.35 pm. During lunch interval. Since only 5 minutes remain of Lunch interval and the duration of interval between innings is of 10 minutes from 12.35 pm. We have to allow 10 minutes. Hence game resumes at 12.45 pm. The Post lunch session ends at its scheduled cessation time of 2.40 pm*
7. *Captain declares his/her innings at 12.35 pm. During lunch interval. Since only 5 minutes remain of Lunch interval and the duration of interval between innings is of 10 minutes from 12.35 pm. We have to allow 10 minutes. Hence game resumes at 12.45 pm. However, at 12.40 pm the new batting side captain forfeits his/her innings. Since less than 10 minutes remain for resumption, 10 minutes interval between innings will be allowed and the game shall resume at 12.50 pm.*

#### **11.4 Changing agreed times of intervals**

**If, at any time during the match,**

**either Playing time is lost through adverse conditions of ground, weather, or light or in exceptional circumstances,**

**or the players have occasion to leave the field other than at a scheduled interval,**

**the time of the lunch interval or of the tea interval may be changed if the two umpires and both captains so agree, providing the requirements of 11.2 and 11.5, 11.6, 11.7 and 11.8.3 are not contravened.**

**Interpretation**

*This law permits to change the timings of either lunch or Tea interval or both under certain conditions but only and only, if the Umpires and both the captains agree for this. However, it has to be noted that it is the Umpires who propose the rescheduling to maximise the playing time. While suggesting the rescheduling the umpires must note that it is sensible and practicable to every stake holder including the caterers who may have to make changes at short notice.*

*An example being, if lunch is scheduled at 12.00 pm and it starts raining heavily at 9.45 am. Naturally it would take time and it is likely that the game would start by 12.00 noon or so, if, the rain stops by 10.40 am. But scheduled lunch is from 12.00 noon. But it will be unrealistic to expect the lunch to be ready immediately-an hour and 15 minutes before. It might be possible to have lunch by 11.30 am in consultation with the caterers. This will maximise the playing time by 30 minutes subject to conditions improving.*

**11.5 Changing agreed time for lunch interval**

**11.5.1** If an innings ends when 10 minutes or less remains before the agreed time for lunch, the interval shall be taken immediately. It shall be of the agreed duration and shall be considered to include the 10-minute interval between innings.

**11.5.2** If because of adverse conditions of ground, weather, or light, or in exceptional circumstances, a stoppage occurs when 10 minutes or less remains before the agreed time for lunch, then, whether or not agreement is reached in the circumstances of 11.4, the interval shall be taken immediately. It shall be of the agreed duration. Play shall resume at the end of this interval or as soon after as conditions permit.

**11.5.3** If the players have occasion to leave the field for any reason when more than 10 minutes remains before the agreed time for lunch then, unless the umpires and captains together agree to alter it, lunch shall be taken at the agreed time.

**Interpretation**

*Preponement of Lunch interval by 10 minutes is by law and no agreement is required.*

**Examples**

- i. *If an innings ends at 11.50 am with lunch from 12.00 noon to 12.40 pm.*
  - *lunch will be taken immediately at 11.50 am and end at 12.30 pm.*
- ii. *If the innings ends at 11.55 am, with lunch from 12.00 noon to 12.40 pm.*
  - *lunch will be taken immediately at 11.55 am and end at 12.35 pm. No separate interval between innings allowed. It will part of lunch interval.*
- iii. *In the same way if, the last over ends at say 12.03 pm,*
  - *the game after lunch shall start at 12.43 pm.*
- iv. *If a stoppage occurs at, 11.50 am with lunch from 12.00 noon to 12.40 pm.*
  - *lunch will be taken immediately at 11.50 am and play will resume at 12.30 pm or as soon as the conditions improve.*

- v. *If a stoppage occurs at 11.55 am, with lunch from 12.00 noon to 12.40 pm.*
  - *lunch will be taken immediately at 11.55 am and play will resume at 12.35 pm or as soon as the conditions improve.*
- vi. *If a stoppage occurs at 11.30 am, with lunch from 12.00 noon to 12.40 pm.*
  - *lunch will not be taken immediately unless both the Captains and Umpires agree. It shall be taken at agreed time of 12.00 noon. If they agree it shall be taken immediately at 11.30 am and will be of 40 minutes duration. Game will resume after lunch at 12.10 pm or as soon as the conditions improve. However, before agreeing ensure that the lunch is ready.*
- vii. *An innings ends at 11.49 with lunch at 12.00 noon.*
  - *The next innings begins after 10 minutes interval between innings, and one over shall be bowled before calling "time" for lunch. This one over has to be bowled even if there is a delay of a minute or so in starting the next innings.*

## **11.6 Changing agreed time for tea interval**

**11.6.1** **If an innings ends when 30 minutes or less remains before the agreed time for tea, the interval shall be taken immediately. It shall be of the agreed duration and shall be considered to include the 10-minute interval between innings.**

**11.6.2** **If, when 30 minutes remains before the agreed time for tea, an interval between innings is already in progress, play shall resume at the end of the 10-minute interval if conditions permit.**

**11.6.3** **If, because of adverse conditions of ground, weather, or light, or in exceptional circumstances, a stoppage occurs when 30 minutes or less remains before the agreed time for tea, then unless either there is an agreement to change the time for tea, as permitted in law 11.4 or the captains agree to forgo the tea interval, as permitted in Law 11.9 the interval shall be taken immediately. The interval shall be of the agreed duration. Play shall resume at the end of the interval or as soon after as conditions permit.**

**11.6.4** **If a stoppage is already in progress when 30 minutes remains before the agreed time for tea, Law 11.4 shall apply.**

### **Interpretation**

*Unlike Lunch interval which can only be preponed, Tea interval can either be preponed or postponed or forgone under certain conditions. These conditions are.*

1. *At any time, the captains can decide to forgo tea interval. If the tea interval is forgone, the scheduled close of play on that day shall not be altered.*
2. *The decision to alter the tea timing is guided by the state of the match 30 minutes before the scheduled interval.*

3. *An innings comes to an end between 2.10 pm to 2.40 pm, with tea interval scheduled at 2.40 pm, tea interval will begin immediately and shall be of agreed duration. The 10 minutes interval between innings will be part of tea interval. Umpires and Captains cannot agree otherwise.*
4. *A stoppage occurs between 2.10 pm to 2.40 pm, with tea interval scheduled at 2.40 pm, tea interval will begin immediately and shall be of agreed duration. Umpires and Captains cannot agree otherwise. Game shall resume after the agreed duration for tea if conditions permit.*
5. *If an innings ends prior to 2.10 pm, interval between innings shall be taken and game will resume after 10 minutes. Captains and Umpires cannot agree otherwise. Tea interval will be taken at 2.40 pm as scheduled.*
6. *If a stoppage occurs at 1.50 pm and is in progress at 2.10 pm the 30-minute deadline. Unless both the captain and the umpires agree to change the timing of tea interval as per Law 11.4 or forgo tea interval as per Law 11.9, tea will be had at the scheduled time. If the stoppage continues beyond 3.00 pm, no separate tea interval will be had. Tea shall be had at the agreed time. The intension of any such agreement should always be, to have more playing time.*

### **11.7 Lunch or tea interval – 9 wickets down**

**For the lunch interval and for the tea interval**

**if either 9 wickets are already broken when 3 minutes remains to the agreed time for the interval,**

**or the 9th wicket falls within these 3 minutes, or at any time up to and including the final ball of the over in progress at the agreed time for the interval,**

**then the provisions of Law 12.5.2 shall not apply and the interval will not be taken until the end of the over that is in progress 30 minutes after the originally agreed time for the interval, unless the players have cause to leave the field of play or the innings is completed earlier.**

**For the purposes of this section of law, the retirement of a Batter is not to be considered equivalent to the fall of a wicket.**

#### **Interpretation**

*In simple terms at 2.37 pm or thereafter, with tea interval scheduled to start at 2.40 pm, the score board shows that 9 wickets are down or the 9<sup>th</sup> wicket falls before the completion of the last over before tea interval, the tea interval shall be rescheduled to be had 30 minutes later at 3.10 pm unless the innings comes to an end or the players have an occasion to leave the field earlier, in which case it shall be had immediately. Umpires to note that this law applies when actually 9 wickets are down, a Batter retiring is not to be taken as a fall of wicket so also, if a team is playing with only 10 players, this does apply for 8 wickets down or 8<sup>th</sup> wicket falling. Similarly, this applies to Lunch interval also.*

#### **Examples**

1. At 11.00 am 9<sup>th</sup> wicket falls and the last pair is batting at 11.57 am with lunch scheduled from 12.00 noon. Continue the game till 12.30 pm or the innings comes to an end, or the players have an occasion to leave the ground whichever is earlier.
2. 8 wickets are down, the 9<sup>th</sup> wicket falls on the 5<sup>th</sup> delivery of the over in progress at 12.02 pm with lunch scheduled at 12.00 noon. Continue the game till 12.30 pm or the innings comes to an end, or the players have an occasion to leave the ground whichever is earlier.

3. At 2.00 pm 9<sup>th</sup> wicket falls and the last par is batting at 2.37 pm with tea scheduled from 2.40 pm. Continue the game till 3.10 pm or the innings comes to an end, or the players have an occasion to leave the ground whichever is earlier.
4. 8 wickets are down, the 9<sup>th</sup> wicket falls on the 4<sup>th</sup> delivery of the over in progress at 2.42 pm with tea scheduled at 2.40 pm. Continue the game till 3.10 pm or the innings comes to an end, or the players have an occasion to leave the ground whichever is earlier.

## 11.8 Intervals for drinks

- 11.8.1 If on any day the umpires determine that there shall be intervals for drinks, the option to take such drinks shall be available to either side. Each interval shall be kept as short as possible and, in any case, shall not exceed 5 minutes.
- 11.8.2 Unless, as permitted in Law 11.9, the captains agree to forgo it, a drinks interval shall be taken at the end of the over in progress when the agreed time is reached. If, however, a wicket falls, or a Batter retires within 5 minutes of the agreed time then drinks shall be taken immediately.  
No other variation in the timing of drinks intervals shall be permitted except as provided for in Law 11.8.3.
- 11.8.3 If an innings ends or the players have to leave the field of play for any other reason within 30 minutes of the agreed time for a drink's interval, the umpires and captains together may rearrange the timing of drinks intervals in that session.
- 11.8.4 Intervals for drinks may not be taken during the last hour of the match, as defined in Law 12.6 (Last hour of match – number of overs). Subject to this limitation, the umpires shall determine the times for such intervals, if any, before the toss and on each subsequent day not later than 10 minutes before play is scheduled to start.

### Interpretation

*Drinks are the only intervals which can be decided to have or not to have and at what time to have on each day of the match up to 10 minutes before the start unlike other intervals, which are agreed upon before the match. It also can be decided not to have drinks interval at any time during the game.*

*If decided to have, then*

1. *It should be available to each side.*
2. *Drink's interval should be kept as short as possible – maximum limit is 5 minutes.*
3. *Once the timings are agreed, intervals are to be taken at the end of the over in progress at the agreed time for the drinks interval unless a wicket falls or a Batter retires within 5 minutes of the agreed time for drinks, in which case it shall be taken immediately.*
  - a. *If a wicket falls at 11.11 am with drinks scheduled at 11.15 am, drinks shall be taken immediately.*
4. *If an innings ends or the players have an occasion to leave the ground within 30 minutes of the agreed time for drinks interval, the interval can be rearranged.*
  - a. *An innings ends at 10.18, the 11.15am drinks interval can be rearranged by both captains and the umpires together.*
5. *Drink's interval shall not be taken in the last hour of the match.*

### 11.9 Agreement to forgo intervals

At any time during the match, the captains may agree to forgo the tea interval or any of the drink's intervals. The umpires shall be informed of the decision.

When play is in progress, the Batters at the wicket may deputise for their captain in making an agreement to forgo a drinks interval in that session.

#### Interpretation

*The tea and any of the drink's intervals can be forgone by both the captains by agreement among themselves. Agreement by both is a must. Umpires will not be a party, but they have to be informed intime of any such agreement. If one captain does not agree the interval shall be taken. Batters at the wicket can deputise for their captain to agree to forgo any of the drink's intervals but not the tea interval. The captains cannot be permitted to forgo lunch interval even though they wish. The game will not be curtailed due to any interval being forgone.*

### 11.10 Scorers to be informed

The umpires shall ensure that the scorers are informed of all agreements about hours of play and intervals and of any changes made thereto as permitted under this law.

#### UMPIRING TECHNIQUE

1. *Duration of Lunch and tea intervals are generally fixed to 40 & 20 minutes respectively in most of the matches worldwide but be guided by the playing conditions for that match.*
2. *In extreme conditions additional drinks interval could be given otherwise limited to one per session.*
3. *No other drinks shall be taken on to the field without Umpire's permission. While permitting ensure that there is no time-wasting tactics employed.*
4. *A player taking drinks on to the field shall be attired in proper Cricketing attire and preferably team bib.*
5. *Drinks shall not be permitted in the last hour of the match.*
6. *Before agreeing to pre-pone Lunch interval, ensure that, Lunch is or will be ready.*
7. *A Batter retiring is not to be treated as fall of wicket for postponing tea interval (9 wickets down).*
8. *Note or pre-decide the timings of Lunch, Tea, and drinks intervals. Inform all concerned.*
9. *Ensure that the drinks come on time to adhere to the timings – maximum of 5 minutes. If there is any change in the drinks interval due to any reason inform the concerned – Curator, authorities, and the Scorers. Co-ordination with stake holders is necessary.*
10. *At the commencement of an interval or interruption note the following*
  - ✓ *Batter on Strike*
  - ✓ *The bowler not to bowl or remaining deliveries in that over to be bowled if any,*
  - ✓ *The end from which the game is to resume – It is normal practice that the match ball should be in the custody of the Umpire from whose end the match is to resume.*

**LAW 12 START OF PLAY, CESSATION OF PLAY****12.1 Call of Play**

The bowler's end umpire shall call **Play** before the first ball of the match and on the resumption of play after any interval or interruption.

**12.2 Call of Time**

The bowler's end umpire shall call **Time**, when the ball is dead, at the end of any session of play or as required by the Laws. See also Law 20.3 (Call of Over or Time).

**12.3 Removal of bails**

After the call of **Time**, the bails shall be removed from both wickets.

**Interpretation**

*The bowler's end umpire shall call "play" to announce that the game is to start or restart. Call of "play" signifies the start of playing time, Innings of both the opening Batters and indication to the bowler to bowl his/her first ball. Actual game / over starts when the ball comes into play after the call of "play" that is when the bowler starts his/her run up or bowling action if he/she has no run up. This has relevance for reckoning the day for enforcing the follow on. Bowler's end umpire to call "play" after carrying out his/her duties as explained in Law 2. The call of "play" should be loud, clear, to be heard by all – at least audible by fielders within 30 yards. Umpire also should sound confident through his/her voice as in most cases this is the first time an umpire is heard by players.*

*Umpire to call "Time" when the ball becomes dead to announce that the game has come to an end at the beginning of an interval or interruption and end of the match. The duration of any session is calculated from the call of "play" to call of "time". "Time" should not be called to make the ball dead but to be called after the ball becomes dead except a few exceptions. After the call of "time", the umpires should remove the bails from both ends. This has no significance for the game, it is only symbolic – most of the time bails are not removed after the call of "time" at the beginning of drinks interval. May be because the umpires and players do not leave the field. Umpire should not forget to take possession of the match ball after the call of "time".*

**12.4 Starting a new over**

Another over shall always be started at any time during the match, unless an interval is to be taken in the circumstances set out in Law 12.5.2, if the umpire, walking at normal pace, has arrived at the position behind the stumps at the bowler's end before the time agreed for the next interval, or for the close of play, has been reached.

**Interpretation**

*At the end of an over, "over" should be called loud and clear. The ball becomes dead on the call of "over". If, time for the start of an interval has not been reached, then the umpire standing at the striker's end reaches his/her position at the bowler's end walking at his/her*

*normal pace and check the time. If, still agreed time for interval or close of play has not been reached, an over must be started. Whether fielders are ready, or the Batters are ready does not matter, what matters is whether umpire at the striker's end walking at his/her normal pace has reached to his/her new position behind the stumps at the bowler's end within time or not. The umpire at the striker's end has to come to his/her new position walking at his/her normal pace, this pace has to be established by walking at the same pace throughout the match irrespective of whether it is the last over or not.*

## **12.5 Completion of an over**

**Other than at the end of the match,**

**12.5.1** if the agreed time for an interval is reached during an over, the over shall be completed before the interval is taken, except as provided for in Law 12.5.2.

**12.5.2** when less than 3 minutes remains before the time agreed for the next interval, the interval shall be taken immediately if either a Batter is dismissed or retires or the players have occasion to leave the field whether this occurs during an over or at the end of an over. Except at the end of an innings, if an over is thus interrupted it shall be completed on the resumption of play.

### **Interpretation**

*An over in progress shall always be completed unless an innings ends during the over. However, this has certain exceptions as laid down in Law 12.5.2. the exceptions are*

- 1. If a wicket falls or a Batter retires within three minutes (meaning 2 minutes 59 seconds or less) of the agreed time for the start of an interval, umpire should call "time" and remove bails, unless it is the 9<sup>th</sup> wicket in which case the session gets extended as Law 11.7 is applicable. The over shall be completed after the interval unless the wicket falling on the last delivery of that over. If the wicket falls on the last ball of an over, even if here is time to start a new over it shall not be started.*
- 2. An interruption occurs during an over, in which case there is no option but to resume the over on resumption of play.*

## **12.6 Last hour of match – number of overs**

**When one hour of Playing time of the match remains, according to the agreed hours of play, the over in progress shall be completed. The next over shall be the first of a minimum of 20 overs which must be bowled, provided that a result is not reached earlier and provided that there is no interval or interruption in play.**

**The bowler's end umpire shall indicate the commencement of these 20 overs to the players and to the scorers. The period of play thereafter shall be referred to as the last hour, whatever its actual duration.**

**When the minimum number of overs have been bowled in the last hour, further overs can be started only if the original time for the close of play has not been reached. See Laws 12.7 and 12.8.**

## Interpretation

*This clause deals with an important feature of the laws, where in the law makers give equal opportunity for both the sides. No team can indulge in time wasting tactics. The last hour is not one hour or 60 minutes. It can be more than or less than 60 minutes. Law stipulates that a minimum of 20 overs are to be bowled in this period. When one hour remains for the agreed close of the match (last day) and an over is in progress, then after completion of that over, the umpire shall signal the beginning of the last hour. The next over shall be the first of the minimum of 20 overs to be bowled in an uninterrupted game. Game shall be extended to complete these 20 overs provided conditions permit. If there are any intervals or interruptions either at the beginning or during the Last hour, Law 12.7 and Law 12.8 explain how to deal with them. It is needless to say that if, a result is achieved game comes to an end at that time unless a mistake in scoring is detected later.*

### Example –

1. At 3.30 pm on the last day with the scheduled close of the match being 4.30 pm 3<sup>rd</sup> delivery of an over is in progress, the over gets completed at 3.33 pm. The Umpire who is the bowler's end for the 1<sup>st</sup> of the 20 overs shall signal the beginning of the last hour to the scorers and this signal is also an indicator to the players and others.
  - a. In case the fielding side completes the stipulated 20 overs by 4.25 pm, the game will continue till 4.30 (not 4.33 pm). Fielding side may end up bowling one or two overs extra. Here though the last hour starts at 3.33 pm the closing time is 4.30 hence the actual last hour is of 57 minutes. It is difficult to bowl 20 overs in such a short time but has happened at junior level matches.
  - b. In case the fielding time completes the stipulated 20 overs at 5.00 pm. The actual last hour will be of 87 minutes.

*In recent times the minimum overs have been reduced to 15 overs through the playing conditions almost all over the world and there is no change in other conditions.*

## 12.7 Last hour of match – interruptions of play

**If there is an interruption in play during the last hour of the match, the minimum number of overs to be bowled shall be reduced from 20 as follows.**

**12.7.1 The time lost for an interruption is counted from the call of Time until the time for resumption as decided by the umpires.**

**12.7.2 One over shall be deducted for every complete 3 minutes of time lost.**

**12.7.3 In the case of more than one such interruption, the minutes lost shall not be aggregated; the calculation shall be made for each interruption separately.**

**12.7.4 If, when one hour of Playing time remains, an interruption is already in progress**

**12.7.4.1 only the time lost after this moment shall be counted in the calculation.**

**12.7.4.2 the over in progress at the start of the interruption shall be completed on resumption and shall not count as one of the minimum number of overs to be bowled.**

**12.7.5 If, after the start of the last hour, an interruption occurs during an over, the over shall be completed on resumption of play. The two part-overs shall between them count as one over of the minimum number to be bowled.**

**Interpretation**

Interval or an interruption can be in progress at the beginning of the scheduled last hour or there could be one during the last hour or there could be a combination of both or multiple interruptions. The calculations are straight forward. Just reduce the overs at the rate of one over for full three minutes for the time lost in the last hour. In all calculations, fractions are to be ignored. If there are multiple interruptions, do not aggregate the interruption time, Calculate separately. When an interruption occurs, umpires are to decide the timing of resumption first and then calculate the number of overs to be reduced based on its duration.

Examples. Assuming the scheduled last hour is from 3.30 pm to 4.30 pm.

1. An interruption starts at 3.10 pm during an over. The game resumes at 3.40 pm. Time lost in the last hour is  $3.40 - 3.30 = 10$  minutes.
  - a. (3.10 pm to 3.30 pm is not part of the last hour).
  - b. The number of overs to be reduced is  $10/3 = 3.33 = 3$  overs. (Fraction is ignored)
  - c. Hence, minimum overs to be bowled are  $20 - 3 = 17$  overs after the completion of unfinished over at the beginning of the interruption.
  
2. Interruption is from 3.45 pm to 4.10 pm. When 5.4 of the mandatory overs have been bowled.
  - a. Time lost in the last hour  $4.10 - 3.45 = 25$  minutes
  - b. Overs to be reduced  $25 / 3 = 8.33 = 8$  overs (ignore fraction)
  - c. Overs to be bowled  $20 - 8 = 12$  overs
  - d. Less already bowled  $12 - 5.4 = 6.2$  overs.
  - e. Hence, complete the unfinished over (2 deliveries) and then bowl 6 overs.
  
3. Interruption from 3.10 pm to 3.35 pm, then from 3.45 pm to 4.05 pm when 2.2 overs are bowled and then again from 4.15 pm to 4.25 pm when 6.5 overs are bowled.
  - a. Time lost in the last hour for 1<sup>st</sup> interruption  $3.35 - 3.30 = 5$  minutes.
  - b. Overs lost in 1<sup>st</sup> interruption  $5 / 3 = 1.67 = 1$  over
  - c. Overs to be bowled after 1<sup>st</sup> interruption  $20 - 1 = 19$  overs.
  - d. 19 overs to be bowled in the last hour.
  - e. Time lost in 2<sup>nd</sup> interruption  $4.05 - 3.45 = 20$  minutes
  - f. Overs lost for 2<sup>nd</sup> interruption  $20 / 3 = 6.67 = 6$  overs
  - g. Overs to be bowled after 2<sup>nd</sup> interruption  $19 - 6 - 2.2(\text{overs bowled}) = 10.4$  overs
  - h. Complete the unfinished over (4 deliveries) and then bowl 10 overs.
  - i. Time lost in 3<sup>rd</sup> interruption  $4.25 - 4.15 = 10$  minutes
  - j. Overs lost for 3<sup>rd</sup> interruption  $10 / 3 = 3.33 = 3$  overs
  - k. Overs to be bowled after 3<sup>rd</sup> interruption  $10(20 - 1 - 6 - 3) - 6.5(\text{overs bowled}) = 3.1$  overs
  - l. Complete the unfinished over (1 delivery) then bowl 3 overs.

**12.8 Last hour of match – intervals between innings**

If an innings ends so that a new innings is to be started during the last hour of the match, the interval starts with the end of the innings and is to end 10 minutes later.

**12.8.1** If this interval is already in progress at the start of the last hour, then, to determine the number of overs to be bowled in the new innings, calculations are to be made as set out in Law 12.7.

**12.8.2** If the innings ends after the last hour has started, two calculations are to be made, as set out in Laws 12.8.3 and 12.8.4. The greater of the numbers yielded by these

two calculations is to be the minimum number of overs to be bowled in the new innings.

#### 12.8.3 Calculation based on overs remaining:

- At the conclusion of the innings, the number of overs that remain to be bowled, of the minimum in the last hour, to be noted.
- If this is not a whole number it is to be rounded up to the next whole number.
- Three overs, for the interval, to be deducted from the resulting number to determine the number of overs still to be bowled.

#### 12.8.4 Calculation based on time remaining:

- At the conclusion of the innings, the time remaining until the agreed time for close of play to be noted.
- 10 minutes, for the interval, to be deducted from this time to determine the Playing time remaining.
- A calculation to be made of one over for every complete 3 minutes of the Playing time remaining, plus one more over if a further part of 3 minutes remains.

### Interpretation

When an interval occurs in the last hour, it has to be interval between innings, which is always of 10 minutes and the resumption time is known. Three overs are to be reduced for each interval between innings unless the interval is in progress at the beginning of the last hour. There could be one or two intervals in the last hour. Added to these there could be an interruption or multiple interruptions also. We already know how overs are to be reduced for any interruption. When an interval occurs, there will be two calculations (i) based on the time remaining and (ii) the overs remaining. The higher of the two calculations shall be applied. The thumb rule for any calculation is, when calculating overs to be reduced, fractions are to be ignored. When calculating overs to be bowled, fractions are to be rounded up.

**Examples assuming the last hour is from 3.30 pm to 4.30 pm.**

1. An Innings ends at 3.25 pm.
  - a. Interval between innings will be from 3.25 pm to 3.35 pm.
  - b. Hence time remaining in the last hour is  $4.30 - 3.35 = 55$  minutes.
  - c. Overs to be bowled  $55 / 3 = 18.33 = 19$  over.
  - d. Hence 19 overs to be bowled in the new innings.
2. An innings ends at 4.01 pm after 8.4 overs are bowled.
  - a. **BASED ON TIME** -Time remaining  $4.30 - 4.11 = 19$  minutes. (4.01 pm to 4.11pm interval between innings)
    - i. Overs to be bowled  $19 / 3 = 6.33 = 7$  overs.
  - b. **BASED ON OVERS** –
    - i. Overs remaining in the last hour  $20 - 8.4 = 11.2 = 12$  overs.
    - ii. Overs remaining to be bowled  $12 - 3$  (interval between innings) = 9.
  - c. Hence overs to be bowled in the new innings higher of a & b that is 9 overs.

If one more interval between innings occurs gain two calculations to be made as above with revised timings. Always calculate individually and cross tally to avoid errors. Avoid calculating mentally.

## 12.9 Conclusion of match

### 12.9.1 The match is concluded

12.9.1.1 as soon as a result as defined in Laws 16.1 to 16.4 and 16.5.1 (The result) is reached.

12.9.1.2 as soon as both

the minimum number of overs for the last hour are completed  
and the agreed time for close of play is reached,  
unless a result is reached earlier.

12.9.1.3 in the case of an agreement under Law 13.1.2 as soon as the final  
innings is completed as defined in Law 13.3.5.

12.9.2 The match is concluded if, without a conclusion having been reached under  
Law 12.9.1,

the players leave the field for adverse conditions of ground, weather, or light,  
or in exceptional circumstances, and no further play is possible.

### Interpretation

*Umpires, Players specifically Captains and the scorers should be clear about when the match comes to an end. The various types of achieving a result are discussed under Laws 16.1 to 16.4 and 16.5.1, in cases of agreements under Law 13.1.2. Completion of the final innings under Law 13.3.5 and others in Law 12.9.*

*Sometimes it is easy for all to know the conclusion of the match when the team batting last has surpassed the target or is all out before. In simple terms a match is concluded*

- a. *As soon as a result is achieved as discussed under Law 16.*
- b. *Minimum overs in last hour are bowled or agreed time for close of play is reached whichever is later unless result is achieved earlier.*
- c. *In the case of an agreement as soon as the final innings is completed as per agreement where an Innings is limited to overs or time.*
- d. *If a & b above is not achieved and players have occasion to leave the field and there is no further play possible due to adverse conditions.*

*It is noticed at times that even though the match is concluded mid over, the over is completed before ending the match. Mainly this happens at lower-level matches. This should be avoided. Once the match is concluded the Umpire at the bowler's end has to call "Time" and the match comes to an end.*

## 12.10 Completion of last over of match

**The over in progress at the close of play on the final day shall be completed unless either a result has been reached**

**or the players have occasion to leave the field. In this case there shall be**

**no resumption of play except in the circumstances of Law 16.9 (Mistakes in scoring) and the match shall be at an end.**

**Interpretation**

*Umpire should know the difference between last over before an interval and last over of the match. The last over of the match is always completed even if, a wicket falls unless a result is achieved, or players have an occasion to leave the field.*

**12.11 Bowler unable to complete an over during last hour of match**

**If, for any reason, a bowler is unable to complete an over during the last hour, Law 17.8 (Bowler incapacitated or suspended during an over) shall apply. The separate parts of such an over shall count as one over of the minimum to be bowled.**

**UMPIRING TECHNIQUE**

1. *Before entering the field ensure that the playing area is cleared of spectators, practicing players and all equipments, nets and other objects if any.*
2. *Pre-decide the end you want to take and walk accordingly. Umpires should avoid crossing in the field to take ends as far as possible. Walk in sufficiently early so as to take position intime after completing all the initial checks. So that the match can be started or restarted on time.*
3. *Many grounds are equipped with a bell to indicate the umpires walking in, arrange to ring the bell or if the bell is not available or not working, ensure to Inform the captains by other means before walking in at least 5 minutes earlier with match ball. The convention is that the umpires are followed by fielding side and then Batters. They come off the field in reverse order.*
4. *In the recent past there have been incidences of the Batters not choosing their ends without knowing who would bowl first and vice versa. To overcome this stalemate, an unwritten protocol has been in place.*
  - a. *The umpires walk in first and take ends.*
  - b. *The fielding side will follow, decide from each end they will be bowling and who will be bowling.*
  - c. *The Batters decide who is going to take strike and take ends accordingly.*
5. *Enquire the mode of delivery (right or left arm, over or round the wicket) from the bowler and advise the Striker accordingly. Give guard and ensure that the players, your colleague, and the scorers are all ready, and time has reached before calling "PLAY" loudly and confidently.*
6. *Work as a team to decide the last over before an interval by nonverbal communication.*
7. *Inform the scorers of the time of cessation of play before an interval or interruption.*
8. *In all calculations of overs remember the thumb rule.*
  - a. *When calculating overs to be bowled – fraction rounded up – higher numeral.*  
✓ 22 minutes remaining  $22/3 = 7.33 = 8$  overs to be bowled.
  - b. *When calculating overs lost – ignore fraction round down – lower numeral.*  
✓ 22 minutes lost  $22/3 = 7.33 = 7$  overs to be reduced.
9. *All calculation for ICC / BCCI domestic and other matches is based on a minimum of 15 overs to be bowled in the last hour.*
  - a. *Overs to be bowled @one over for full 4 minutes or part thereof.*
  - b. *Overs lost calculated @one over for full 4 minutes lost.*
  - c. *Change of innings 2 overs to be reduced.*

10. *Whenever calculations are to be made, calculate individually and then cross check, rather than depending on anyone. While calculating use paper and pen or formats, do not do it mentally to avoid any unforeseen errors.*
11. *Best practice is to ask the scorers to tally scores often and have running number of runs scored when 15 or less runs remain for victory.*
12. *Work as a team before calling time at the commencement of an interval / interruption or another over to be bowled or not.*

VINAYAK KULKARNI'S CLASSES

## **LAW 13 INNINGS**

### **13.1 Number of innings**

**13.1.1** A match shall be one or two innings for each side according to agreement reached before the match.

**13.1.2** It may be agreed to limit any innings to a number of overs or to a period of time. If such an agreement is made, then

**13.1.2.1** in a one-innings match a similar agreement shall apply to both innings.

**13.1.2.2** in a two-innings match similar agreements shall apply to the first innings of each side

or to the second innings of each side or to both innings of each side.

For both one-innings and two-innings matches, the agreement must also include criteria for determining the result when neither of Laws 16.1 (A Win – two-innings match) or 16.2 (A Win – one-innings match) applies.

### **13.2 Alternate innings**

In a two-innings match each side shall take their innings alternately except in the cases provided for in Law 14 (The follow-on) or in Law 15.2 (Forfeiture of an innings).

### **Interpretation**

*A match can be of one innings each or two innings each side. Each innings can be limited to a certain number of overs or time or any other agreement. In most cases this is governed by the playing conditions for that match. Before the start of the match all stake holders should be aware of, how the match is to be played. Umpires should make it a point to appraise the captains in their pre match meeting. Umpires do not change ends midway in a one innings a side match. However, in a two innings a side match after each side had one innings each, they have to change ends. For this purpose, a team forfeiting its innings is reckoned as completed innings. In a two innings match, each side shall take its turn to bat alternatively barring two occasions.*

- 1. When follow on (Law 14) is enforced and*
- 2. When an innings is forfeited (Law 15).*

### **13.3 Completed innings**

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

**13.3.1** the side is all out.

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

**13.3.3** the captain declares the innings closed.

**13.3.4** the captain forfeits the innings.

**13.3.5** in the case of an agreement under Law 13.1.2, either the prescribed number of overs has been bowled or the prescribed time has expired as appropriate.

**Interpretation**

*The result (refer Law 16) of a match depends on whether the last innings is completed or not. This law clearly explains when an innings is to be treated as completed. It is common knowledge that an innings is completed when a side is all out. Apart from this, there could occur a situation where further balls remain, but no further Batter is available to come in. this could happen*

- a. *When a Batter has retired earlier and is unable to resume his/her innings or is prevented from resuming by the opposing captain at the fall of the 9<sup>th</sup> wicket.*
- b. *When last pair is batting and one of them gets injured and is unable to continue.*
- c. *When a Batter is suspended for level 3 offence under Law 42 and has not completed his/ her suspension time and the 9<sup>th</sup> wicket falls.*
- d. *When a Batter is removed for a level 4 offence under Law 42 and 9 wickets are down.*

*However, there could be a situation where a Batter has retired and is hospitalised, 9<sup>th</sup> wicket falls on the penultimate delivery of the match. The innings is treated as completed as one ball remains and no further Batter is available to come in. But if, the 9<sup>th</sup> wicket falls on the last delivery of the match, though in the above-mentioned case the retired Batter is not available and cannot resume his/her innings, the innings still is not treated as completed.*

**13.4 The toss**

**The captains shall toss a coin for the choice of innings, on the field of play and in the presence of one or both umpires, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play. Note, however, the provisions of Law 1.3 (Captain).**

**Interpretation**

*It is normal for the captains to toss for the choice of innings near the pitch to be used though the law requires the toss to take place anywhere on the field of play. It is necessary for at least one of the umpires to be present at the time of toss to see that it is fairly conducted. There was an incidence in a first class match some years back wherein both the captains claimed that the toss was won by the other. At that time, the law permitted the toss winning captain to delay his/her decision of choosing to bat or bowl until 10 minutes of the scheduled start and also the umpire's presence was not necessary. May be the present laws is from the learning from that incident!!*

*There is specific timing fixed for the toss to take place and these have to be adhered to. However, due to inclement weather if, the start is expected to be delayed, then these time limits for toss shall automatically apply for the rescheduled start time unless toss has already taken place. If a captain is not available for the toss, the umpires should call upon that team to appoint a deputy, who should be a nominated player though the nomination of players can be done by anyone connected with that team. The convention is that the home team captain tosses the coin and the away team captain calls. The captain should be requested to call "heads" or "tails" loudly, so no ambiguity arises later. There could be an occasion where in the umpire tosses the coin and asks one of the captains to call.*

### 13.5 Decision to be notified

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

#### Interpretation

*There could be an occasion wherein the start is considerably delayed after the toss and the winning captain informing his/her choice. The captain's decision would be based on the state of the pitch before the delay. The captain cannot change his/her decision though the delay had an effect on the pitch according to the umpires. In such a situation, the batting side captain will be allowed the use of the roller of his/her choice from the available rollers for the match for a maximum of 7 minutes. Refer Law 9.1.2.*

#### UMPIRING TECHNIQUE

1. Discuss any special playing conditions applicable to the match, such as timings, limitation on overs, overs per bowler or allowable short pitched deliveries etc before the toss. (Part of pre-match duties).
2. Be proactive and obtain the signed list of nomination of players preferably in duplicate.
3. Pre-decide who will go for toss. Note to inform colleague and the scorer who has won the toss and what he/she has decided – Batting or fielding.
4. As soon as a team is all-out, ascertain from the fielding side whether they are enforcing follow-on if applicable
5. Ascertain from the batting captain which roller, he/she intends to have the pitch rolled and for how long. Max 7 minutes.
6. Always note down the timings of start and cessation of any innings, intervals, and interruptions.
7. Be aware of the playing conditions as how to arrive at the result in non-conventional matches with agreements.

**LAW 14 THE FOLLOW-ON****14.1 Lead on first innings**

**14.1.1** In a two-innings match of 5 days or more, the side which bats first and leads by at least 200 runs shall have the option of requiring the other side to follow their innings.

**14.1.2** The same option shall be available in two-innings matches of shorter duration with the minimum leads as follows:

- 150 runs in a match of 3 or 4 days.
- 100 runs in a 2-day match.
- 75 runs in a 1-day match.

**14.2 Notification**

A captain shall notify the opposing captain and the umpires of his/her intention to take up this option. Once notified, the decision cannot be changed.

**14.3 First day's play lost**

If no play takes place on the first day of a match of more than one day's duration, 14.1 shall apply in accordance with the number of days remaining from the start of play. The day on which play first commences shall count as a whole day for this purpose, irrespective of the time at which play starts.

Play will have taken place as soon as, after the call of Play, the first over has started. See Law 17.2 (Start of an over).

**Interpretation**

*The follow-on can be enforced only in a two innings match by the captain of the team batting first and leading by a certain number of runs as in Laws 14.1.1 and 14.1.2 depending on the number of days of the match. It is not a must for the captain of the team batting first to enforce follow-on even if, the lead is more than the runs required to enforce the follow-on. He/She may choose to bat. If he/she chooses to enforce follow-on, he/she has to inform the umpires and the opposing captain of his/ her desire to do so. Once he/she notifies, he/she cannot change his/her decision. By enforcing the follow on, the captain does not forgo his/ her right to bat but retains it to play later if required. He/She only requests the opposing captain to follow his/ her innings – bat again. If required, the team enforcing follow on will bat last.*

*The number of runs lead required directly depends on the number of days the match is played from the actual start of play. The game is actually said to have started only when the ball comes into play after the call of "play". The ball comes into play once the bowler starts his/her bowling run up or bowling action if he/she has no runup after the call of "play". In a five day match the runs required to enforce follow on is 200 or more. If the first two days are washed out and no play takes place and the match starts on 3<sup>rd</sup> day, the match is treated as a three-day match. The runs required to enforce follow on reduces to 150 or more. However, in this case, if the game starts on day one and subsequently there is no game on the 2<sup>nd</sup> and 3<sup>rd</sup> day but resumes on 4<sup>th</sup> day. Then the match is still treated as a five-day match.*

*On the first day of the match, the umpire calls “play”. The bowler starts his/her bowling runup but before he/she could deliver the ball there is a sudden down pour. There is no further play on that day. But it will be reckoned as the first day and the duration of the match for the purpose of follow-on will be of the originally scheduled duration. 2, 3,4 or 5 days as the case may be. This is because “play” has been called and the ball has come into play.*

### **UMPIRING TECHNIQUE**

- 1. Enforcing the follow-on is the choice of the batting side Captain. It is not automatic.*
- 2. While calculating the runs required to save the follow-on, subtract the team batting first’s score with the required runs for follow-on depending on the number of days the match is of.*
- 3. When follow-on is enforced, the team retains its right to bat after the opponent’s innings is completed if required.*
- 4. At the end of the innings of team batting second, ascertain from the captain of the fielding side (who is to bat next), which roller he/she intends to have and inform the Curator accordingly. Do not wait for the captain to come to you. Be proactive.*
- 5. The interval between innings (10 minutes) will count from the moment the captain of the batting side informs his/her intention to enforce follow-on.*
- 6. The captain may choose to enforce follow-on any time during the interval between innings. The next interval will start from the time of intimation of enforcing follow-on.*
- 7. Example – an innings ends at 10.30 am. At 10.35 am the batting side informs that he is enforcing follow-on. The next innings (3<sup>rd</sup> innings) will start at 10.45 am. The first interval between innings shall be of 5 minutes from 10.30 am to 10.35 am.)*

## **LAW 15 DECLARATION AND FORFEITURE**

### **15.1 Time of declaration**

**The captain of the side batting may declare an innings closed, when the ball is dead, at any time during the innings. A declared innings shall be considered to be a completed innings.**

#### **Interpretation**

*The captain of the batting side may declare his/ her innings at any time during the innings. Whether play is on or off. If the play is on, he/she has to wait till the ball is dead. Batters at the wicket may deputise for their captain. The captain can declare his/ her innings after availing the option of choice of roller at the start of day's play. The captain cannot declare his/ her innings closed before it has started, this becomes forfeiture. This law may have restrictions or forbidden by playing conditions in some competitions. Specially in limited over games.*

### **15.2 Forfeiture of an innings**

**A captain may forfeit either of his/her side's innings at any time before the commencement of that innings. A forfeited innings shall be considered to be a completed innings.**

#### **Interpretation**

*In a two innings match affected by rain, both the captains may agree to forfeit their 1<sup>st</sup> innings to effectively reduce the match to a one innings in order to achieve a result. The captain of the team batting 1<sup>st</sup> may not have sufficient lead to enforce follow-on but feels that he/she can dismiss the other team in the remaining time. The captain can choose to forfeit his / her second innings. Once an innings is forfeited, it is treated as completed innings and cannot be played later. Umpires should note to report if, such acts, should lead to unfair play (conceding the match or loosing on a purpose or intentionally).*

### **15.3 Notification**

**A captain shall notify the opposing captain and the umpires of any decision to declare or to forfeit an innings. Once notified, the decision cannot be changed.**

## **UMPIRING TECHNIQUE**

1. An innings can be declared after exercising the option of rolling, they need not bat. The new batting side captain is eligible to have the pitch rolled in accordance with the laws.
2. Whenever there is declaration or forfeiture, note to inform all the stake holders.
3. The interval between innings (10 minutes) will count from the moment the captain of the batting side declares his innings closed or informs his/her intention to forfeit his/her innings.
4. If a declaration or forfeiture happens during an interval with more than 10 minutes for resumption of play, then no separate allowance for interval between innings is allowed. If less than 10 minutes remain, new innings will start 10 minutes from the time of information. Refer Law 11(Interval).

*PRACTICE PAPER - 3*

1. What are the scheduled intervals that are allowed in a match?
2. When does an interval start and end?
3. When the allowance for interval between innings not given?
4. What are the occasions when lunch and tea intervals are postponed?
5. When is the tea interval preponed?
6. With 2 minutes left for tea the number 10 Batter wants to retire. The score is 356 for 8 wickets. When will you have tea interval?
7. Lunch is scheduled at 12.00 noon. The last wicket partnership is continuing from previous day. It is time for lunch. What you do?
8. What the umpires are to do after calling "time"?
9. What are the occasions when an umpire should call (a). "play" and (b). "time"?
10. Under what circumstances you start another over before an interval?
11. Up to what time the captain winning the toss can delay his/her decision to bat or field?
12. What do you understand by last hour of the match?
13. What action do you take when an interruption occurs during the last hour of play?
14. How do you calculate the number of overs to be bowled when an interval occurs during the last hour of play?
15. After 18 minutes and 4.2 overs in the last hour an innings ends. How many overs the other team should bat for if, (1) there is no further interruption in the game and if (2) play is suspended for 16 minutes after the team has faced 6.2 overs?
16. Define conclusion of the match?
17. What are the occasions when the last over of the match is not completed?
18. What happens if a bowler is not able to complete his/her over during the last hour of a match?
19. When and where the captains should toss for the choice of innings?
20. The match is to start at 9.30 am. The toss takes place at 9.00 am. The winning captain immediately opts to bat. But due to the opinion in the dressing room informs the other captain and the umpires at 9.15 am that he/she intends to field. Opposing captain agrees. Will you permit?
21. What are the occasions when the innings are not taken alternatively in a two-innings match?
22. How many runs lead is required to enforce follow-on in a match of i) One day, ii) two days, iii) Three days, iv) Four days v) Five days and vi) Five or more days?
23. A team leads by 100 runs in a three-day match on the third day wherein the 2<sup>nd</sup> day's game is lost. Can it enforce follow-on?
24. Can a captain declare his/her innings just after one ball when the score is zero?
25. What are the differences between follow-on and forfeiture?

**LAW 16 THE RESULT****16.1 A Win – two-innings match**

The side which has scored a total of runs in excess of that scored in the two completed innings of the opposing side shall win the match. See Law 13.3 (Completed innings). Note also 16.6.

**16.2 A Win – one-innings match**

The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See Law 13.3 (Completed innings). Note also 16.6.

**16.3 Umpires awarding a match**

Regardless of any agreement under Law 13.1.2 (Number of innings),

**16.3.1 a match shall be lost by a side which**

**16.3.1.1 concedes defeat**

**16.3.1.2 in the opinion of the umpires refuses to play. If so, the umpires shall award the match to the other side.**

**16.3.2 if an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall ascertain the cause of the action. If they then decide together that this action does constitute a refusal to play by one side, they shall so inform the captain of that side. If the captain persists in the action the umpires shall award the match in accordance with 16.3.1. See also Law 42.6.1 (Captain refusing to remove a player from the field).**

**16.3.3 if action as in 16.3.2 takes place after play has started and does not constitute a refusal to play,**

- **Playing time shall be counted as lost from the call of Time to the call of Play, excluding intervals (Law 11) and suspensions of play (Law 2.8).**
- **the time for close of play on that day shall be extended by this length of time.**
- **if applicable, no overs shall be deducted during the last hour of the match solely on account of this time.**

**Interpretation**

*No appeal is necessary for awarding the match. A match cannot be awarded at will or arbitrarily. There has to be some action by either side such as refusal to continue the game for one reason or the other. This could be a Batter not emerging from the pavilion or the fielding side not taking or leaving the field. Captain refusing to obey the umpire's instructions or refusing to remove a player suspended under Law 41 (Unfair play) or Law 42 (Players conduct). Umpires together must find out the reason for either team refusing to continue. If the match is in progress, the umpires may be required to leave the field for enquiry. They should start investigation only after calling "Time" and taking possession of the match ball. The ball becomes dead at this point and also the time freezes. Noting down the time is necessary. If it is clear from the investigation that the team does not want to continue, umpires should make known the consequences of refusing to continue the play such as,*

*match will be awarded to the opposing side. If the captain still refuses to continue, umpires have no choice but to award the match to the opposing side and record the result accordingly.*

*If there was no intension of refusal and the delay was for an unforeseen incident or Wiser sense prevails because of the warning and the game restarts or resumes, umpires should calculate the playing time lost. The playing time lost from the call of "time" to call of "play" before resumption. The day's closing time shall be extended by this length of playing time lost. If this happens during the last hour of the match, overs need not be reduced for this loss of playing time as the playing time is being extended. If this investigation begins before an interval and stretches into the interval, the playing time lost is only up to the start of the interval.*

*An investigation starts at 11.45 with lunch interval from 12.00 noon to 12.40 pm and the game resumes after lunch interval, the playing time lost is from 11.45 am to 12.00 noon that is 15 minutes.*

#### **16.4 Matches in which there is an agreement under Law 13.1.2**

**For any match in which there is an agreement under Law 13.1.2 (Number of innings), if the result is not determined in any of the ways stated in Laws 16.1, 16.2 or 16.3, then the result shall be as laid down in that agreement.**

#### **16.5 All other matches – A Tie or Draw**

##### **16.5.1 A Tie**

**The result of a match shall be a Tie when all innings have been completed and the scores are equal.**

##### **16.5.2 A Draw**

**The result of a match shall be a Draw when it is not determined in any of the ways stated in Laws 16.1, 16.2, 16.3, 16.4 or 16.5.1 or when Law 42.6.2 (Both Captains refusing to remove a player from the field) is applied.**

#### **16.6 Winning hit or extras**

**16.6.1 As soon as a result is reached as defined in Laws 16.1, 16.2, 16.3, 16.4 or 16.5.1, the match is at an end. Nothing that happens thereafter, except as in Law 41.18.2 (Penalty runs), shall be regarded as part of it. Note also 16.9.**

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

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

**Interpretation**

*Once the winning run is scored the match ends then and there. Once the result is obtained the ball becomes dead and whatever events happen thereafter is not part of the match other than awarding penalty runs if any. For example*

1. *With one run for the win and the last pair is batting, a bowler bowls a Wide ball. Umpire calls and signals Wide ball but simultaneously the wicketkeeper effects a stumping. On the call of wide a run accrues to the batting side from the instant of the bowler entering his/ her delivery stride. On scoring the one run match comes to an end in this case as it is the winning run, the fall of wicket is not counted.*
2. *Two runs needed for a win, striker hits the ball to covers and complete two runs, then there is a misfiled and the ball crosses the boundary line. In this case boundary is neither declared nor scored. On completion of the second the winning run is scored, and the match comes to an end. Only two runs are scored irrespective of on what score the striker is. However, if the ball had reached the boundary before the completion of the second run, boundary would be scored.*
3. *If the umpire has an occasion to award penalty runs for an offence committed of the final delivery of the match, he/she has to award penalty runs after the ball is dead. This appears to be “too late” or “funny” nevertheless the runs count and may be vital for run rate and or the result. Only precaution to be taken is that the offence should have been committed before the ball becomes dead.*
4. *One run to win, the striker hits the ball high, and a fielder is underneath waiting for taking a catch. The Batters complete one run before the catch is made. Law 16.6.2 clearly specifies that if the winning run has been scored and then the catch is taken, the runs shall not count but the dismissal counts. Same applies, if a catch being taken is obstructed after completion of the winning run as the runs are disallowed.*

**16.7 Statement of result**

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

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

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

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

**Interpretation**

Win how recorded

1. Team batting last wins - Win by the wickets still then to fall.
2. Team batting last all out but wins with penalty - Win by penalty runs.
3. Team batting first wins - Win by (deficit) runs. (Total score of, team 1 minus team 2, provided the innings of the team batting 2<sup>nd</sup> is completed).
4. It is conceded or awarded, if, one side refuses to play or concedes defeat.

**Tie:** If the scores are equal after completion of all the innings.

**Draw:** A match which is concluded in a way other than a win, or a tie is regarded as draw.

**Example.**

*Team batting last has neither surpassed the total score of the opposing team scored in its two completed innings nor has completed its last innings. Team A score 186 + 245 = 431. Team B score is 250 + 78 for 5. Last innings is not completed, and total score is 328 which is less than the total score of the opposing team in its two completed innings. The result is **Draw**.*

## 16.8 Correctness of result

**Any decision as to the correctness of the scores shall be the responsibility of the umpires. See Law 2.15 (Correctness of scores).**

### Interpretation

*Umpires are responsible for the correctness of the score and announcing the result. They are not expected to score but rely on the scorers to record all the events, runs scored and wickets fallen with bowling analysis and satisfy themselves of the correctness. Umpires should satisfy themselves at every interval and end of the match, that the score is correct in order to easily announce the correct result. Umpires should avoid scoring in whatever fashion, as it may affect their primary duty. Umpires need to make it a point to note whenever there are short runs, overthrows or runs are disallowed or not counted and cross check. They should also keep an eye on the score board on such occasions. Umpire's job will be relatively easy, if two experienced scorers are appointed. At other times extra care should be taken. Any query that cannot be solved with discussion with the scorer has to be resolved jointly by the umpires.*

## 16.9 Mistakes in scoring

**If, after the players and umpires have left the field in the belief that the match has been concluded, the umpires discover that a mistake in scoring has occurred which affects the result then, subject to law 16.10, they shall adopt the following procedure.**

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

**either the number of overs to be bowled in the last hour, or in that innings, has not been completed**

**or the agreed time for close of play, or for the end of the innings, has not been reached then, unless one side concedes defeat, the umpires shall order play to resume.**

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

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

**Interpretation**

*If a mistake in scoring affecting the result is found after the players and umpires have come off the field assuming that the result is achieved, subject to 10 below, the umpires shall;*

*Unless the innings of the team batting second has come to an end (innings is completed), the umpires shall order resumption of play unless the other side concedes defeat. The game will continue if, conditions permit, till the result is achieved or the stipulated number of overs are bowled and the closing time for the day's play which will be extended by the amount of time the umpires had come off earlier or the innings is completed, whichever is earlier. If it is not possible to resume the game or the innings had come to an end earlier, the result as declared by umpires shall stand.*

**EXAMPLE:** *Umpires and players come off the field at 4.00 pm (scheduled close 4.15 pm) assuming that the result has been reached and when still 3.4 overs of the stipulated minimum overs have to be bowled. The umpires discover the mistake in scoring and conclude that still two runs are required to win the match at 4.20 pm.*

**ANSWER:** *If conditions permit, resume the match. Unless a result is achieved earlier continue the game till 3.4 overs are completed or for 15 minutes from the time you resume the game, whichever later.*

**16.10 Result not to be changed**

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

**Interpretation**

*Under no circumstances the result announced by the umpires after agreeing to the score can be changed. There have been reports that the Governing bodies have tried to change the result in the light of irregularity or code of conduct issues. The Governing body can reduce or award points to a team, if that system is in vogue but cannot alter the result once announced.*

**UMPIRING TECHNIQUE**

- a. *With one run to win when the last wicket is batting, and the striker is likely to be out Hit wicket of a Wide ball, then only the wide stands. Hit wicket is not considered, and the team wins by one wicket.*
- b. *It is of paramount importance for the umpires to ensure that the signals are clear and acknowledged by the scorers so that no mistake in scoring occurs.*
- c. *Request the scorers to tally the score at regular intervals and umpires should satisfy themselves at each interval except drinks interval.*
- d. *To play safe request the scorers to display running score when 15 or so runs remain to achieve a result and tally the score till then.*

## **LAW 17 THE OVER**

### **17.1 Number of balls**

**The ball shall be bowled from each end alternately in overs of 6 balls.**

### **Interpretation**

*An over consists of 6 valid deliveries unless playing conditions say otherwise. Umpires should be conversant with, which is a valid delivery and or which is not. The thumb rule is that a ball shall not be counted unless it is delivered. Even if, it is delivered, the deliveries are not valid under provisions of Laws 17.3.1 and 17.3.2. A ball is said to have been delivered when the bowler completes his/ her delivery action and releases the ball towards the Striker.*

### **17.2 Start of an over**

**An over has started when the bowler starts his/her run-up or, if there is no run-up, starts his/her action for the first delivery of that over.**

### **17.3 Validity of balls**

**17.3.1 A ball shall not count as one of the 6 balls of the over unless it is delivered, even though, as in Law 41.16 (Non-striker leaving his/her ground early) a Batter may be dismissed, or some other incident occurs without the ball having been delivered.**

**17.3.2 A ball delivered by the bowler shall not count as one of the 6 balls of the over**

**17.3.2.1 if it is called dead, or is to be considered dead, before the striker has had an opportunity to play it. See Law 20.6 (Dead ball; ball counting as one of over).**

**17.3.2.2 if it is called dead in the circumstances of Law 20.4.2.6. Also note the special provisions of Law 20.4.2.5 (Umpire calling and signalling Dead ball).**

**17.3.2.3 if it is a No ball. See Law 21 (No ball).**

**17.3.2.4 if it is a Wide. See Law 22 (Wide ball).**

**17.3.2.5 when any of Laws 24.4 (Player returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract striker), or 41.5 (Deliberate distraction, deception, or obstruction of Batter) is applied.**

**17.3.3 Any deliveries other than those listed in 17.3.1 and 17.3.2 shall be known as valid balls. Only valid balls shall count towards the 6 balls of the over.**

### **17.4 Call of Over**

**When 6 valid balls have been bowled and when the ball becomes dead, the umpire shall call Over before leaving the wicket. See also Law 20.3 (Call of Over or Time).**

### **Interpretation**

*Bowler's end umpire is responsible for calling "over". Call of over should be clear and loud since, the ball becomes dead on call of "over". Bowler's end umpire should not be in a hurry to call "over". He/She should wait for the ball to be dead and not make it dead by calling "over". There could be a chance to make any Batter runout at either end or the Batters may have an opportunity to score runs.*

### 17.5 Umpire miscounting

**17.5.1** If the umpire miscounts the number of valid balls, the over as counted by the umpire shall stand.

**17.5.2** If, having miscounted, the umpire allows an over to continue after 6 valid balls have been bowled, he/she may subsequently call Over when the ball becomes dead after any delivery, even if that delivery is not a valid ball.

### Interpretation

*If an umpire calls "over" after 5 valid deliveries, over as counted stands. An umpire should not compensate this by allowing a n extra delivery next over. If he/she allows, he/she will be committing another mistake.*

*An umpire by mistake allows the seventh delivery. It happens to be not a valid delivery. This necessitates allowing another delivery according to the laws. But the umpire realises that he/she has allowed the seventh delivery, should he/she call "over" or not? He/She should call over. Counting valid balls in an over is very important. An extra or a ball less given can be vital specially in limited overs cricket. Especially T20s. "Clickers" or "counters" are available and are widely used to count deliveries, however still some umpires rely on pebbles, marbles, coins, or other small objects. Here teamwork plays an important role. The umpire at the striker's end should also count the deliveries as a backup. Invariably the two umpires should check the remaining deliveries in that over as and when a delivery is not to be counted (refer Law 17.3) in an over and when two deliveries remain in an over by nonverbal communication and a simple nod or a forward step at the end of each over. It is essential that, if there is a difference in counting amongst umpires better to clarify with the scorer than to err.*

### 17.6 Bowler changing ends

A bowler shall be allowed to change ends as often as desired, provided he/she does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in the same innings.

### 17.7 Finishing an over

**17.7.1** Other than at the end of an innings, a bowler shall finish an over in progress unless incapacitated or suspended under any of the Laws.

**17.7.2** If for any reason, other than the end of an innings, an over is left uncompleted at the start of an interval or interruption, it shall be completed on resumption of play.

### 17.8 Bowler incapacitated or suspended during an over

If for any reason a bowler is incapacitated while running up to deliver the first ball of an over, or is incapacitated or suspended during an over, the umpire shall call and signal Dead ball. **If a bowler is incapacitated or suspended during an over** another bowler shall complete the over from the same end, provided that he/she does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in that innings.

### Interpretation

*A bowler who starts the over must complete it unless he/she is incapacitated. Umpires should be extra vigilant when a bowler is being hit all over the ground and is heavily conceding runs. Whenever, if a bowler is unable to complete his/her over, that over is to be completed by another bowler who should not have bowled the previous over fully or partially or can bowl the next over fully or partially. In limited overs matches the part over bowled by these two bowlers will be treated as one over for their individual quota of overs but treated as one for the innings limitation.*

### UMPIRING TECHNIQUE

- 1. Umpire must call "over" loud and clear after the ball becomes dead.*
- 2. Teamwork is essential in counting the balls. Striker's end umpire must count the balls as a backup or assistance. Have a quite signal when two deliveries remain in an over.*
- 3. Check the balls remaining in an over after each call of No ball or Wide ball or whenever the delivery is not to be counted with your partner.*
- 4. In case of disagreement ascertain from the scorer. If it is not possible, it is better to have a five ball over than a seven ball over.*
- 5. There are different methods of counting employed by umpires, it is advisable, if the umpire employs the same procedure for each and every delivery, so it turns in to routine there by habit - automatic. Some umpires release the counter or marble as the ball is being delivered, some others after the ball is dead or some as the bowler starts his/her runup. All methods are acceptable as long as the umpire uses it for every delivery and there is no confusion in counting.*
- 6. At every interval or interruption note down the Batter not to face or face, the bowler not to bowl or the number of deliveries remaining, if any, and the end from which game is to resume.*
- 7. At the start of any interval after the completion of the over note to call "over" and "time" and then remove the bails.*
- 8. Always the match ball should be in the custody of the umpire from whose end the game is to resume.*

## LAW 18 SCORING RUNS

### 18.1 A run

The score shall be reckoned by runs. A run is scored

18.1.1 so often as the Batters, at any time while the ball is in play, have crossed and made good their ground from end to end.

18.1.2 when a boundary is scored. See Law 19 (Boundaries).

18.1.3 when Penalty runs are awarded. See Law 18.6.

### Interpretation

*A match is played to win, the win is quantified by runs. Whichever team scores more runs wins the match. This law deals with that important aspect of scoring runs. It details how runs are scored and even if scored, when not to count and when to disallow. There are three main ways in which runs accrue, they are*

1. *Physical running – Accrues to Striker or extras and the batting team score.*
2. *Boundary 4 or 6 is scored – Accrues to Striker or Extras and the batting team.*
3. *Penalty runs awarded – Accrue as penalty extras and to either teams.*

*2 & 3 above are detailed out in respective laws. In certain tournament matches playing conditions provide for penal runs for overs bowled short in the specified time. Not only umpires should be conversant about these special conditions but also appraise the teams and the scorers.*

### 18.2 Runs disallowed and not scored

Wherever in these Laws provision is made for the scoring of runs or awarding of penalties, such runs and penalties will be subject to any provisions that may be applicable **for a run to be disallowed or a run not to be scored (see Appendix A.11)** for the disallowance of runs or for the non-award of penalties.

When runs are disallowed, the one run penalty for No ball or Wide shall stand and 5 run penalties shall be allowed, except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).

### Interpretation

*While an umpire should know how many ways in which runs can be scored, it is equally important to know when runs are disallowed and when runs are not counted.*

#### **a. RUNS DISSALLOWED –**

*Runs are disallowed when there is a breach of law by either Batter. Whenever Umpires disallow the runs, the Batters return to their original ends in the following situations.*

- a. *Either Batter deliberately runs short (Law 18.5)*

- b. *Leg byes not awarded for deliberate padding- striker not making a genuine attempt to play the ball (Law 23.3)*
- c. *An injured striker with runner himself/ herself dismissed runout (Law 25.6.5)*
- d. *The Batter's runner leaves his/ her ground before the ball reaches the striker or passes, the popping crease (Law 25.7)*
- e. *Batters run after the ball has been lawfully struck more than once. (Law 34.4)*
- f. *Second or subsequent instance of any Batter damaging the pitch (Law 41.14)*
- g. *Second or subsequent instance of the striker taking guard in or near the protected area. (Law 41.15)*

*Whenever runs are disallowed as mentioned above, the award of penalty runs for No ball or a Wide ball, if any, as well as 5 penalty runs except the ball coming in contact with the helmet of the fielding side placed above the ground. Law 28.3) are allowed.*

**b. RUNS SCORED BUT NOT COUNTED –**

*These runs scored are legal but not recognised as one properly made. When runs are not counted, the Batters do not return to their original ends if they have crossed as against in the case of runs disallowed. The basic requirement for a run to be scored – “the Batters cross and make good their ground from end to end”- does not apply as the following other laws override this principle.*

- a. *One or both Batters run short (Law 18.4)*
- b. *The striker is dismissed caught (Law 33.4)*
- c. *The striker is dismissed obstructing the field -either Batter obstructing a catch being taken. (Law 37.5)*

**18.3 Short runs**

**18.3.1** A run is short if a Batter fails to make good his/her ground in turning for a further run.

**18.3.2** Although a short run shortens the succeeding one, the latter if completed shall not be regarded as short. A striker setting off for the first run from in front of the popping crease may do so also without penalty.

**18.4 Unintentional short runs**

Except in the circumstances of Law 8.5,

**18.4.1** if either Batter runs a short run, the umpire concerned shall, unless a boundary is scored, call and signal short run as soon as the ball becomes dead and that run shall not be scored.

**18.4.2** if, after either or both Batters run short, a boundary is scored the umpire concerned shall disregard the short running and shall not call or signal short run **unless the boundary is a result of an overthrow or wilful act of a fielder (see Law 19.8 – Overthrow or wilful act of fielder).**

**18.4.3** if both Batters run short in one and the same run, this shall be regarded as only one short run.

**18.4.4** if more than one run is short then, subject to Laws 18.4.2 and 18.4.3, all runs called as short shall not be scored.

**18.4.5** if there has been more than one short run, the umpire shall inform the scorers as to the number of runs to be recorded.

### 18.5 Deliberate short runs

**18.5.1** If either umpire considers that one or both Batters deliberately ran short at that umpire's end, the umpire concerned shall, when the ball is dead, call and signal short run and inform the other umpire of what has occurred and apply Law 18.5.2.

**18.5.2** The bowler's end umpire shall

- a. disallow all runs to the batting side
- b. return any not out Batter to his/her original end
- c. signal No ball or Wide to the scorers, if applicable
- d. repeat the short run signal to the scorers**
- e. award 5 Penalty runs to the fielding side
- f. award any other 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side)
- g. inform the scorers as to the number of runs to be recorded
- h. inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

**19.5.3** The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

### Interpretation

*All the players and umpires should understand that while physically scoring a run, the Batters have to cross and make good their ground from end to end. Making good their ground means, each Batter has to ground his/ her bat held in hand or some part of his/ her person behind the popping crease.*

*When the ball comes in to play, the non-striker obviously will be within his/her ground, but the striker may have taken his/her stance outside the popping crease – his/her ground. Law permits him/ her to run from there for taking a run but when the Batters in turning for the second or subsequent runs, it is a must that they should have made good their ground and then only turn for the next run. In this case the first run is not considered as short run. To summerise,*

- a. when one run is taken it cannot be short, but the Batter is liable to be runout.
- b. One run can be short only when two or more runs are attempted.
- c. Two runs can be short only if three or more runs are attempted and the short running is for separate runs.



*When the Batters run a short run, that run is not counted. If the Batters run three but run short in the 1<sup>st</sup> and the 2<sup>nd</sup> run, then only one run is counted. When the Batters run three runs, but both run short for the 2<sup>nd</sup> run, then only 2<sup>nd</sup> run is not counted, and two runs are allowed to be scored. Short run can happen at both the ends. At whichever end short run happens, the umpire at that end should call and signal short run when the ball is dead. The two umpires should consult each other as to determine the number of runs short and which run is short. It is the responsibility of the bowler's end umpire to repeat the signal for short run and inform the scorer the number of runs **to be scored and not short**. Common mistake observed is that many umpires repeat the signal but inform how many runs short. This has an exception. When a boundary is scored, if one or both the Batters do not make their ground good at the other end, it will neither be treated as short run nor deliberate.*

*Short run may be **unintentional** or **deliberate**. If it is unintentional which generally occurs when the Batter is in a hurry to return for the second or subsequent run, it should be treated as part of the game. No additional sanctions are levied except that particular run is not being counted.*

**DELIBERATE SHORT RUN** – *deliberate short running is unfair. This could occur at any time during the game. But generally, occurs at the end of an innings, when a particular Batter wants to score as well as retain the strike. If the Batters resort to this unfair and dishonest play, not only all the runs scored from that delivery will be disallowed, the Batters will return to their original ends but also 5 run penalty will be awarded to the fielding side. However, runs accruing to the batting side for the mistakes of the fielding side such as the one run penalty for No ball or a Wide ball will be allowed but the 5 penalty runs for the ball in play coming in contact with the fielding side helmet placed above the ground will not be awarded.*

*One way of deciding whether the running of short run is unintentional or deliberate is from the distance both the Batters run(cover) coupled with their actions. The Batters after the striker has played a shot start to take runs but seeing the ball racing towards the boundary slow down or stop running and return. If the ball crosses the boundary, umpire should declare a boundary and not treat this as an attempt at deliberate short run. The decision regarding deliberate short run should be made with all seriousness. Assistance from colleague may not be available at times as he/she may be busy watching his/her end. However, teamwork is essential mainly while making a report. If either umpire observes and decides that a deliberate run has occurred, then*

The umpire concerned shall, when the ball is dead, call and signal short run and inform the other umpire of what has occurred. The bowler's end umpire shall

- a. disallow all runs to the batting side.
- b. return any not out Batter to his/her original end.
- c. signal No ball or Wide to the scorers, if applicable.
- d. award 5 Penalty runs to the fielding side.
- e. award any other 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).
- f. inform the scorers as to the number of runs to be recorded.

- g. *follow the reporting procedure.*

*Crossing plays an important role in deciding which ground belongs to which Batter while deciding, who has to face the next delivery when runs are not counted. Refer Law 30 for details.*

### **18.6 Runs awarded for penalties**

**Runs shall be awarded for penalties under Law 18.5, and Laws 21 (No ball), 22 (Wide ball), 24.4 (Player returning without permission), 26.4 (Penalties for contravention), 28.2 (Fielding the ball), 28.3 (Protective helmets belonging to the fielding side), 41 (Unfair play) and 42 (Players' conduct).**

**Note, however, the restrictions on the award of Penalty runs in Laws 18.5, 23.3 (Leg byes not to be awarded), 25.6.5 (Dismissal and conduct of a Batter and his/her runner), 25.7 (Restriction on the striker's runner), 28.3 (Protective helmets belonging to the fielding side), 34 (Hit the ball twice), 41.14 (Batter damaging the pitch) and 41.15 (Striker in protected area).**

### **Interpretation**

Penalty runs are either 1 or 5. 1 Or 5 runs are awarded to the batting side and always 5 runs are awarded to fielding side for the contravention of the following.

- a. Law 8.5 Deliberate short runs. 5 runs to fielding side.
- b. Law 21 (No ball). 1 run to batting side.
- c. Law 22 (Wide ball). 1 run to batting side.
- d. Law 24.4 (Player returning without permission). 5 runs to batting side.
- e. Law 26.4 (Penalties for contravention). 5 run to batting side.
- f. Law 28.2 (Fielding the ball), 5 runs to batting side.
- g. Law 28.3 (Protective helmets belonging to the fielding side). 5 runs to batting side.
- h. Law 41 (Unfair play) 5 runs to either side according to which side commits the breach.
- i. Law 42 (Players' conduct). 5 runs to either side according to which side commits the breach.

*However, there are certain occasions as under when these penalty runs are not awarded even though a breach has occurred.*

- a. Law 23.3 (*Leg byes not to be awarded*),
- b. Law 25.6.5 (*Dismissal and conduct of a Batter and his/her runner*),
- c. Law 25.7 (*Restriction on the striker's runner*),
- d. Law 28.3 (*Protective helmets belonging to the fielding side*),
- e. Law 34 (*Hit the ball twice*),
- f. Law 41.14 (*Batter damaging the pitch*) and
- g. Law 41.15 (*Striker in protected area*).

### **18.7 Runs scored for boundaries**

**Runs shall be scored for boundary allowances under Law 19 (Boundaries).**

### **18.8 Runs scored when a Batter is dismissed**

**When a Batter is dismissed, any runs for penalties awarded to either side shall stand.**

**No other runs shall be credited to the batting side, except as follows.**

**18.8.1 If a Batter is dismissed Obstructing the field, the batting side shall also score any runs completed before the offence.**

If, however, the obstruction prevented a catch being made, no runs other than penalties shall be scored.

**18.8.2 If a Batter is dismissed Run out, the batting side shall also score any runs completed before the wicket was put down.**

If, however, a striker who has a runner is himself/herself dismissed Run out under Law 25.6.5 (Dismissal and conduct of a Batter and his/her runner), any runs completed by the runner and the other Batter shall be disallowed.

### **Interpretation**

*It is well known that the ball becomes dead on a Batter being dismissed. Some dismissals take place as soon as the striker plays the ball or plays at the ball like Bowled, Hit the ball twice, Hit Wicket, LBW and Stumped and some later like Caught, Obstructing the field, and Run out. Timed out occurs even before the striker receiving the delivery. When a dismissal occurs later, the ball is in play and the Batters are entitled to take runs. So, the admissibility of scoring runs depends on the type of dismissal and there are exceptions like Caught and Hit the ball twice where runs are not counted or disallowed. Hence whenever a Batter is dismissed **Obstructing the field** or **Runout** the runs completed till the instant of dismissal are scored along with penalties if any. Both have an exception each, in that, if the Batter is dismissed obstructing the field for a catch being made no runs are counted and so also if the injured striker himself is out runout.*

**18.9 Runs scored when the ball becomes dead other than at the fall of a wicket** When the ball becomes dead for any reason other than the fall of a wicket, or is called dead by an umpire, unless there is specific provision otherwise in the Laws, any runs for penalties awarded to either side shall be scored. Note however the provisions of Laws 23.3 (Leg byes not to be awarded) and 28.3 (Protective helmets belonging to the fielding side).

Additionally, the batting side shall be credited with, all runs completed by the Batters before the incident or call of Dead ball and the run-in progress if the Batters had already crossed at the instant of the incident or call of Dead ball. Note specifically, however, the provisions of Law 41.5.8 (Deliberate distraction, deception, or obstruction of Batter).

**18.10 Crediting of runs scored**

Unless stated otherwise in any of the Laws,

**18.10.1 if the ball is struck by the bat, all runs scored by the batting side shall be credited to the striker, except for the following:**

- a. an award of 5 Penalty runs, which shall be scored as Penalty runs
- b. the one run penalty for a No ball, which shall be scored as a No balls extra.

**18.10.2 if the ball is not struck by the bat, runs shall be scored as Penalty runs, Byes, Leg byes, No ball extras or Wides as the case may be. If Byes or Leg byes accrue from a No ball, only the one run penalty for No ball shall be scored as such, and the remainder as Byes or Leg byes as appropriate.**

**18.10.3 the bowler shall be debited with:**

- a. all runs scored by the striker
- b. all runs scored as No ball extras
- c. all runs scored as Wides.

**Interpretation**

*When runs are scored from*

- a. *Hit by the bat of the striker they are credited to the striker's score,*
- b. *Byes and Leg byes as extra under the respective heads.*
- c. *Penalty 5 runs, when awarded as extras under penalties head.*
- d. *No ball 1 run under Extra as No ball and any other runs as the case may be, as byes or leg byes or if hit by the striker with his/her bat then to the striker's score.*
- e. *Wide ball – 1 run as penalty plus any runs scored also as wides.*

**18.11 Batter returning to original end**

**18.11.1** When the striker is dismissed in any of the circumstances in Laws 18.11.1.1 to 18.11.1.6, the not out Batter shall return to his/her original end.

**18.11.1.1** A dismissal in the circumstances of Laws 25.6.4 or 25.6.5 (Dismissal and conduct of a Batter and his/her runner).

**18.11.1.2** Bowled.

**18.11.1.3** Stumped.

**18.11.1.4** Hit the ball twice.

**18.11.1.5** LBW.

**18.11.1.6** Hit wicket.

**18.11.1.7** Caught

**18.11.1.8** Obstructing the field, where obstruction or distraction prevents the striker being out caught.

**18.11.2** The Batters shall return to their original ends in any of the cases of Laws 18.11.2.1 to 18.11.2.3.

**18.11.2.1** A boundary is scored.

**18.11.2.2** Runs are disallowed for any reason.

**18.11.2.3** A decision by the Batters at the wicket to do so, under Law 41.5 (Deliberate distraction, deception, or obstruction of Batter).

**Interpretation**

*Bowled, caught, Hit Wicket, Hit the ball twice, LBW and Stumped and the injured striker himself getting run out can occur only at the striker's end. In all these cases the dismissed Batter is the striker. Hence, the chance of scoring runs except caught are next to impossible and even if it happens theoretically the law makes it amply clear that the not out Batter has to return to his/her original end. In addition, when a boundary is scored or runs are disallowed for any reason, the Batters have to come back to their original ends. This is even though their ground changes after crossing as the crossing is invalid. Only exception is that whenever there is a breach of Law 41.5, if the Batters at the wicket so choose, they return to their original ends.*

**18.12 Batter returning to wicket he/she has left**

**18.12.1** When a Batter is dismissed in any of the ways in Laws 18.12.1.1 to 18.12.1.3, the not out Batter shall return to the wicket he/she has left but only if the Batters had not already crossed at the instant of the incident causing the dismissal. If runs are to be disallowed, however, the not out Batter shall return to his/her original end.

**18.12.1.1** Caught.

**18.12.1.2** Obstructing the field.

**18.12.1.3** Run out other than under Laws 25.6.4 or 25.6.5 (Dismissal and conduct of a Batter and his/her runner).

**18.12.2** If, while a run is in progress, the ball becomes dead for any reason other than the dismissal of a Batter, the Batters shall return to the wickets they had left, but only if they had not already crossed in running when the ball became dead. If, however, any of the circumstances of Laws 18.11.2.1 to 18.11.2.3 apply, the Batters shall return to their original ends.

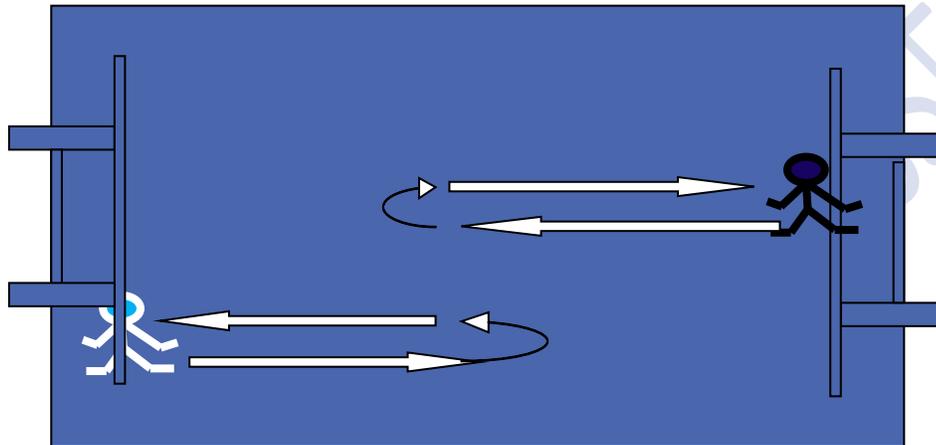
**Interpretation**

Umpires and Players should know the difference in “Batter returning to their original end” and “Batters returning to the wicket he/she has left”. In the former case runs are disallowed and the later runs are not counted, and the Batters would not have crossed. Refer Law 18.2 above. But the end result in both the cases is that the batting team is not credited with any runs. In the above Law 18.11 we saw the set of dismissals where scoring runs is next to impossible as the ball becomes dead on a Batter being dismissed and there is very little time gap between the striker playing at the ball and he/she is getting out. However, when the striker is out Caught or a Batter gets run out (other than injured striker himself getting out Run out) or obstructing the field other than the obstruction for a catch being made, the ball becomes dead after a lag and the Batters can easily score runs in the intervening period when the ball is in play. Though these are legal but not recognised as one properly made. Hence the Batters take the ends to which they belong at the moment the ball becomes dead. (Crossing is valid).

**UMPIRING TECHNIQUE**

1. *Whenever there are short runs, bowler’s end umpire must inform the scorers the runs scored and note down the ball number and runs scored for cross checking during interval.*
2. *Whenever there are short runs at both ends or more than one short, umpires should consult to verify which run is short and the bowler’s end umpire to convey to the scorer the runs scored.*
3. *In case of observing the short run as well as boundary simultaneously, umpire should stand side on and toggle the gaze. It is advisable to observe boundary or a catch close to boundary line than short run as this is more important than short run. Likewise crossing can also be observed. Assistance from third umpire can be availed if available.*

4. *Whenever the non-striker leaves his/her ground it is to be assumed that he/she is attempting a run unlike the Striker.*
5. *Greater teamwork is needed in deciding whether the Batters have crossed or not in cases of Catch being taken, overthrows and deliberate short runs.*
6. *Whenever 5 or more runs are scored (cases of overthrows, award of penalty runs etc.) umpires to inform the scorer by sign or verbal communication and should note the ball number and runs for cross verification.*



Deliberate short run

7. Deliberate short runs are always decided by the distance the Batters travel (refer picture above).
8. Many times, it may so happen that, the Batter in a hurry to turn for the second or subsequent run may land his/her bat on the popping crease or an inch short. As an umpire at that end, you are clearly noticing it. The Batter also realises that he/she has not made good his/her ground, due to paucity of time he/she turns and at the same time looks at you to check whether you have watched. Both of you laugh acknowledging what has happened and seen it. This should not be considered as deliberate short run. Here the Batter is in the know but is not deliberately running short.
9. Whenever a boundary is scored, even though the Batters do not complete the run intentionally, it should not be treated as deliberate short run.
10. Always note to start and finish the boundary signal across the chest so as not to confuse with the No ball signal.
11. Overthrow does not mean crossing the wicket, Wicketkeeper, Bowler. It is from the moment the fielder releases the ball after fielding.
12. Umpire should note the difference in mis fielding and overthrow. In cases of overthrow the fielder has control over the ball and no control in cases of mis fielding.

**LAW 19 BOUNDARIES****19.1 Determining the boundary of the field of play**

**19.1.1** Before the toss, the umpires shall determine the boundary of the field of play, which shall be fixed for the duration of the match. See Law 2.3.1.4 (Consultation with captains).

**19.1.2** The boundary shall be determined such that no part of any sight screen will, at any stage of the match, be within the field of play.

**Interpretation**

*The most important aspect of this law is identifying the boundary and see that the sight screen is wholly outside the boundary throughout the match. This is one of the main responsibilities before the match. Different grounds will have different types of boundaries at different parts of the ground. Some part could be a compound wall and some other wall of a building or fence where main posts are grounded and some portion not, Flag posts, edge of a small garden. Now a days, with the all-round development of cricket, infrastructure has also improved many folds. The boundary is the inner most edge touching the ground, which marks the end of field of play. All round the playing field there should be a boundary edge either physical or imaginary. Just like inner edge of the creases. Now a days almost all the grounds have sight screens. Care should be taken to see that; it is always outside the boundary. In some grounds due to paucity of space the sight screen may be fully or partially inside the boundary. In such cases, where it is not possible to move the sight screen outside, that portion of the boundary line be moved in to see that sight screen is fully outside. Boundary will be shorter in that small area.*

**19.2 Identifying and marking the boundary**

**19.2.1** Wherever practicable, the boundary shall be marked by means of a continuous white line or by an object in contact with the ground.

**19.2.2** If the boundary is marked by means of a white line,

**19.2.2.1** the edge of the line nearest the pitch shall be the boundary.

**19.2.2.2** an object such as a flag, post, or board, used merely to highlight the position of a line marked on the ground, must be placed beyond the boundary and is not itself to be regarded as being the boundary.

**19.2.3** If the boundary is marked by means of an object that is in contact with the ground the boundary will be the edge of the grounded part of the object which is nearest the pitch.

**19.2.4** Where there is no white line or object providing continuous marking, objects such as flags, posts or boards may be used to mark specific points on the boundary. The boundary shall be the imaginary straight line on the ground joining the two nearest marked points.

**19.2.5** A boundary that cannot be identified as in Laws 19.2.2, 19.2.3 or 19.2.4 shall be determined by the umpires before the toss.

19.2.6 An obstacle within the field of play, other than as in Law 19.2.7, shall not be regarded as a boundary unless so determined by the umpires before the toss. See Law 2.3.1.4 (Consultation with captains).

19.2.7 A person or animal **or object** coming onto the field of play while the ball is in play shall not be regarded as a boundary unless the umpires determine otherwise at the time that contact between the ball and such a person or animal **or object** is made. The decision shall be made for each separate occurrence. See also Law 20.4.2.12 (Umpire calling and signalling Dead ball).

### Interpretation

At many places, the boundary is marked by a continuous line or rope in competitive cricket. It is the smaller venues and remote places where the umpires have a challenge. Boundary is commonly marked as under.

- Continuous white line.
- Continuous white Rope.
- Flag posts.
- Fence – of which, portion between main posts is not grounded but the posts are grounded.
- Solid objects.

Wherever it is marked by continuous white line or rope the boundary will be clearly visible. Wherever flag posts or solid objects are used, care should be taken to position them outside the boundary and the imaginary straight line joining the nearest posts or object will be boundary. Whether it is white line or rope or fence, the inner edge touching the earth will be the boundary. This means, the ball in play or any fielder in contact with the ball in play touching the boundary however marked, is to be treated as grounded beyond the boundary. If boundary is not clearly visible in certain sections, the umpires should make it very clear to the captains that what they consider as boundary in that area.



Any obstacles within the boundary such as goal posts or flag posts or the whole tree should not be regarded as boundary **unless agreed otherwise**. Umpires must decide before the toss whether these fixed objects will be regarded as boundary or not. Umpires should be guided by the local customs of the ground, if, any. Once decided both the captains and the scorers should be informed accordingly. If decided as boundary, then any ball or fielder with the ball in play coming in contact with this object, boundary shall be scored. If decided as not a boundary, then the ball is in play even after touching or deflected off the object.

The whole of the tree is outside the boundary, but its branches are hanging or protruding inside then the branches are to be treated as boundary since the whole of the tree is an

*object in contact with the ground outside the boundary. Refer Laws 19.4 and 19.5. In certain grounds while the match is going on, a person walking across the field or a spectator or a stray animal suddenly may come inside and the ball in play may come in contact with the person or animal. In such cases the onus is on the umpire's wisdom for a decision to declare boundary or to treat the ball in play. A decision has to be taken on case-to-case basis depending on actual factors. The overriding consideration is, by such incident or act, if there is a chance for either Batter getting out. The umpire should call and signal "Dead ball". This generally happens at grounds which are not exclusively meant for cricket. In modern day cricket there are spider cams in use which, crisscross the boundary and their cables run across the boundary. Special playing conditions are drawn for this and the ball will be treated as "dead" from the moment it comes in contact with either spider cam or the overhead wires.*

### **19.3 Restoring the boundary**

**If a solid object used to mark the boundary is disturbed for any reason, then**

**19.3.1 the boundary shall be considered to be in its original position.**

**19.3.2 the object shall be returned to its original position as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.**

**19.3.3 if some part of a fence or other marker has come within the field of play, that part shall be removed from the field of play as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.**

### **Interpretation**

*Umpires should be conversant with the law how to deal with the instances of a portion of fence collapsing, the rope getting disturbed while fielding and either moving out or moving inside its original agreed place. The rope or fence should be restored to its original place as early as possible but after the ball is dead. If this is not done or could not be done, still the boundary remains at its original position irrespective of the physical position of the fence or rope. If the ball rolls into the area between its original boundary mark and the disturbed physical position, it will be deemed to have grounded beyond the boundary.*

### **19.4 Ball grounded beyond the boundary**

**19.4.1 The ball in play is grounded beyond the boundary if it touches**

- a. the boundary or any part of an object used to mark the boundary.
- b. the ground beyond the boundary.
- c. any object that is grounded beyond the boundary.

**19.4.2 The ball in play is to be regarded as being grounded beyond the boundary if**

- a. a fielder, grounded beyond the boundary as in Law 19.5, touches the ball.
- b. a fielder, after catching the ball within the boundary, becomes grounded beyond the boundary while in contact with the ball, before completing the catch.

### **19.5 Fielder grounded beyond the boundary**

**19.5.1 A fielder is grounded beyond the boundary if some part of his/her person is in contact with any of the following:**

- a. the boundary or any part of an object used to mark the boundary.
- b. the ground beyond the boundary.
- c. any object that is in contact with the ground beyond the boundary.
- d. another fielder who is grounded beyond the boundary, if the umpire considers that it was the intention of either fielder that the contact should assist in the fielding of the ball.



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

### Interpretation

*The ball in play is considered to have grounded beyond the boundary, if, it comes in contact with the boundary however marked. It is also regarded as beyond the boundary, if, it comes in contact with any object partially or wholly grounded outside the boundary (Playing area) or a fielder who is grounded partially or wholly outside the boundary or a fielder is in contact with an object or person grounded wholly or partially beyond the boundary. These apply to a fielder also with an addition that if the fielder is air borne, he/she is considered to be within the boundary, if the last contact before being air borne was with the ground within the boundary. The air borne fielder is considered as beyond the boundary if his/her final contact with the ground was not entirely within the boundary.*

### 19.6 Boundary allowances

**19.6.1** Before the toss the umpires shall determine the runs to be allowed for boundaries with both captains. In deciding the allowances, the umpires and captains shall be guided by the prevailing custom of the ground.

**19.6.2** Unless determined differently under Law 19.6.1, 6 runs shall be allowed for a boundary 6: and 4 runs for a boundary 4. See also Law 19.7.

### Interpretation

*Before the toss umpires have to determine the allowances for the boundary and inform the captains accordingly. Closely working with captains in deciding, avoids unnecessary debate later. In competitive cricket and most of the grounds / tournaments the traditional allowance of boundary 6 and boundary 4 shall apply. Many times, the custom of the ground shall be followed. It may so happen that one side of the boundary may be too close to consider it as boundary four or six, generally the wall of a building. The tradition in such grounds will be a ball in play hitting the wall on the full or rolling or after pitching is 2 runs. Another example could be to discourage hitting over the boundary in a particular section of the boundary where a building with lot of glass panes is close to the boundary, the allowance could be much lower than 6 runs. Whatever the decision both the captains and the scores have to be informed accordingly.*

## 19.7 Runs scored from boundaries

- 19.7.1** A Boundary 6 will be scored if and only if the ball has been struck by the bat and is first grounded beyond the boundary without having been in contact with the ground within the field of play. This shall apply even if the ball has previously touched a fielder.
- 19.7.2** A Boundary 4 will be scored when a ball that is grounded beyond the boundary
- whether struck by the bat or not, was first grounded within the boundary, or
  - has not been struck by the bat.
- 19.7.3** When a boundary is scored, the batting side, except in the circumstances of Law 19.8, shall be awarded whichever is the greater of
- 19.7.3.1** the allowance for the boundary
  - 19.7.3.2** the runs completed by the Batters together with the run-in progress if they had already crossed at the instant the boundary is scored.
- 19.7.4** When the runs in Law 19.7.3.2 exceed the boundary allowance they shall replace the boundary allowance for the purposes of Law 18.12.2 (Batter returning to wicket he/she has left).
- 19.7.5** The scoring of Penalty runs by either side is not affected by the scoring of a boundary.

### Interpretation

*A boundary 6 or boundary 4 will be scored whenever the ball in play or a fielder in contact with the ball in play makes contact with the boundary or the ground beyond the boundary edge or anything that is in contact with the ground outside the field of play including a fielder or post or a tree. Where there is a physical marking by a white line or rope or fence, it is to be known that the inner most edge in contact with the ground is the boundary. This means any ball in play pitches on the line or the rope, or a fielder in contact with the ball in play touches the boundary however marked will be treated as the ball itself going outside the boundary or making contact with something outside the boundary. Declaring boundary 4 or boundary 6 depends on whether the ball has pitched inside before coming in contact with the boundary or the fielder.*

*Boundary 6 can be scored only from the hit of the bat of the striker. In all other cases whether the ball rolls over or pitched beyond only boundary 4 will be allowed. A fielder standing partially or wholly outside cannot make a catch even though leaning inside. However, the converse can be, meaning a fielder standing with both of his/her feet grounded inside the boundary line can lean without touching the boundary fence outside the boundary and make a catch.*



**BOUNDARY 6**  
(BALL HITTING FULL PICTH).



**BOUNDARY 6**  
(Ball caught with foot on the line).



**BOUNDARY 4**

*Before the ball crosses the boundary, if more runs than the allowance for the boundary are scored then the greater of the boundary allowance and actually scored shall stand.*

*When the striker hits the ball to the outfield and the Batters cross over for the fifth run before the ball crosses the boundary, then 5 runs will stand even though a boundary is scored.*

*Here it should be noted that the Batters need not complete the run to be counted, at the time of ball crossing the boundary, it is sufficient if they have crossed for the run to be counted.*

*However, if the Batters have completed 3 runs at the time of the ball touching the boundary, boundary 4 will be signalled and four runs allowed. Batter returning to original end will apply. That is, whenever a boundary is scored, the striker will face the next delivery unless it is the last delivery of the over. When a boundary is scored, the boundary allowance is in addition to any penalty runs awarded. If a boundary 4 is scored of a no ball, 5 runs accrue to the batting side. One penalty run for the No ball and 4 runs for the boundary. This has to be scored as one as no ball extra and remaining 4 as byes or leg byes or to the striker as the case may be. Similarly, if the delivery is wide and the ball crosses the boundary, it is to be scored as 5 wides. So also, if any other 5 run penalty are awarded to either side they also will stand and scored under penalties. Similarly, when boundary 6 is scored of a no ball 7 runs are scored one as no ball and 6 to the striker. This is important for the scorers for recording correctly as well as umpires as they are responsible for correctness of the scores.*

### **19.8 Overthrow or wilful act of fielder**

**If the boundary results from an overthrow or from the wilful act of a fielder, the runs scored shall be  
any runs for penalties awarded to either side  
and the allowance for the boundary  
and the runs completed by the Batters, together with the run-in progress if they had already crossed at the instant of the throw or act.**

**Law 18.12.2 (Batter returning to wicket he/she has left) shall apply as from the instant of the throw or act.**

### **Interpretation**

*We have seen that when a boundary is scored, if the Batters have run more than the boundary allowance, they stand and if less, the boundary allowance stands. However, if the ball crosses the boundary as a result of an overthrow, the runs completed plus the run-in*

progress, if they have crossed at the instant of throw shall be scored. Common mistake the umpires make at lower level is that they account runs at the time the ball crossing the boundary. However, this can happen at any level. The finals of the recently concluded world cup between New Zealand and England is an example. Overthrow is to be counted from the instant the ball leaves the hand of the fielder throwing the ball and not when it passes the wicket at which end it is thrown. Hence, it is essential that the umpires work as a team and observe the crossing at the instant of throw. This is also important to determine which Batter takes strike for the next delivery. It is to be noted that multiple overthrows can happen. Every time overthrow takes place runs completed and crossing at the final overthrow should be reckoned. Whenever overthrow occurs, umpires should note to inform the scorers the number of runs scored by nonverbal communication as far as possible.

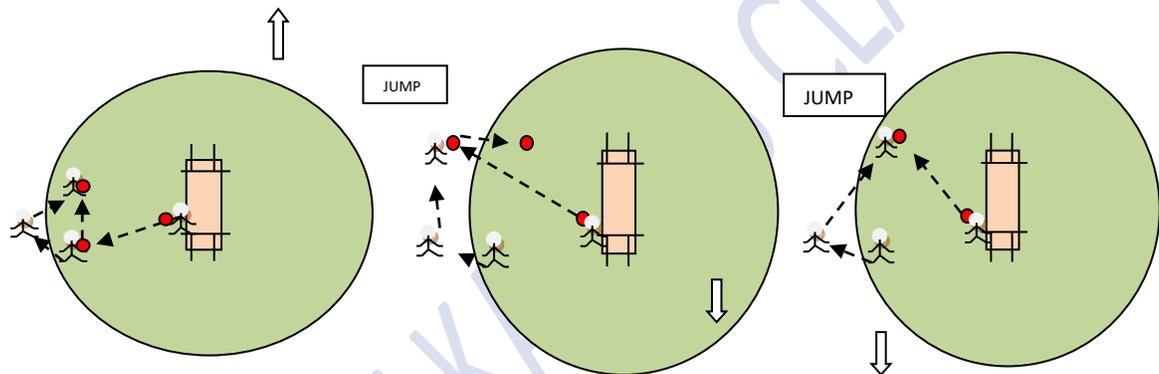
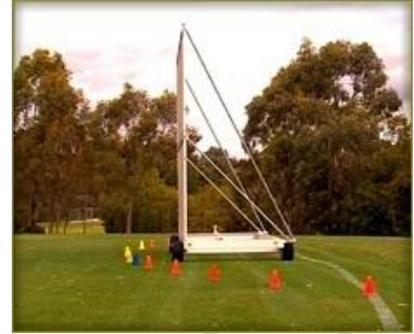
After the fielder has full control over the ball and a ball thrown at the wicket and missing or slipping out of the hand and going over the boundary is to be treated as overthrow boundary. The same logic applies when a thrown ball comes in contact with a permanent obstacle within the boundary which are designated as boundary. Any overthrow boundary is not counted as boundary scored by the team for statistical or result purpose.

- a. A ball in play thrown by a fielder to the wicketkeeper grazes the overhanging leaves or a branch on the way. To be treated as overthrow boundary.
- b. The Batters have completed two runs and have crossed for the third of a no ball at the instant of a throw which goes to boundary.  $1(NB)+3(\text{runs})+4 = 8$  runs scored. These are recorded as 1 NB,  $3+4 = 7$  as byes. Leg byes or to the striker as the case may be.
- c. After a hit, the Batters have completed two runs and have not crossed for the third at the instant of a throw which goes to boundary. However, they complete 3 runs before the ball crosses the boundary.  $2(\text{runs})+4 = 6$  runs to the striker.
- d. A hit by the striker is fairly caught by the fielder near the boundary line. The Batters have crossed for the first run at the time of taking the catch. The fielder is not aware that the delivery is called no ball. To celebrate the fielder throws the ball up and it lands outside the boundary. Here the celebratory throw is to be treated as an overthrow since a catch cannot be made of a no ball and 1run for no ball, and four runs for the overthrow along with the run-in progress as they have crossed at the instant of overthrow. Hence  $1+1+4 = 6$  runs to be scored.
- e. A striker hits a fair delivery in the air. A fielder is trying to catch the ball deflects it and the ball lands outside the boundary. The Batters have crossed for the 2<sup>nd</sup> run at the time the ball was in contact with the fielder. This is a case of normal sixer, and 6 runs are scored. Deflection or misfield are not to be treated as overthrow.

### **UMPIRING TECHNIQUE**

1. Inspect the ground prior to the start of the match (one of the pre-match duties) and decide all boundaries and agree or inform the captains about the allowances.
2. If the boundary is not marked by a continuous line or rope but by solid posts or flags at intervals, then the imaginary straight line joining the inside edge of the posts or the flags is the boundary. Flag posts should be outside the boundary.
3. If cones are used in addition to the line, ensure that the cones are placed outside the line.

4. Ensure that the sight screens are fully outside the boundary line. If they are fully or partially inside and cannot be moved out, shorten the boundary in that area so that the screens are fully outside.
5. If it is difficult to decide whether the ball has reached the boundary or not, consult your partner. If still in doubt, ask the player concerned. You can arrange for a quite signal from the scorer also if he/she is in a better position to guide.
6. Now a fielder in contact with the ball inside the boundary, who is off balance and is about to cross over the boundary can throw the ball in the air, go out, jump from outside, push the ball "in" while airborne and or come inside to field or take the catch. He/she will be not treated as beyond the boundary.



7. If a fielder in judging a catch goes over the boundary, jumps from outside and pushes the ball in or jumps from outside and catches while airborne, the ball is considered beyond the boundary and six runs shall be awarded.
8. Umpire should be careful in deciding a misfield and an overthrow. Overthrow is from the moment the ball leaves the fielders hand and not after crossing the wicket or wicketkeeper or bowler.
9. Teamwork is most essential while deciding crossing in running and whenever overthrow takes place.
10. If the fielder has full control over the ball before releasing, then it is overthrowing else it is mis fielding.
11. Any deliberate/ wilful act (like kicking the ball) is to be considered as overthrow.
12. When five or more runs are physically run before the ball crosses the boundary. Call and signal boundary as soon as the ball crosses the boundary (to stop the further running/announce the ball is dead). Then turn to the scorer and inform him the number of runs to be scored 5 or more as the case may be by verbal or non-verbal method.

**LAW 20 DEAD BALL****Interpretation**

*It is common knowledge that the game starts on the call of “play” and stops on the call of “time”. Whatever happens from the call of “play” to call of “time” is recorded and has a bearing on the game. What happens during the call of “time” and call of “play” again is not part of the game except certain player behaviour as well as players getting injured or falling ill for the purpose of allowing substitutes, some administrative decisions by the umpires like instructing the groundsmen regarding pitch and ground maintenance, deciding on fitness of the ground, weather and light conditions, the captains deciding to enforce follow-on or forfeiting their innings to name a few. However, between every delivery of the game during the call of “play” and “time” the ball either becomes automatically dead or the umpires call dead ball. The ball ceases to be dead when the bowler starts his/her runup or bowling action for the next delivery. In this intervening period whatever happens except those mentioned above are not reckoned as part of the game. In other words, even when the play is in progress the ball can be dead and ceases to be dead. When the ball is dead neither runs can be made nor wickets can be taken but appeals can be made unless “time” is called. Refer Law 31 (appeals). Certain breaches of law which results in awarding 5 penalty runs to either side and or breaches under Law 42 which can take place when the ball is dead which will be taken note of.*

**20.1 Ball is dead****20.1.1 The ball becomes dead when**

**20.1.1.1** it is finally settled in the hands of the wicketkeeper or of the bowler.

**20.1.1.2** a boundary is scored. See Law 19.7 (Runs scored from boundaries).

**20.1.1.3** a Batter is dismissed. The ball will be deemed to be dead from the instant of the incident causing the dismissal.

**20.1.1.4** whether played or not it becomes trapped between the bat and person of a Batter or between items of his/her clothing or equipment.

**20.1.1.5** whether played or not it lodges in the clothing or equipment of a Batter or the clothing of an umpire.

**20.1.1.6** under either of Laws 24.4 (Player returning without permission) or 28.2 (Fielding the ball) there is an offence resulting in an award of Penalty runs. The ball shall not count as one of the over.

**20.1.1.7** there is contravention of Law 28.3 (Protective helmets belonging to the fielding side).

**20.1.1.8** the match is concluded in any of the ways stated in Law 12.9 (Conclusion of match).

**20.1.2** The ball shall be considered to be dead when it is clear to the bowler’s end umpire that the fielding side and both Batters at the wicket have ceased to regard it as in play.

**20.2 Ball finally settled**

**Whether the ball is finally settled or not is a matter for the umpire alone to decide.**

### 20.3 Call of Over or Time

Neither the call of Over (see Law 17.4), nor the call of Time (see Law 12.2) is to be made until the ball is dead, either under Laws 20.1 or 20.4.

#### Interpretation

*This law looks very simple but at times difficult to decide unless the players and umpires know the intricacies of the law. There are many instances wherein avoidable scenes have been created because of this law not being understood properly by the players and at times less experienced umpires. Law 20.1.1 very clearly explains and lists out when the ball becomes dead automatically. However, there could be instances during the game, where in it is advisable to call and signal “dead ball” by either umpire to announce that the ball is dead as the players and the other umpire may not be aware or in doubt. This also helps avoid any further incidences and unpleasant moments. Of the eight different ways in which the ball becomes automatically dead some are very clear and more visible like ball crossing the boundary or a Batter dismissed. There are 3 occasions which are not that clear and need application of mind.*

- a. *It is for the umpire to decide when the ball has finally settled in the hands of either wicketkeeper or bowler. (Law 20.2 read with Law 20.1.1.1.) The following situations are easy but what if one of the Batters is outside his/ her ground and*
  - i. *The bowler after receiving the ball walking back to the top of his/ her bowling run up. Or standing at his/ her top of the bowling runup and receiving the ball.*
  - ii. *The wicketkeeper collecting the ball after it passes the wicket when left alone or missed by the striker or collecting a throw-in from a fielder and leisurely passing it to another fielder for relaying it to the bowler.*

*When to treat the ball has finally settled is not that easy. Many points have to be taken into account. This comes easily with experience. So, it is important that every umpire should try to be on the field as often as possible whatever level the match may be off. In fact, there is much to learn from matches of lower level as players are new to the game and raw. They interpret the laws in their own different ways from what they have seen or heard. This is also an important point for the seniors to play within the spirit and laws of the game. Their actions and behaviour are visible to the whole world on real time or deferred, with the live or retrieved telecast of important matches. Many of the senior established players act as role models. There are some field techniques which come by experience.*

*The important ones are*

- i. *The urgency with which the wicketkeeper or bowler fielding the ball acts.*
- ii. *There is an opportunity for the fielding side to make any Batter out – either Batter being out of his/her ground.*

*Umpire's bodies all over the world and Association of cricket umpires, which are more active and have sufficient elite umpires, whether current or past play an important role in grooming the younger lot backed by their respective State associations.*

- b. *All the players cease to regard the ball as dead. (Law 20.1.2). This is for the bowler's end umpire to decide. This is more complex as all the players and the Batters at the crease are involved as against only 2 as in the case of Law 20.1.1.1 ball finally settling, but the principle remains the same. It is important that every player on the field should believe that the ball is dead including the umpire, even if one player believes otherwise, the ball cannot be deemed dead. Common but complex situations which an umpire has to handle are*
- i. *The striker wanting to leave his ground after playing at the ball seeking the permission of either the player holding the ball or the striker's end umpire. A simple nod by the player is enough and will be on behalf of the entire team. Similar is the case with the umpire. But the umpire should be careful before permitting that there is no chance of either Batter getting run out and the fielding team is not looking for one. Many a times the striker just waves and leaves the ground without waiting for the consent as he/she takes it for granted making the situation volatile. Umpires should educate the players of such incidents.*
  - ii. *The striker plays at the ball to covers. It is fielded, there is no possibility of any runs at that moment. The striker or the non-striker is out of his/her ground. The fielder throws the ball to long off for relaying the ball to the bowler who is walking back. The long off fielder fails to collect the ball. Observing this misfield, the Batters scramble for a run. There is a protest from fielding side.*
- c. *Law 20.1.1.4 and Law 20.1.1.5 speak about the ball being trapped and ball lodged. An umpire should be absolutely clear about, what is the definition of trapped and that of lodged. Simple definition of trapped is momentary and lodging is permanent. If the ball is trapped between bat and pad while playing at the ball, it falls down after a very short time or pause compared to a ball deflecting of the bat or the pad or both of the striker. Compare this with the ball lodging between the top of the pad and the person of the striker. However, umpires and players should be aware that the ball does not become dead on lodging or stuck in the clothing, equipment, or a worn helmet of a fielder. Catch can be made of a ball stuck in the helmet worn by the short leg fielder.*

#### **20.4 Umpire calling and signalling Dead ball**

**20.4.1** When the ball has become dead under 20.1, the bowler's end umpire may call and signal Dead ball if it is necessary to inform the players.

**20.4.2** Where either umpire is required to call and signal Dead ball under 20.4.2.1 to 20.4.2.14, the ball will be considered to be dead at the instant of the incident causing the ball to become dead. However, where the Law specifically provides for the call to be delayed, so as not to disadvantage the non-offending side, under Law 25.7 (Restriction on the Striker's Runner), Law 34.4 (Runs permitted from the ball lawfully struck more than once), Law 41.2.1 (Unfair actions) and Law 42.1.2 (Unacceptable conduct), the ball

**will be considered to be dead at the point of the call.**

Either umpire shall call and signal Dead ball when

Law 20.4.2.1 intervening in a case of unfair play.

Law 20.4.2.2 a possibly serious injury to a player or umpire occurs.

Law 20.4.2.3 leaving his/her normal position for consultation.

Law 20.4.2.4 one or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball.

20.4.2.5 the striker is not ready for the delivery of the ball and, if the ball is delivered, makes no attempt to play it. Provided the umpire is satisfied that the striker had adequate reason for not being ready, the ball shall not count as one of the over.

20.4.2.6 the striker is distracted by any noise or movement or in any other way while preparing to receive or receiving a delivery. This shall apply whether the source of the distraction is within the match or outside it. Note also Law 20.4.2.7.

The ball shall not count as one of the over.

20.4.2.7 there is an instance of a deliberate attempt to distract under either of Laws 41.4 (Deliberate attempt to distract striker) or 41.5 (Deliberate distraction, deception, or obstruction of Batter). The ball shall not count as one of the over.

20.4.2.8 the bowler drops the ball accidentally before delivery.

**20.4.2.9 the bowler throws the ball towards the striker's end before entering his/her delivery stride.**

20.4.2.10 the ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker under Law 41.16 (Non-striker leaving his/her ground early).

20.4.2.11 satisfied that the ball in play cannot be recovered.

**20.4.2.12 he/she considers that either side has been disadvantaged by a person, animal, or other object within the field of play. However, if both umpires consider the ball would have reached the boundary regardless of the intervention, the boundary should stand (see Law 19.2.7 – Identifying and marking the boundary).**

**20.4.2.13 the striker attempts to play the ball and no part of his/her person, whether grounded or raised, remains within the pitch as defined in Law 6.1 (Area of pitch).**

20.4.2.11 required to do so under any of the Laws not included above.

### **Interpretation**

*These are the listed situations wherein either umpire who is in the know should call and signal dead ball to make the ball dead and prevent further action by either side or incidents happening, like be it a Batter getting out or further runs being scored. The list is self-explanatory and some of them have been covered in other related laws. Let us have a look at each which need some application of mind. Umpires should not hesitate to call and signal*

*dead ball in case of serious injury to a player of either side who is on the field or an umpire. Umpires are no doctors or may not be in a right position to know about the seriousness of the injury. Hence to insulate the umpires, the wording used is “possibly” serious injury.*

- a. *There could be a situation where in the striker is hit of the top edge of the bat. Blood is coming out and he/she is unable to hold his/her balance. As an umpire do you wait for the catch to be completed as a fielder is under the ball or you call and signal dead ball immediately?*

*There could be an occasion wherein the umpires feel that nonverbal communication will not suffice and need to discuss in confidence. Especially when consultation is done regarding clean catch, where in the ball will not be dead. The umpire at the bowler’s end should call and signal dead ball to make the ball dead and take possession of the match ball before proceeding for consultation.*

*Some playing conditions make it mandatory for the striker to be ready by the time the bowler is at the top of his/her runup and ready to start. However, there could be instances of bowler abruptly turning midway to his/her regular runup and start running to bowl, the striker is taken by surprise, and he/she withdraws. In such cases the umpire should be doubly sure and wait till the first sign of withdrawal before intervening to call and signal “Dead ball”. Whenever such an occasion arises the umpires should ascertain the reason for the striker’s withdrawal and get satisfied. This should not be a means of time wasting by either side. If it is, deal according to Law 41.10.*

*Preparing to receive the delivery and playing at or getting an opportunity to play at it starts with the ball coming into play and ends with the ball passing the striker’s wicket. During this period, striker could be distracted by some movement behind the bowler, a sudden siren sound of an ambulance passing by, a close in fielder sneezing or making a sudden yelp, a supersonic fighter jet passing or a bird flying across. Except any movement behind the bowler others will distract the umpire too. In such situations umpire should be proactive and call and signal dead ball as soon as possible but before the ball reaches the striker. It could even be a deliberate attempt by the fielding side. If it is deliberate attempt to distract or deception, the umpires are to be guided by Laws 41.4 and 41.5.*

*Whether the ball has been delivered or has slipped out of the hand is for the umpire alone to decide which is complex at times. Normally the Bowler’s end umpire will be concentrating on the landing of the foot and the Striker’s end umpire the bowler’s action initially. Hence, teamwork, alertness and quick mutual communication plays a vital role in such instances. One of the criteria for deciding could be the point of release, how it is released, and the length and or direction. Generally, a slipped ball either falls short or goes above and will be wayward. Umpire can go with his/ her gut feeling and feels that something is “grossly wrong” about its release specially too early, umpire can call and signal “Dead ball”. A delivered ball normally goes in the direction of the Striker This should not get confused with unfair bowling action. Refer Law 21.2 (Fair delivery - the arm)*

*Umpires are to be more vigilant while the bowler attempts to run out the non-striker during his/her bowling runup. When the bowler wants to whip off the bails with the ball in hand, he/she may not release the ball. More on this is covered in Law 41.16 (Non-striker leaving his/her ground early). In this case the umpire should not call and signal dead ball until the bowler fails in his/her attempt to run out the non-striker. There could be a case of the striker in his/her back lift while preparing to receive the ball puts down a bail, seeing this the bowler stops and does not deliver the ball. Umpire has to call and signal dead ball to make the ball dead. If here is an appeal how to deal with that has been covered under Law 35.2 (Not out Hit wicket). With this edition of the Laws, "Lost Ball" has been abolished and the umpire is empowered to call dead ball if a ball in play cannot be recovered within the field of play. One may note here that, if the ball in play crosses the boundary, it is a boundary scored and on scoring a boundary the ball becomes automatically dead. This generally happens when the ball in play goes into an animal borrow or the hole of a removed goal post or flag post. Umpires should not be in a hurry to call and signal dead ball early. Should wait till the Batters complete 6 runs, the maximum runs otherwise would have accrued for a boundary.*

*The laws mentioned below are the other laws under which an umpire is expected to call and signal dead ball in addition to those listed in Law 20.4.2. Please refer to these particular laws for which, either umpire to call and signal dead ball.*

1. Law 17.8 Bowler incapacitated or suspended during an over.
2. Law 21.8 Ball coming to rest in front of the striker's wicket.
3. Law 21.9 Fielder intercepting a delivery.
4. Law 23.3 Leg byes not to be awarded.
5. Law 25.7 Restrictions on the striker's runner.
6. Law 27.4 Movement by wicketkeeper.
7. Law 27.5 Restrictions on actions of wicketkeeper.
8. Law 28.6 Movement by any fielder other than wicketkeeper.
9. Law 31.7 Batter leaving the wicket under misapprehension.
10. Law 34.4 Runs permitted from the ball lawfully struck more than once.
11. Law 35.1.2 Out Hit wicket.
12. Law 35.2 Not out Hit wicket.
13. Law 41.2 Unfair actions.
14. Law 41.9 Time wasting by fielding side.
15. Law 41.15 Striker in protected area.
16. Law 41.16 Non-striker leaving his/her ground early.
17. Law 41.17 Batmen stealing a run.
18. Law 42.1 Unacceptable conduct.

## **20.5 Ball ceases to be dead**

**The ball ceases to be dead – that is, it comes into play – when the bowler starts his/her runup or, if there is no run-up, starts his/her bowling action.**

### **Interpretation**

*This law is very important. All the runs can be scored, or wickets taken only when the ball is in play. Earlier we have seen various occasions when the ball becomes dead or made dead. This law makes it clear when the ball comes in to play.*

## 20.6 Dead ball not to be revoked

Once the ball is dead, no revoking of any decision can bring the ball back into play for that delivery.

### Interpretation

The ball would automatically become dead after the umpire ruling a batter out. The ball would not come into play when the decision is reversed. Once dead is always dead.

## 20.7 Dead ball; ball counting as one of over

**20.6.1** When a ball which has been delivered is called dead or is to be considered dead then, other than as in Law 20.6.2,

**20.6.1.1** it will not count in the over if the striker has not had an opportunity to play it.

**20.6.1.2** unless No ball or Wide ball has been called, it will be a valid ball if the striker has had an opportunity to play it, except in the circumstances of Law 20.4.2.6 and Laws 24.4 (Player returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract striker) and 41.5 (Deliberate distraction, deception, or obstruction of Batter).

**20.6.2** In Law 20.4.2.5, the ball will not count in the over only if both conditions of not attempting to play the ball and having an adequate reason for not being ready are met. Otherwise, the delivery will be a valid ball.

### Interpretation

*An over consists of 6 valid deliveries. The deliveries like No ball and Wide ball do not count as valid deliveries. The general thumb rule is that, if the ball is dead or called dead before the striker receives or has an opportunity to play at the ball, the delivery is not counted and is invalid. There are 6 exceptions, where in a delivered ball is not counted even if played by the striker or the striker having an opportunity to play at it. The delivery is not to be counted as a valid delivery in an over by special provisions in the following laws in addition to the deliveries called as No ball and Wide ball.*

- a. Law 24.4 (Player returning without permission and coming in contact with the ball in play),
- b. Law 28.2 (Fielding the ball – illegal fielding),
- c. Law 41.4 (Deliberate attempt to distract striker) and
- d. Law 41.5 (Deliberate distraction, deception, or obstruction of Batter).

**UMPIRING TECHNIQUE**

1. *Always watch the ball till it becomes dead or called dead. Do not be in a hurry to regard that the ball has finally settled. It should be regarded so only when there is no opportunity of any Batter being out or score runs.*
2. *All signals to the scorer and colleague be made after the ball is dead or called dead.*
3. *If an umpire has to leave his/her position for consultation or for any reason always call and signal Dead ball and collect the ball before leaving his/her position.*
4. *Unless the striker is distracted and shows some sign of distraction or moves away, do not assume, and call "Dead ball" under Law 18.4.vi. You can call "Dead ball" even after the ball is delivered.*
5. *The ball has finally settled in the hands of either Wicket Keeper or Bowler only when there is no chance for the fielding side to make any Batter out.*

VINAYAK KULKARNI'S CLASSES

*PRACTICE PAPER - 4*

1. How is a statement of result made / recorded? When do you announce the result as “tie”?
2. What action you take when you discover a mistake in scoring after you have come back assuming the result is achieved?
3. When an Umpire calls over? When an over is said to have started?
4. What are the occasions when a ball is not counted as one of the valid deliveries in an over?
5. What happens when an umpire miscounts and allows the seventh delivery which happens to be a No ball? Then he/she realises that he/she has allowed an extra delivery.
6. What are the occasions when an over in progress is not completed?
7. What happens when a bowler is incapacitated or suspended during the over?
8. When is a run said to have been scored? And What is a short run?
9. What is the penalty for running deliberate short run?
10. How many runs do you allow when three runs have been taken and both the Batters run short for the 2<sup>nd</sup> run?
11. What are the occasions when you award penalty runs?
12. What are the occasions when runs are scored even though a Batter is dismissed?
13. What are the occasions when the Batters though crossed return to their original ends?
14. How is a boundary marked?
15. When do you decide that the ball has grounded beyond the boundary?
16. How many runs do you allow if a bouncer deflected of the striker’s helmet lands full pitch over the boundary line?
17. Can you allow 5 or more runs when a ball struck by the striker rolls over the boundary line?
18. A fielder throws the ball at the wicket to attempt a run out when, the Batters are attempting the 2<sup>nd</sup> run. He / She misses and the ball rolls over the boundary line. At the time of the ball crossing the boundary line the Batters have completed 4 runs. How many runs do you allow?
19. Deliberately padded ball rolls and hits the fielders’ helmet placed behind the Wicketkeeper. What action do you take and how many runs do you allow?
20. What action do you take when the Batters attempt runs from a deliberately padded fair delivery?
21. How do you differentiate between overthrow and miss fielding?
22. After the ball is delivered the umpire calls dead ball. Will it be counted as one of the over?
23. What are the occasions when the ball becomes automatically dead?
24. When an umpire has to call “over” or “time”?
25. What are the occasions when an umpire has to call dead ball? When an umpire has to decide that the ball has finally settled in the hands of either wicketkeeper or a bowler?

**LAW 21 NO BALL****21.1 Mode of delivery**

**21.1.1** The umpire shall ascertain whether the bowler intends to bowl right-handed or left-handed, over or round the wicket, and shall so inform the striker.

It is unfair if the bowler fails to notify the umpire of a change in his/her mode of delivery. In this case the umpire shall call and signal "No ball".

**21.1.2** Underarm bowling shall not be permitted except by special agreement before the match.

**Interpretation**

*The striker has a right to know from which hand, left or right and also from which side of the bowler's end wicket the ball is being delivered. Collectively known as "mode" of delivery. The two sides of the bowler's end wicket are known as "over the wicket" and "round the wicket". These sides depend on whether the bowler is a right hander or a left hander. These terms "over the wicket" and "round the wicket" are explained in appendix A.9.1. It is sufficient for a bowler to inform at the beginning of his/her spell from that end. It is not necessary to inform for each delivery or over. However, if he/she wants to switch hands or from over to round or both hand and side, he/she must inform the umpire every time he/she intends to change his/her mode of delivery. The umpire in turn has to inform the Batter on strike. If the bowler changes his/her mode of delivery without informing the umpire, then it is unfair play. The umpire should call and signal "No ball" at the instant of delivery or as soon as possible. The Batter gets some immunities as discussed later. Some bowlers specially left arm spinners run across the umpire from either behind or between the umpire and the wicket. This is allowed as long as they bowl from over or round the wicket as informed.*

*In the process of bowling, the arm during the delivery swing should go above the shoulder height. If it does not and the bowler delivers the ball with his/her arm parallel to the ground but below the level of his/her shoulder, it is bowling under arm. This is not allowed unless specifically agreed to. In most competitive cricket, the playing conditions forbid this. If a bowler bowls this type (under arm) of delivery, the Law 21.3 below speaks about the action an umpire has to take, that is cautioning and if repeated even suspending from bowling in that innings and further reporting.*

**21.2 Fair delivery – the arm**

**For a delivery to be fair in respect of the arm the ball must not be thrown.**

**A ball is 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 instant until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.**

**Although it is the primary responsibility of the striker's end umpire to assess the fairness of a delivery in this respect, there is nothing in this law to debar the bowler's end umpire from calling and signalling No ball if he/she considers that the ball has been thrown.**

## Interpretation

*Ball should be bowled and not thrown. Bowled is fair but throwing is unfair. This aspect of bowling has been a bane for many seasoned umpires. The definition of the fair delivery relates to later part of the delivery swing which starts from the time the arm reaches the level of shoulder till the point of release. The important portion of the hand is the elbow joint which should not be straightened either partially or fully during the delivery swing once it reaches the shoulder height before releasing the ball. However, wrist can be flexed. In recent years ICC has permitted a bend upto 15 degrees for bowlers. This has made the process more complex for the umpires to call on-field. Hence, the reporting of such actions has increased. Either umpire can call and signal "No ball" for unfair action. Though it is the primary duty of the bowler's end umpire, Since, he will be watching the landing of feet for foot fault, usually it is the striker's end umpire who calls or initiates the report for unfair action.*



### 21.3 Ball thrown or delivered underarm – action by umpires

**21.3.1** After the bowler has entered his/her delivery stride, if in the opinion of either umpire the ball has been thrown or, unless permitted by agreement in Law 21.1.2, delivered underarm, that umpire shall call and signal "No ball" and, when the ball is dead, inform the other umpire of the reason for the call.

The bowler's end umpire shall then

- warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings.
- inform the captain of the fielding side of the reason for this action.
- inform the Batters at the wicket of what has occurred.

**21.3.2** If either umpire considers that, in that innings, a further delivery by the same bowler is thrown or, unless permitted by agreement in Law 21.1.2, delivered underarm, he/she shall call and signal "No ball" and when the ball is dead inform the other umpire of the reason for the call.

The bowler's end umpire shall then

- direct the captain of the fielding side to suspend the bowler immediately from bowling. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.
- inform the Batters at the wicket and, as soon as practicable, the captain of the batting side of the reason for this action.

**21.3.3** The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

#### 21.4 Bowler throwing towards striker's end before delivery

**If the bowler throws the ball towards the striker's end before entering the delivery stride, it is not a "No ball" and the procedure stated in 21.3 of first and final warning, informing, action against the bowler and reporting shall not apply. However, the umpire shall call and signal dead ball under Law 20.4.2.9.**

#### Interpretation

*The striker has the liberty to advance out of his/her ground to play a delivery. If the striker is not there in his/her ground while the ball is in play, the striker is liable to be out if, the wicket at his/her end is put down fairly. However, these are rare instances, mostly at the end of a closely finishing match, the Batters trying to scramble for a run during the long run up of the bowler, since the ball comes in to play once the bowler starts his/her bowling run up. Refer Law 20.5 (ball ceases to be dead). **This is unfair.** How to deal, if, the Batters resort to stealing a run is explained under Law 41.17 (Batters stealing a run).*

*If the bowler throws the ball in the direction of the striker's wicket with the striker outside his/her ground or attempting a run instead of bowling fairly, before entering into his/her normal delivery stride the intentions of the bowler is clear. The striker's end umpire should call and signal No ball and the consequences of No ball follow, but no other actions are initiated.*

- a. *The bowler may deliver a ball from behind the bowler's end umpire. This can happen in any grade of match and has happened. The bowler's end umpire does not know where the back foot has landed and how the ball is delivered. The best way to deal with the situation is to pause allowing for the colleague umpire to call No ball, if the ball is unfairly delivered. If college umpire calls continue with the game as if a normal No ball has been bowled and its sanctions, follow. If the college umpire does not call best way is to call and signal "dead ball", warn the bowler that this is unfair. You cannot call and signal "No ball" blindly. If this repeats action under time wasting may be considered.*

*It is important to note that nowhere in the laws the position of delivery stride is defined but what is delivery stride is defined (refer appendix A.9.3) By practice and by majority usage, it is assumed to be somewhere in the creases marked area between return crease and the imaginary line joining the centre of two middle stumps adjacent to the Bowler's end umpire.*

#### 21.5 Fair delivery – the feet

**For a delivery to be fair in respect of the feet, in the delivery stride**

**21.5.1 the bowler's back foot must land within and not touching the return crease appertaining to his/her stated mode of delivery.**

**21.5.2 the bowler's front foot must land with some part of the foot, whether grounded or raised**

- on the same side of the imaginary line joining the two middle stumps as the return crease described in Law 21.5.1, and
- behind the popping crease.

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

**Interpretation and illustrations**

*This law basically applies to the delivery stride. The Definition of delivery stride is defined in appendix A.9.3. The delivery stride has two parts one pertaining to front foot and the other back foot. The catch word in the law is the **landing** of either foot **in the delivery stride**. Meaning first contact with the ground. It is normal for a right arm bowler to land the right foot first -this is the back foot- and then the left foot – this is the front foot- and vice versa for a left arm bowler. Umpires should be careful when dealing with an orthodox bowler who may bowl with the wrong foot. Any reference to foot or feet is always the bottom side of the shoes a bowler is wearing. Bowlers are permitted to use the width of the crease, from return crease to the imaginary line joining the two centre stumps.*

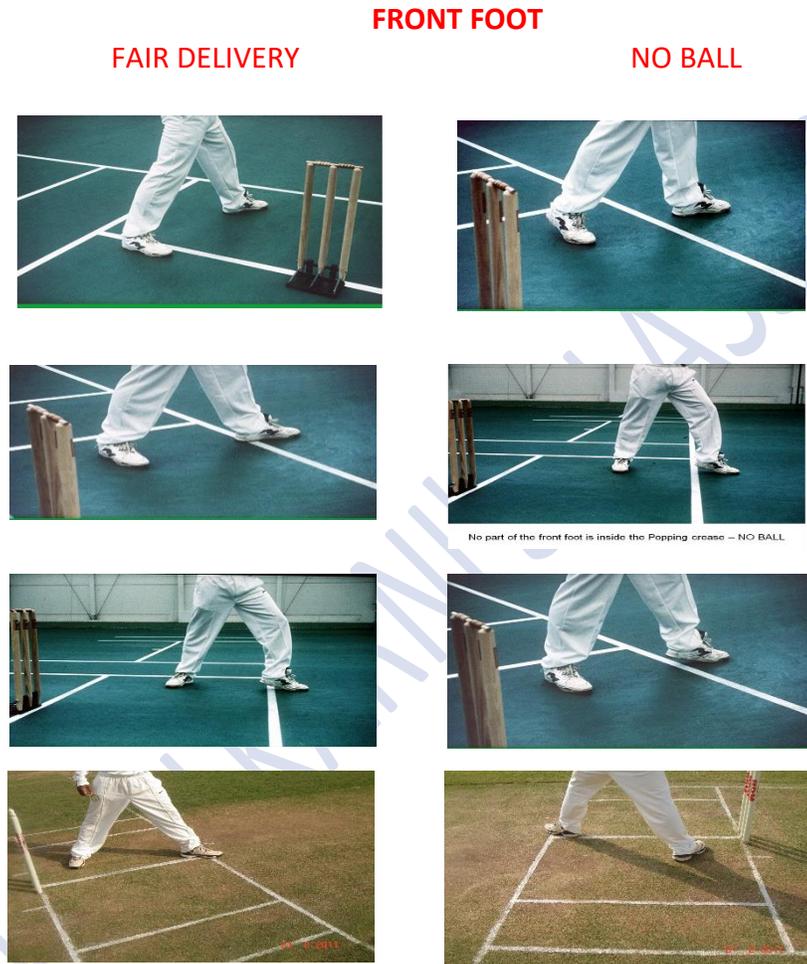
**BACK FOOT** – *Some bowlers land the toe portion of the foot first and then land the heel portion and some vice versa. Once the portion of the back foot which lands is within and clear of the **return crease**, it is a fair delivery as far as backfoot is concerned. Later the other portion may touch or not is immaterial. Popping crease is irrelevant for back foot. When a portion of the back-foot lands, the other portion of the foot may be over the return crease – in the air - but should not be touching. In other words, no part of the foot should land on or beyond the return crease.*

**BACK FOOT****FAIR DELIVERY****NO BALL**

**FRONT FOOT** - *has two restrictions as against one for the back foot.*

- a. *The front foot should land with some part of the foot, whether grounded or raised within the popping crease. The portion of the foot touching the ground may be outside the popping crease, but some portion should be inside even if it is raised. The front foot may land within and then slide out without attracting the penalty but not land outside and slide or dragged inside.*

b. It should land on the same side of the imaginary line joining the two middle stumps as the return crease. Any movement after landing is irrelevant.



### 21.6 Bowler breaking wicket in delivering ball

If the ball is delivered and if the non-striker is not dismissed under Law 41.16 (Non-striker leaving his/her ground early), either umpire shall call and signal “No ball” if the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his/her person and breaks the wicket. See Appendix A.12. Laws 20.4.2.8, 20.4.2.9 (Umpire calling and signalling Dead ball) and Law 21.12 will apply.

#### Interpretation

*In delivering the ball, if the bowler’s person, clothing, or other objects falling from the bowler breaks the wicket at the bowler’s end during his/her runup and or delivery stride and or a step after the delivery stride, the bowler’s end umpire should call and signal “No ball” only if, the ball is delivered, and the non-striker is not out when the wicket is put down fairly.*

*However, the umpire should not call and signal “No ball”, if the bowler runs out the non-striker who has left his/ her ground early (Law 41.16) or the bowler drops the ball (Law 20.2.4.8) or does not release the ball (Law 20.4.2.9) making it dead.*

- a. A bowler in his/her delivery swing accidentally breaks the bowler’s end wicket and delivers the ball. Seeing the non-striker out of his/her ground appeals. The umpire has no choice but to rule the non-striker out if he/she was out of his/her ground at the time of breaking the wicket. If the non-striker is not out No ball should be called and signalled and the game continues.*

**21.7 Ball bouncing more than once, rolling along the ground, or pitching off the pitch. The umpire shall call and signal “No ball” if a ball which he/she considers having been delivered, without having previously touched bat or person of the striker,**  
 - bounces more than once or rolls along the ground before it reaches the popping crease  
 or  
 - pitches wholly or partially off the pitch as defined in Law 6.1 (Area of pitch) before it reaches the line of the striker’s wicket. When a non-turf pitch is being used, this will apply to any ball that wholly or partially pitches off the artificial surface.

**21.8 Ball causing the striker to leave the pitch, or ball coming to rest in front of striker’s wicket**  
 If a ball delivered by the bowler comes to rest in front of the line of the striker’s wicket, without having previously touched the bat or person of the striker, , **or is so far from the pitch that the striker would need to leave the pitch to attempt to play the ball (see Law 25.8 – Striker’s right to play the ball),** the umpire shall call and signal “No ball” and immediately call and signal Dead ball.

**21.9 Fielder intercepting a delivery**

If, except in the circumstances of Law 27.3 (Position of wicketkeeper), a ball delivered by the bowler makes contact with any part of a fielder’s person before it either makes contact with the striker’s bat or person, or it passes the striker’s wicket, the umpire shall call and signal “No ball” and immediately call and signal Dead ball.

**21.10 Ball bouncing overhead height of striker**

The umpire shall call and signal “No ball” for any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the popping crease.

**21.11 Call of No ball for infringement of other Laws**

In addition to the instances above, No ball is to be called and signalled as required by the following Laws.

Law 27.3 – Position of wicketkeeper

Law 28.4 – Limitation of on side fielders

Law 28.5 – Fielders not to encroach on pitch

Law 41.6 – Bowling of dangerous and unfair short pitched deliveries

Law 41.7 – Bowling of dangerous and unfair non-pitching deliveries

Law 41.8 – Bowling of deliberate front foot No ball.

**21.12 Revoking a call of No ball**

An umpire shall revoke the call of No ball if Dead ball is called under any of Laws 20.4.2.4, 20.4.2.5, 20.4.2.6, 20.4.2.8 or 20.4.2.9 (Umpire calling and signalling Dead ball).

### **Interpretation**

*Umpire has to revoke the call of “No ball” if, “Dead ball” is called before the striker had an opportunity to play at the ball. This is because the ball is not to be counted as one of the over.*

#### **21.13 No ball to over-ride Wide**

**A call of No ball shall over-ride the call of Wide ball at any time. See Laws 22.1(Judging a Wide) and 22.2 (Call and signal of Wide ball).**

### **Interpretation**

*The same delivery may be called “Wide ball” by the bowler’s end for it passing out of the reach of the striker and “No ball” by the striker’s end umpire for more than 2 fielders on the legside behind the popping crease. Same delivery cannot be a No ball and a Wide ball. Bowler’s end umpire has to revoke the call of “Wide ball” and convey the No ball by repeat signal to the scorer when the ball is dead. This can happen at any level of cricket. In such circumstances always the No ball overrides Wide ball. Simply because No ball is an unfair delivery, and the striker has certain more immunity from dismissals where the bowler would have got credit. Refer Law 21.18 (out from a no ball) below.*

#### **21.14 Ball not dead**

**The ball does not become dead on the call of No ball.**

#### **21.15 Penalty for a No ball**

**A penalty of one run shall be awarded instantly on the call of “No ball”. Unless the call is revoked, the penalty shall stand even if a Batter is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.**

#### **21.16 Runs resulting from a No ball – how scored**

**The one run penalty shall be scored as a No ball extra and shall be debited against the bowler. If other Penalty runs have been awarded to either side these shall be scored as stated in Law 41.18 (Penalty runs). Any runs completed by the Batters, or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise, they shall also be scored as Byes or Leg byes as appropriate.**

### **Interpretation**

*One run penalty stands even when a Batter is dismissed. The one run accrues from the instant of delivery irrespective of when it is called and signalled. It is the responsibility of the bowler’s end umpire to finally repeat the signal even when his/her partner has called and signalled at the instant of the offence. Umpire may have to signal more than one signal to the scorer. The best way is to signal in the sequence they occur. Example No ball, bye, boundary.*

#### **21.17 No ball not to count**

**A No ball shall not count as one of the over. See Law 17.3 (Validity of balls).**

**21.18 Out from a No ball**

**When No ball has been called, neither Batter shall be out under any of the Laws except 34 (Hit the ball twice), 37 (Obstructing the field) or 38 (Run out).**

**GENERAL** –In the recent years with the advent of limited overs cricket like One Day limited overs and T20, there are some field restriction overs. Violation of these restrictions may require for calling of “No ball”. Umpires should be conversant with these playing conditions and be guided by them. Refer Part 4. Recently identifying a delivery as no ball for foot fault is delegated to the third umpire by ICC/BCCI on an experimental basis. But still it is to be called and signalled by on field umpire.

**UMPIRING TECHNIQUE**

1. *The call and signal of “No ball” should be at the instant of delivery, failing, before the ball is played by the Batter. If the call is early the bowler may not deliver the ball (especially when it is back foot no ball) and if late, the striker may not get the advantage.*
2. *On the call of “No ball”, the ball does not become dead so the umpire after calling and signalling “No ball” at the instant of delivery should continue to observe the proceedings till the ball becomes dead.*
3. *Repeat the signal of no ball to the scorer only after the ball is dead. Wait for his/her acknowledgement and then ensure that your partner has observed this and cross check the balls remaining in that over.*
4. *The umpire at the bowler’s end should position himself in such a way that he/she is able to observe the landing of the back foot and then the front foot with very minimal movement **or no movement** of his/her head and with only the movement of the eyeballs. No movement of head is ideal.*
5. *For front foot no balls, the umpire can be guided by the position of the back foot!! And or the position of the toe of the front foot.*
6. *First contact of the foot with the ground is only to be considered for foot fault No ball and any further movement of the foot is irrelevant.*
7. *Prevention is better than cure. Nothing wrong in informing the bowler who comes close to bowling foot fault No ball. But do this for both the sides and for every bowler.*
8. *Striker’s end umpire to watch for bowler’s action. Watch the elbow and not the wrist movement. For more visibility with clarity, he/she may choose to stand on the offside.*
9. *Striker’s end umpire may move to offside if the action of the bowler is not clearly visible from on side.*
10. *Umpires are to be guided by any special regulations or playing conditions, if any.*
11. *One run penalty for No ball accrues at the instant of delivery.*
12. *Always be guided by your partner for deliveries passing or would have passed above overhead and non-pitching deliveries passing above waist height.*

**LAW 22 WIDE BALL****22.1 Judging a Wide**

**22.1.1** If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in Law 22.1.2, the ball passes wide of where the striker is standing **or has stood at any point after the ball came into play for that delivery**, and which also would have passed wide of the striker standing in a normal guard position.

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

**Interpretation**

*The bowler is expected to deliver the ball to make the striker out and within the reach of the striker to enable him to make a normal cricketing stroke to be fair. If he/she delivers the ball, so wide that, it is difficult for the striker to execute a normal cricketing stroke, the umpire should judge it as wide delivery and call and signal "Wide ball". However, while judging, the umpire has to consider what was the striker's normal batting position while receiving the ball and if he/she moves to play at the ball, his/her relative new position or was in any other position from the time the ball comes into play (initial movement if any). Striker's position plays an important role in judging a wide. Striker may move to the off, leg or also advance to play at the ball.*

*The ball should be out of reach for both the positions. In other words, had the striker been in any position he/she should have been able to make a normal cricketing stroke. Reach also does not mean the striker by stretching his/her bat is barely able to touch the ball or the ball just grazes the toe edge of the bat. It should be sufficiently inside to make a normal cricketing stroke. The wordings in the law are able to **make a normal cricketing stroke**. This also means the striker cannot create wide by moving away. Normal batting position should not be mistaken with where that particular unusual striker's guard position is for that delivery. He/She might have taken an unusual position wide off the wicket. If a striker takes an unusual guard position, then the ball should not have been within the reach for executing a normal cricketing stroke from all the three positions – Normal guard position, actual guard position and his/her relative position if he/she moves to off or leg or advances in playing at the ball.*

*With the introduction of limited overs cricket all over the world, the wide law has been made more stringent. Additional markings on the pitch are introduced to facilitate the umpires. Since more and more limited overs matches are played now a days, having seen and played these matches the players view / perception of wide is influenced by the playing conditions of limited overs cricket (refer part 4). Umpires should be aware of the type of match they are officiating and the relative playing conditions. It is better, if, a word is spoken about this aspect in the prematch meeting with the captains. Consistency in judging wides is what is expected from umpires by all. At the beginning of the innings the Batters may tend to leave*

*the ball more as against in the later part of the innings, wherein he/she tries more adventurous shots to score more. But the umpires judging wide should be consistent throughout.*

*The assessment of wide changes according to the height and reach of the striker. A taller Batter will have more deliveries in his/her reach than a shorter Batter. But for the strikers of similar height and reach the assessment should be the same throughout the match.*

## 22.2 Call and signal of Wide ball

If the umpire adjudges a delivery to be a Wide, he/she shall call and signal "Wide ball" as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant that the bowler entered his/her delivery stride, even though it cannot be called Wide until it passes the striker's wicket.

## 22.3 Revoking a call of Wide ball

22.3.1 The umpire shall revoke the call of Wide ball if there is then any contact between the ball and the striker's bat or person before the ball comes into contact with any fielder.

22.3.2 The umpire shall revoke the call of Wide ball if a delivery is called a No ball. See Law 21.13 (No ball to over-ride Wide).

## 22.4 Delivery not a Wide

22.4.1 The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him/her, as defined in law 22.1.2 or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

22.4.2 The umpire shall not adjudge a delivery as being a Wide if the ball touches the striker's bat or person, but only as the ball passes the striker.

## Interpretation

*There are five situations when an umpire **should not** treat or judge a delivery as wide. Three are with respect to the striker's movement.*

- a. The delivery is within the reach of the striker to execute a normal cricketing stroke.*
- b. The striker moves away to make the delivery out of his/her reach.*
- c. The striker moves towards the ball to bring it sufficiently within his/her reach.*
- d. The delivery being a No ball.*
- e. The ball makes contact with the striker's bat or person.*

## 22.5 Ball not dead

The ball does not become dead on the call of Wide ball.

## 22.6 Penalty for a Wide

A penalty of one run shall be awarded instantly on the call of Wide ball. Unless the call is revoked, see law 22.3, this penalty shall stand even if a Batter is dismissed, and shall be in

addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

#### 22.7 Runs resulting from a Wide – how scored

All runs completed by the Batters or a boundary allowance, together with the penalty for the Wide, shall be scored as Wide balls. Apart from any award of 5 Penalty runs, all runs resulting from a Wide shall be debited against the bowler.

#### 22.8 Wide not to count

A Wide shall not count as one of the over. See Law 17.3 (Validity of balls).

#### 22.9 Out from a Wide

When Wide ball has been called, neither Batter shall be out under any of the laws except Laws 35 (Hit wicket), 37 (Obstructing the field), 38 (Run out) or 39 (Stumped).

#### Interpretation

*With one run for a result and last pair batting, a delivery is called wide and hit wicket or stumping occurs, the striker shall not be ruled out and the batting side wins by one wicket. The dismissal is not reckoned as the one run penalty is deemed to have accrued at the instant of bowler entering his/her delivery stride. Hence the batting team wins at the moment the bowler is in his/her delivery stride, hence the match would be over before the fall of the wicket. But for the winning run, if this happens at any other time (when more than one run is required for a result) both the wide and the dismissal stand.*

### UMPIRING TECHNIQUE

1. Do not be in a hurry to call and signal "Wide ball". It has to be called only after the ball passes the strikers wicket.
2. Umpires should not be in an embracing situation of revoking the call of "Wide ball", because the striker hits or the ball comes in contact with striker's bat or person.
3. Ball does not become dead on the call of "Wide ball". So, watch the ball till it is dead and then repeat the signal to the scorer and ensure that your partner has taken note of it.
4. Wide delivery is not counted as one of the valid deliveries in an over. Whenever "Wide ball" is called and signalled cross check with the partner the number of balls remaining in that over.
5. Not necessarily all the balls passing outside the return crease are Wide. Consider the height (reach) of the striker and position of the striker prior to deciding Wide ball.
6. In a limited overs match, any delivery going beyond the return crease is to be called wide irrespective of the position of the striker.
7. Pitching of the ball is not relevant, but, where it passes the Striker with reference to his/her present position and the normal guard position is most important.
8. Wide is decided at the time the ball passes the striker's bat and called after it passes his/her wicket and not where the Wicketkeeper collects.
9. Umpires are also to be guided by any special regulation or playing conditions if any.
10. The signal for Wide ball is extending both the arms horizontally.



**LAW 23 BYE AND LEG BYE****23.1 Byes**

If the ball, delivered by the bowler, not being a Wide, passes the striker without touching his/her bat or person, any runs completed by the Batters from that delivery, or a boundary allowance, shall be credited as Byes to the batting side. Additionally, if the delivery is a No ball, the one run penalty for such a delivery shall be incurred.

**Interpretation**

*This is one of the ways a run can be scored without the striker hitting the ball with his/her bat or person. These runs accrue due to the laps of the fielding side. These runs are scored as extras and neither get credited to the striker's score or debited against the bowler in his/her bowling analysis. Umpire to signal bye to the scorer after the ball is dead.*

*Only exception is when runs are scored as byes of a wide delivery, all the runs are scored as wides extra and debited to that bowler's analysis. Umpire has to repeat the signal of wide to the scorer after the ball is dead.*

*If the delivery is a No ball and runs are scored as byes, it is recorded as one run penalty as No ball and others as bye extra. The umpire has to repeat the signal of No ball followed by bye to the scorers when the ball is dead.*

**23.2 Leg byes**

**23.2.1** If a ball delivered by the bowler first strikes the person of the striker, runs shall be scored only if the umpire is satisfied that the striker has either attempted to play the ball with the bat or tried to avoid being hit by the ball.

**23.2.2** If the umpire is satisfied that either of these conditions has been met runs shall be scored as follows.

**23.2.2.1** If there is

**either no subsequent contact with the striker's bat or person,  
or only inadvertent contact with the striker's bat or person**

**any runs completed by the Batters, or a boundary allowance shall be credited to the striker in the case of subsequent contact with his/her bat but otherwise to the batting side as in Law 23.2.3.**

**23.2.2.2** If the striker wilfully makes a lawful second strike, Laws 34.3 (Ball lawfully struck more than once) and 34.4 (Runs permitted from ball lawfully struck more than once) shall apply.

**23.2.3** The runs in Law 23.2.2.1, unless credited to the striker, shall be scored as Leg byes.

**Additionally, if the delivery is a No ball, the one run penalty for the No ball shall be incurred.**

**Interpretation**

*This is another way of scoring a run without the striker hitting the ball with his/her bat. Here the ball deflects off his/her person in the normal course. These runs are scored as extras and neither get credited to the striker's score or debited against the bowler in his/her bowling analysis. The Umpire to signal leg-bye to the scorer after the ball is dead.*

If the delivery is a No ball and runs are scored as leg-byes, it is recorded as one run penalty as No ball and others as leg- byes extra. The umpire has to repeat the signal of No ball followed by leg-bye to the scorers when the ball is dead.

*For leg-byes to be scored the striker should have*

- a. *Either attempted to play the ball with his/her bat.*
- b. *Or tried to avoid being hit by the ball.*

*However, the umpire should be judicious in deciding “attempt to play” the ball. Umpire can safely disallow the runs in the following few cases treating these as deliberate padding,*

- a. *The striker lets the ball deflect off the pads and takes a single.*
- b. *The striker plays forward with his/her bat clearly behind the pads and takes a single.*
- c. *Makes a wild sweep of the bat or drives, well away from the line of the ball and takes a single.*
- d. *Striker puts his/her leg in line with the ball and brings the bat outside to play at the non-existent turn and takes a single.*

*In all the above cases except the first, the striker pretending as if he/she is playing at the ball. Striker is clearly trying to deceive / take unfair advantage. Umpire should be very judicious. Umpires should treat such cases individually. However, this is not unfair play, and no sanctions can be imposed or reported. If the striker indulges in lawfully striking the ball the second time, Laws 34.3 (Ball lawfully struck more than once) and 34.4 (Runs permitted from ball lawfully struck more than once) shall apply.*

### **23.3 Leg byes not to be awarded**

**If in the circumstance of Law 23.2.1 the umpire considers that neither of the conditions therein has been met, then Leg byes shall not be awarded.**

**If the ball does not become dead for any other reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run.**

**The umpire shall then**

- **disallow all runs to the batting side.**
- **return any not out Batter to his/her original end.**
- **signal No ball to the scorers if applicable.**
- **award any 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).**

### **Interpretation**

*Scoring runs from a delivery not played by the striker which is deflected off the striker’s person is unfair. The ball does not become dead, only runs cannot be made even if it grazes the bat later. If the Batters try to run, umpires should wait till the first run is completed – both the Batters make good their ground for the first run – or the ball reaches the boundary and then call and signal dead ball. The dead ball call is delayed for giving an opportunity for the fielding side to get either Batter out. If any Batter is run out while attempting the first run, it should be treated as a normal run out. The Batters returning to their original ends apply. If no one is out, umpire has to follow the process explained in this Law 23.3 That is*

- a. *Call and signa dead ball*
- b. disallow all runs to the batting side.
- c. return any not out Batter to his/her original end.
- d. signal No ball to the scorers if applicable.
- e. award any 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).

Five penalty runs for the ball in play coming in contact with fielder's helmet placed behind wicketkeeper is not allowed as no runs can be scored of the deflection of the striker's person when he/she does not make a genuine attempt to play the ball or not avoiding being injured.

### UMPIRING TECHNIQUE

1. *Always signal leg bye to the scorer standing side-on and away from the wicket for a clear view.*
2. *Do not be in a hurry, signal only after the ball is dead.*
3. *Be judicious while deciding whether the Striker has attempted to play at the ball or not. If decided to disallow runs, opportunity has to be given to the fielding side to make the Batter run out. Wait till the Batters complete one run or the ball reaches the boundary before calling and signalling dead ball.*
4. *When runs are disallowed, the Batters return to their original end. Refer Law 18.2.*
5. *Be aware that all the runs including 5 penalty runs for the ball in play coming in contact with the fielder's helmet placed behind the wicketkeeper that accrue to the batting side are disallowed except one run penalty for no ball, if applicable, off a deliberately padded ball.*
6. *The position of the Striker's bat may help in deciding if there was a genuine attempt to play at the ball.*
7. **Signal for bye:** *Raising open hand above head.*



8. **Signal for leg bye:** *By touching the raised knee with the hand standing side on.*



**LAW 24 FIELDER'S ABSENCE; SUBSTITUTES****24.1 Substitute fielders****24.1.1 The umpires shall allow a substitute fielder**

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

**24.1.1.2** for any other wholly acceptable reason.

In all other circumstances, a substitute is not allowed.

**24.1.2** A substitute shall not bowl or act as captain but may act as wicketkeeper only with the consent of the umpires. Note, however, Law 42.7.1 (Additional points relating to Level 3 and Level 4 offences).

**24.1.3** A nominated player may bowl or field even though a substitute has previously acted for him/her, subject to Laws 24.2, 24.3 and Law 42.4 (Level 3 offences and action by umpires).

**Interpretation**

*Players are nominated before the toss. These nominated players can only participate in that match. Cricket is a game played over a period ranging from one day to five days and over an innings or two innings a side each which can be limited to overs or time. When players of a team are fielding, there is a possibility of that team fielders being reduced to less than eleven due to*

- a. Any one or more getting injured or taken ill during the game, there by temporarily not able to participate for certain time.
- b. Someone may come late for the match for some reason.
- c. A nominated player getting selected for a State or Province or a National team and has to leave and thus cannot participate further.
- d. Any other reason.

*In such circumstances the team can fill these vacancies by substitutes for fielding only with the permission of the umpires. The substitute can be anyone. Whoever acts as substitute has to be attired in the team dress code. Certain competitions require the team to name these substitute players at the time of nomination and utilise their services first. Substitutes can be claimed in two ways, by right and with umpires' consent.*

- i. *Substitutes can be claimed by the teams for their nominated players **by right** if a player or players get injured or take ill during the game.*
- ii. *Substitutes can be claimed by the teams for their nominated players by umpire's **consent** for other wholly acceptable reasons like.*
  - a. *Call for national /state duty.*
  - b. *Attending to Hospital call for a doctor player or for blood donation.*
  - c. *Driving a fellow player to a hospital as he/she is injured during the game. Both can be allowed substitutes.*
  - d. *Traffic jam could be, but*
  - e. *Exams, Marketing etc. cannot be.*

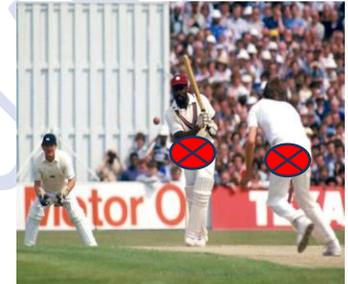
*Substitutes will not be allowed to be claimed by the teams for their nominated players in all other circumstances other than "i" and "ii" above. In short, if the reasons given is due to circumstances beyond the control of a player, it should be acceptable otherwise not.*

*During the game means from the time of nomination of players till the conclusion of the match on or off the field. The umpires must be satisfied that the injury has happened, or the player has taken ill during this period. Umpires are no doctors and take things at face value unless they have strong reasons to believe otherwise. Every law has an exception, and we have umpires who are qualified doctors or para medics.*

- a. *A player may slip on the pavilion stairs during lunch interval.*
- b. *In a multiday match a player may slip and get injured in the hotel bathroom on the morning of day 2.*

*A player can come to a match with an old injury but is fit to play. During the game, some incident happens, and his/her injury gets aggravated, this should be treated as injured during the game. A player who is fit enough to bat should also be fit to field.*

*The substitute can only field, he/she cannot bat, bowl and act as captain but keep wickets with the consent of the umpire. A substitute for a substitute is allowed. A substitute who is already on the field, may keep wickets, only if the nominated wicketkeeper is injured and needs a substitute in the normal course, but only with the umpires' consent. A nominated player who has been allowed a substitute on returning to the field can immediately bowl or bat if he/she was allowed a substitute for injury or illness or wholly acceptable reasons, and with certain restrictions, if gone out for other reasons. Umpire's consent is a must for any player who has gone out to come into the field of play. If any player comes in without permission it is unfair, the sanctions are discussed under Law 24.4 below. Allowing a substitute or not is a joint decision. Practically in majority of the cases it is decided by one and agreed by the other when asked.*



*No player who is suspended from the game under Law 42 (Player's conduct) will be allowed a substitute. Umpire should also be aware of the difference between a replacement for a nominated player and a substitute. After the team has been nominated, the opposing captain may allow a nominated player to be replaced by another player. Umpires have no role to play in suggesting, allowing, or declining. Once a player is replaced, the nomination list will be changed to include the new name and old name scratched. The replacement player can perform all the duties of a nominated player, take full part in the game. He/She can bowl, bat and field with only one restriction that, if, the replaced (original) player has already batted, the replacement player cannot bat in that innings.*

## **24.2 Fielder absent or leaving the field of play**

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

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

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

- 24.2.2.2** he/she shall not thereafter come on to the field of play during a session of play without the consent of the umpire. See Law 24.4. The umpire shall give such consent as soon as it is practicable.
- 24.2.2.3** he/she shall not be permitted to bowl, until having been back on the field of play for a period of time known as Penalty time as described in Laws 24.2.3 to 24.2.7 and 24.3.
- 24.2.3** A player's unserved Penalty time shall be limited to a maximum of 90 minutes.
- 24.2.4** If the player leaves the field before having served all of his/her Penalty time, the balance is carried forward as unserved Penalty time.
- 24.2.5** The player shall not bowl until all of his/her Penalty time has been served. On any occasion of absence, the amount of Playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to Law 24.2.3.
- 24.2.6** If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,
- 24.2.6.1** the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his/her side is now batting.
- 24.2.6.2** the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he/she is able to participate, and either takes the field on the resumption of play, or his/her side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.
- 24.2.7** Any unserved Penalty time shall be carried forward into the next and subsequent days and innings of the match, as applicable.
- 24.2.8** If a Level 3 offence under Law 42.4 (Level 3 offences and action by umpires) is committed by a fielder, the period of time spent off the field of play as a result of the suspension shall not be added to any unserved Penalty time if he/she takes the field at the end of the period of suspension.
- 24.2.9** If a Level 3 offence under Law 42.4 (Level 3 offences and action by umpires) is committed by a substitute, the following shall apply.
- 24.2.9.1** The period of time spent off the field as a result of the suspension shall not be added to any Penalty time that remains unserved if the nominated player takes the field at the end of the period of suspension. However, any time spent off the field prior to the offence causing the suspension will remain as unserved Penalty time, subject to Law 24.2.3.
- 24.2.9.2** If the nominated player does not take the field at the end of the period of suspension, then the entire period of his/her absence will be treated as Penalty time, up to a maximum of 90 minutes.

### Interpretation

*A player is said to be absent if he/she is not on the field of play for any amount of time from the call of "play" to the call of "time". However, if a fielder while fielding or retrieving a ball temporarily going out of the field is not to be treated as absent from field of play. The duration of the absence is calculated from the time an Umpire gives consent to leave the field till the umpire again gives*



*permission to take the field. Only actual playing time is to be counted for a player's absence time. The period of Intervening intervals and interruptions where in the umpire has called "time" and "play" are not to count for the duration of his/her absence. This time of absence is known as "penal time".*

*If a fielder wants to leave the field, he/she has to inform the umpire and take his/ her consent to leave. He/She also has to inform the reason for his/ her leaving the field. Umpire cannot deny permission to leave the field, but both the umpires together have to decide whether a substitute is to be allowed or not. Once the umpires give permission to leave, they should note down the time for calculation of his/her period of absence/penal time. Fielders were entitled for 15 minutes grace time prior to the 2017 code coming into effect. It is no longer available to any fielder. He/She has to serve the penal time for whatever length of playing time he/she has been absent before he/she can bowl. Serving the penal time means, that player has to be in the field for that length of playing time for which he/she was absent. Non-playing time cannot be considered as playing time except*

- a. *If at the beginning of an unscheduled break, a fielder with unserved penalty time is on the field and comes back to the field on resumption. The period of unscheduled break is counted as playing time.*
  - i. *A fielder returns to the field and has to serve a penal time of 35 minutes. 5 minutes into the game, the game is stopped for 30 minutes for bad light. On resumption, if the fielder takes the field, then the 5 minutes he/she was on field prior to the break and the whole of the break of 30 minutes will be treated as playing time for that player. He/She can bowl on resumption as he/she has served 35 minutes of penal time.*
- b. *If a fielder who is off the at the beginning of an unscheduled break can count the duration of the break as playing time, if he/she personally informs the umpire at the begging of the break that he/she is fit to take the field and takes the field at the resumption. If he/she informs later, then the playing time is counted from that moment. If he/she does not take the field on resumption after having informed the umpires that he/she is fit to take the field, the unscheduled break is not be counted as playing time.*
  - i. *A fielder goes out at 9.30 am. At 10.20 am the game stops due to bad light. Hence the fielder's penal time is 50 Minutes. 9.30am to 10.20 am. At 10.25 he/she informs the umpires that he/she is fit to take the field. He/She comes back on the field at 11.10 am on resumption. The stoppage time here is 50 minutes. 10.20 am to 11.10 am. Since the fielder has informed umpires at 10.25 am, time from that moment is considered as playing time, that is 45 minutes. 10.25 am to 11.10 am. Hence on his/her return the player has to spend 5 more minutes of playing time on the field before he/she is allowed to bowl.*
- c. *If a fielder is off the field and his/her team becomes a batting side, that player cannot bat until his/her teams' innings is in progress for that amount of playing time, he/she was absent, or 5 wickets are down whichever is earlier. If any unscheduled breaks are in between, they shall be considered as playing time if that player informs the umpires personally that he/she is fit every time. Refer Law 25.3.*

There are certain exemptions which are discussed in the next clause of this Law 24.3 (penal time not incurred). However, this penal time is restricted to a maximum of 90 minutes. If a fielder is absent for more than 90 minutes, he/she has to serve a penal time of 90 minutes before he/she is allowed to bowl.

**Examples:** Normal hours of play:

09.30 am	to	12.00 noon,
12.40 pm	to	02.40 pm (With 12.00 noon to 12.40 pm lunch)
03.00 pm	to	04.30 pm. (With 2.40 pm to 3.00 pm tea).

**(With one Drinks interval of 5 minutes in each session)**

**Example -1.** A fielder goes out at 10 am and returns at 11 am. When can he/she bowl?

Absence 10 am to 11 am = 55 minutes. (Drinks interval is from 10.45 am to 10.50 am)

Hence, he/she can bowl after he/she has been on the field for 55 minutes of playing time from 11 am. i.e., any time after 11.55 am.

**Example – 2.** A fielder goes out at 11.50 am and returns at 1.50 pm. When can he/she bowl?

Absence 11.50 am to 12. Noon = 10 minutes.

And 12.40 pm to 1.50 pm = 65 minutes. (Drinks interval is from 1.40 pm to 1.45 pm)

Hence, he/she can bowl after he/she has been on the field for  $10 + 65 = 75$  minutes of playing time from 1.50 pm i.e., any time after 3.25.p.m. The time from 12 noon to 12.40 pm is lunch interval and 2.40 to 3.00 pm is tea interval.

**Example – 3.** A fielder goes out at 10 am and comes back at 10.30 am and again goes out at 10.50 am and comes at 10.57 am. When can he/she bowl?

Absence 10.00 am to 10.30 am = 30 minutes

And 10.50 am to 10.57 am = 7 minutes

Less 10.30 am to 10.50 am = 15 minutes (he/she is on the field Drinks interval from 10.45 am to 10.50 am))

He/She can bowl after he/she has been on the field  $30 + 7 - 15 = 12$  minutes of playing time from 10.57 am, i.e., 11.09 am.

### 24.3 Penalty time not incurred

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

**24.3.1** he/she has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.

**24.3.2** in the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.

### 24.4 Player returning without permission

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

- The umpire shall award 5 Penalty runs to the batting side.

- **The umpires shall signal No ball or Wide to the scorers, if applicable**

- Runs completed by the Batters shall be scored together with the run-in progress if they had already crossed at the instant of the offence.

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

- The umpire shall inform the other umpire, the captain of the fielding side, the Batters and, as soon as practicable, the captain of the batting side of the reason for this action.
- The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

### Interpretation

*There is every possibility that a player who has left the field may enter without permission. There are instances of 12 fielders including the substitute being on the field of play. This may not be intentional but may happen due to lack of communication, ignorance, or the situation of the match. There are occasions when the fielder who has entered without permission has been on the field for a period of time without the ball being hit in his/her direction. It is important that umpires should cultivate the habit of counting the number of players after allowing a substitute and also when the original player returns and also after an interval or interruption before resuming the game. It is also a good practice to ask the captain whether any substitutes are there on the field before resumption of play after an interval or interruption. If this happens the different situations could be*

1. A player who has gone out comes in without the permission of the umpire and comes in contact with the ball in play, when the Batters have:
  - a. Completed 2 runs & crossed for the 3<sup>rd</sup>.  $3 + 5(\text{Penalty runs}) = 8$  runs scored.
  - b. Completed 2 runs & not crossed for the 3<sup>rd</sup> run of a No ball.  $2 + 1(\text{No ball}) + 5(\text{Penalty runs}) = 8$  runs.
2. A fielder has come in at 11.00 am without your permission. But you notice him/her at 11.06 am. Ball has not gone towards him during this period. What you do?
  - a. Call the Captain and the concerned player.
  - b. Educate them of the provisions of the law.
  - c. Inform that the law has been infringed and an unfair act has been committed.
  - d. Follow the reporting procedure.
  - e. Calculate absence (penance) time till 11.06 am.
  - f. **MOST IMPORTANTLY YOU HAVE FAILED IN YOUR DUTY.**

### UMPIRING TECHNIQUE

1. Umpires are not Doctors. Be guided by the Spirit of the game while allowing or disallowing a Substitute.
2. Do not be carried away by the reputation of the player, go by the facts before you.
3. This is the most used and abused law.
4. Always make it a point to note down the timings on each occasion. Do not resort to mental noting or calculations.
5. Believe the player/s until they make you not to believe them.

## **LAW 25 BATTER'S INNINGS; RUNNERS**

### **25.1 Eligibility to act as a Batter or runner**

**Only a nominated player may bat or act as a runner and, subject to Laws 25.3 and 25.5.2, may do so even though a substitute fielder has previously acted for him/her.**

#### **Interpretation**

*Unlike a substitute for a fielder, Batter cannot have a substitute but can have any of the nominated players as runner to run for him. Both the injured Batter and his runner have to be on the field. However, having a substitute while fielding earlier does not debar the Batter from requesting and having a runner. A player coming as a runner should not have any unserved penal time as a fielder carried over to his/her batting innings and if possible, should have batted earlier. He/She also should not be serving any suspension under Law 42.*

### **25.2 Commencement of a Batter's innings**

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

#### **Interpretation**

*The innings of the opening Batters and the Batter coming in after an interval or an interruption meaning after the call of "time" shall commence only on the call of "play". All other Batters innings starts once they step onto the field of play. Hence, if a Batter is out on the last ball before drinks and the new Batter steps onto the field after the umpire has called "time" for drinks his/ her innings has not yet started. If there is a change of mind during the drinks break, he/she can go back, and another Batter can come in on resumption without wasting time, since "play" has not been called. No sanctions will be incurred as his/her innings has not started. Same logic applies for any other interval or interruption as "time" would have been called. If a new incoming Batter is unable to begin his/her innings as the outgoing Batter is walking back under misapprehension is called back or the fielding side captain has withdrawn his/her appeal and the umpire reverses his/her decision. (Refer Law 31.7 and Law 31.8) Then the innings of the new incoming Batter is deemed to have not started and necessary corrections will be done in the records, if necessary.*

### **25.3 Restriction on Batter commencing an innings**

**25.3.1 If a member of the batting side has unserved Penalty time, see Law 24.2.7 (Fielder absent or leaving the field of play), that player shall not be permitted to bat or act as a runner until that Penalty time has been served. However, even if the unserved Penalty time has not expired, that player may bat after his/her side has lost 5 wickets.**

**25.3.2 A member of the batting side's Penalty time is served during Playing time, subject to the conditions in Laws 25.3.2.1 and 25.3.2.2.**

- 25.3.2.1** The period of time while serving a suspension for a Level 3 offence under Law 42.4 (Level 3 offences and action by umpires) does not count as Penalty time served.
- 25.3.2.2** In the event of an unscheduled stoppage, the stoppage time after the Batter notifies an umpire in person that he/she is able to participate shall count as Penalty time served.
- 25.3.3** If any unserved Penalty time remains at the end of a team's innings, it shall be carried forward to the next and subsequent innings of the match if appropriate.

### Interpretation

*Penal time accumulated as a fielder with a cap of 90 minutes, if not fully served as a member of the fielding side will be carried over to the next day, next and subsequent innings. If a player has carried over penal time into his/her batting innings, then he/she shall not be allowed to bat or act as runner until his/her team's batting innings is in progress for that length of playing time or 5 wickets are down whichever is earlier. The player serving suspension under Law 42, will not be allowed to bat until, it is fully served. If his/her team loses all other wickets and he/she is the only Batter left, then his/her innings will be recorded as "retired out" and the innings will be treated as completed. Refer Law 42.*

*If a Batter has carried over penal time of say 85 minutes. He/She cannot bat until the batting innings is in progress for 85 minutes or 5 wickets are down whichever is earlier. In case within 45 minutes his/her teams' innings is over, he/she has batted at number 7 (after 5 wickets are down) and follow-on is enforced and his/her team becomes the batting side again. He/She still carries 40 minutes of penal time. So, he/she cannot bat till his/her teams' innings is in progress for 40 minutes or 5 wickets down whichever is earlier. If follow-on is not enforced, he can bowl only after being on the field for 40 minutes of playing time.*

	a. Total penal time carried over to batting innings	85 minutes.
Less	b. His/her team batted for (he/she, having batted at No 7) 45 minutes.	
	c. Penal time carried over to next innings	40 minutes.

### 25.4 Batter retiring

- 25.4.1** A Batter may retire at any time during his/her innings when the ball is dead. The umpires, before allowing play to proceed, shall be informed of the reason for a Batter retiring.
- 25.4.2** If a Batter retires because of illness, injury, or any other unavoidable cause, that Batter is entitled to resume his/her innings. If for any reason this does not happen, that Batter is to be recorded as 'Retired - not out'.
- 25.4.3** If a Batter retires for any reason other than as in Law 25.4.2, the innings of that Batter may be resumed only with the consent of the opposing captain. If for any reason his/her innings is not resumed, that Batter is to be recorded as 'Retired - out'.

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

**Interpretation**

*A Batter can retire at any time when his/her innings is in progress by merely informing the umpire of his/her intention to do so. Umpires have no powers to deny. However, the Batter has to inform the reason for his/her retirement. The reason has a bearing on whether, he/she can resume his/her innings at the fall of a wicket or another Batter retiring by right or he/she can resume his/her innings only with the consent of the opposing captain.*

- a. *If a Batter retires for injury or illness or any other wholly acceptable reasons, he/she can resume his/her innings by right. In other words, if he/she is eligible for a substitute by right he/she is eligible to resume his/her innings by right. If due to his/her captain declaring their innings closed or the innings ends due to stipulated overs being bowled in a limited overs match or any other reason before the retired Batter could resume his/her innings, his/her innings will be recorded as “retired not out”*
- b. *If a Batter retires due to reasons other than in (a) above, he/she can resume his/her innings only with the consent of the opposing captain. Opposing captain has a right to specify when he/she can bat or deny resumption of his/her innings. If this retired Batter is unable to resume his/her innings for any reason and the innings ends, then his/her innings is recorded as “retired out”*

**25.5 Runners**

**25.5.1** The umpires shall allow a runner for a Batter if they are satisfied

**25.5.1.1** that the Batter has sustained an injury that affects his/her ability to run **and that this occurred during the match.**

**25.5.1.2** for any other wholly acceptable reasons.

In all other circumstances, a runner is not allowed.

**25.5.2** A runner shall

**25.5.2.1** be a member of the batting side.

**25.5.2.2** if possible, have already batted in that innings; when this is not possible, if circumstances change such that a dismissed Batter can act as runner, then the runner must be changed immediately.

**25.5.2.3** be changed only with the consent of the umpires.

**25.5.2.4** wear external protective equipment equivalent to that worn by the Batter for whom he/she runs and shall carry a bat.

**25.5.2.5** not have any unserved Penalty time as described in Law 24.2.7 (Fielder absent or leaving the field of play).

**25.5.3** A Batter’s runner is subject to the Laws and will be regarded as a Batter except where there are special provisions for his/her role as a runner. See Law 30.2 (Which is a Batter’s ground).

**Interpretation**

*Umpires should be satisfied that the Batter requiring a runner is injured during the game. A Batter is permitted to have a runner only and only if, the injury hampers his/her ability to run between the wickets and for wholly acceptable reasons. A runner cannot be given for any other reasons. While playing if a Batter is hit on the hand or fingers. He/She should not be*

*allowed a runner as his/her injury does not hinder his/her ability to run. If it is a serious injury umpires can decide on a case-to-case basis.*

*A player acting as runner should have batted earlier if possible. If the opening pair is batting and a runner is required, then any player who bats down the line can come as runner. Immediate next Batter should not be allowed as he/she may get acclimatised to the conditions like light, bounce and type of bowling etc. and thus gain unfair advantage.*

*When opening pair is batting and the injured Batter is still batting and the other Batter is dismissed, the Batter who gets out should be asked to replace the runner. Umpires also should make sure that the runner is carrying a bat and wearing all the external protective equipment equivalent to the ones worn by the injured Batter. The permitted external protective equipments for a Batter are, helmet, leg guards, batting gloves and arm guard if visible. May be these things have to be explained to the captains in prematch briefing specially at lower level. The player acting as runner shall be subjected to all applicable laws of the game as they apply to the injured Batter except where there are special provisions for his/her role as a runner. See Law 30.2 (Which is a Batter's ground). Umpires should be aware of any playing conditions that govern the admissibility of runners. Almost all the competitive tournaments in various countries and the ICC have barred allowing a runner for a Batter, whatever the reason be at all levels.*

## **25.6 Dismissal and conduct of a Batter and his/her runner**

**25.6.1** A Batter who has a runner will suffer the penalty for any infringement of the Laws by the runner as if he/she, the Batter, had been responsible for the infringement. In particular, he/she will be out if the runner is out under either of Laws 37 (Obstructing the field) or 38 (Run out).

**25.6.2** When a Batter who has a runner is the striker, he/she remains subject to the Laws and will be liable to the penalties that any infringement of them demands. In the case of Run out and Stumped, however, special provisions, set out in Laws 25.6.3, 25.6.4 and

**25.6.5**, apply to him/her as a striker who has a runner.

**25.6.3** When a Batter who has a runner is the striker, his/her ground is always at the wicket-keeper's end.

**25.6.4** If the striker who has a runner is in his/her ground, and the runner is out of his/her ground at the wicket-keeper's end when the wicket is fairly put down at that end, the conditions of Law 38 (Run out) shall apply.

**25.6.5** If the striker who has a runner is out of his/her ground and the wicket at the wicket-keeper's end is fairly put down, the striker is liable to be out under Law 38 (Run out)

or Law 39 (Stumped). If the runner is also out of his/her ground at the wicket-keeper's end, then only Law 38 (Run out) can apply.

**25.6.6** If a striker who has a runner is dismissed as in Law 25.6.5, the umpire shall

- disallow all runs to the batting side
- return any not out Batter to his/her original end
- award any 5-run Penalty that is applicable.

**25.6.7 When a Batter who has a runner is not the striker, he/she**

**25.6.7.1 remains subject to Law 37 (Obstructing the field) but is otherwise out of the match.**

**25.6.7.2 shall stand where directed by the striker's end umpire so as not to interfere with play.**

**25.6.7.3 will be liable, even though out of the match as in Law 25.6.7.1, to any penalty demanded by the Laws should he/she commit any act of unfair play.**

**Interpretation**

*The injured Batter and his/her runner should be treated as two parts of one-person and any sanctions incurred by one applies to the other. 5 runs Penalty can be awarded to the fielding side for any relevant infringements by either the injured Batter or his/her runner. The injured Batter can be the striker and his/her runner non-striker. When an injured Batter is the striker, he/she is subjected to all the laws of the game. His/her ground is always at the wicket-keeper's end irrespective of the position of the other two – his/ her runner and the non-striker. His/ Her runner will stand on the legside where normally the striker's end umpire would stand. The striker's end umpire may stand on the offside if he/she so desires.*

*When injured Batter is the striker, he/she can be out in any of the 8 ways as per laws except "timed out" which cannot happen. He/She can be dismissed, if, his/her runner infringes the Laws 37 (Obstructing the field) or 38 (Run out). However,*

- a. If the runner is well within his/ her ground but the striker is out of his/her ground while receiving the ball and the wicket is put down by the wicketkeeper without the intervention of any fielder, the injured striker is out Stumped.*
- b. In the above scenario, if, both the injured striker and his/her runner are outside their ground, the injured striker is **out runout** and not stumped.*
- c. If the runner is outside his/ her ground but the injured striker is well within his/ her ground while receiving the ball and the wicket is put down by the wicketkeeper without the intervention of any other fielder, the injured striker is **out Run out** and not stumped.*

*When the injured striker himself/ herself is out Run out no runs are allowed except the award of penalty runs and the not out Batter will return to his/her original end. Runs scored if any will be disallowed. When injured Batter is not the striker shall stand where directed by the umpire and shall be subject to Law 38 (obstructing the field) otherwise is out of the game, his/her runner will be the non-striker.*

*When an injured striker with a runner is at the wicket, there will be a combination of ten situations of run out. These are illustrated under Law 38 Run out.*

**25.7 Restriction on the striker's runner**

**25.7.1** Once the ball comes into play, the runner for an injured Batter who is the striker shall have part of his/her person or bat grounded behind the popping crease until the ball reaches the striker or passes the popping crease, whichever is the sooner.

**25.7.2** If the striker's end umpire considers the runner for an injured striker to be in breach of this restriction, then, if the ball does not become dead for any other reason, he/she shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run. However, he/she shall delay the call of Dead ball to allow the opportunity for a catch to be completed.

The bowler's end umpire shall

- disallow all runs to the batting side
- return any not out Batter to his/her original end
- award any 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).

**Interpretation**

*When the injured Batter is the striker, his/her runner has to be within his/her ground (some part of his/her person or bat held in hand should be grounded within the popping crease) from the time the ball comes into play till the ball passes the striker or the popping crease, whichever is the sooner. If the runner leaves his/her ground early, it is unfair play. If the runner does so the striker's end umpire has to call and signal dead ball and inform the reason to the bowler's end umpire. The bowler's end umpire shall follow the sanctions process as per Law 25.7 above. That is*

- i. disallow all runs to the batting side*
- ii. return any not out Batter to his/her original end*
- iii. award any 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).*

**25.8 Striker's right to play the ball**

**The striker has a right to play the ball, or to make a legitimate second strike, after it has been delivered, without interference from the wicketkeeper or any other fielder (see Law 27.5 – Restrictions on actions of wicketkeeper and Law 27.6 – Interference with wicket-keeper by striker).**

**However, the striker may only attempt to play the ball if some of his/her bat or person, whether grounded or raised, remains within the pitch, as defined in Law 6.1 (Area of pitch). Should no part of the striker's bat or person remain within the pitch, whilst the striker is playing the ball, either umpire shall immediately call and signal Dead ball.**

**Interpretation**

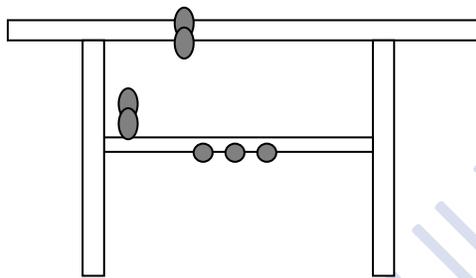
The striker has the liberty to play at the ball unhindered till it passes the striker's wicket. However, he cannot play at the ball or make a stroke being wholly outside the pitch area. While in preparing to receive or in receiving or in playing at the ball some part of the striker's person or bat either grounded or in air should be within the pitch area.

### UMPIRING TECHNIQUE

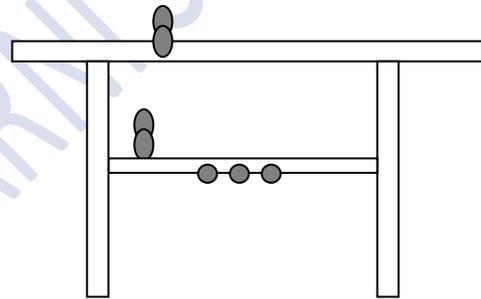
1. Injured Batter with runner does not exist at Bowler's end.
2. When injured Batter with runner is the Striker, always stand on the offside (Point region) while at the striker's end. Not at your usual square leg position. By this you will have a clear view of the Striker, his/her runner, popping crease and WK for adjudicating Stumping and Run outs.
3. Standing at Bowler's end while injured Batter with runner is the striker, always go to the offside (side of your partner) for Run-out positioning so that the runner will never run behind you.
4. When not the Striker, ask the Injured Batter with runner to stand where the Striker's end umpire normally would be at square leg.
5. When injured Batter with runner is himself run out disallow all the runs except penalty and cross check with scorers.
6. Keep a watch on commencement of a Batter's innings when a wicket falls just before an interval. New Batter may enter before calling "time".
7. Retirement of a Batter is not to be treated as a wicket down.

**PRACTICE PAPER - 5**

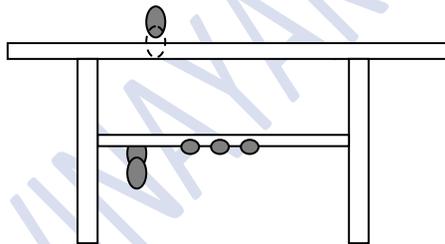
1. For what infringements, an umpire calls No ball in a normal match?
2. Define checking (Throw)?
3. When can a bowler bowl under arm? What action you take if it is illegal?
4. Seeing that the Striker is standing in front of the popping crease, the bowler throws at the striker's wicket before delivery. What action do you take?
5. Explain when you call No ball for a foot fault?
6. What are the provisions in the laws if a bowler breaks the wicket while delivering the ball?
7. What action do you take when the ball rolls along the ground or pitches more than once before it reaches the popping crease?
8. A ball delivered by the bowler brushes the silly point fielder then turns viciously and hits the wicket. how do you answer an appeal for bowled?
9. What are the ways the Batters can be out of a no ball?
10. What action do you take when, a fairly delivered ball comes to rest in front of the striker?
11. Can a no ball be called Wide ball also? If, not why?
12. Answer the following. All these are with respect to Right Arm Bowler



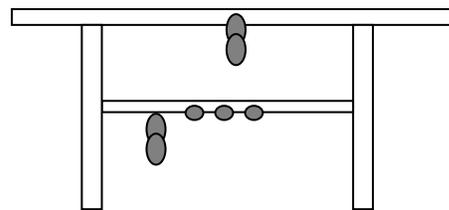
Is it a No ball? YES / NO  
Reason -



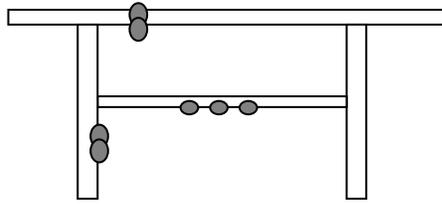
Is it a No ball? YES / NO  
Reason-



Front foot heel raised.  
Is it a No ball? YES / NO  
Reason -

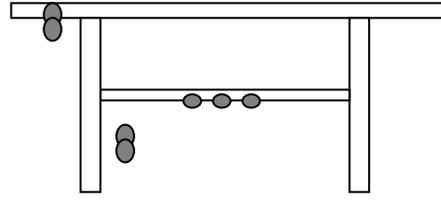


Is it a No ball? YES / NO  
Reason-



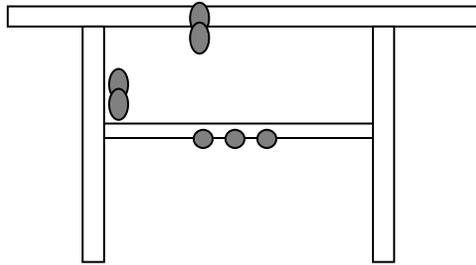
Is it a No ball? YES / NO

Reason -



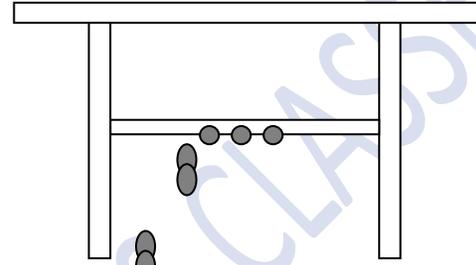
Is it a No ball? YES / NO

Reason-



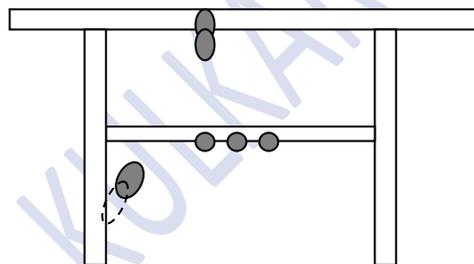
Is it a No ball? YES / NO

Reason -



Is it a No ball? YES / NO

Reason-



Back foot heel raised

Is it a No ball? YES / NO

Reason -

13. During the delivery stride, the bowlers front foot lands beyond the popping crease but at the instant of delivery it is dragged inside. Is it a No ball? Will your opinion change if happens vice versa i.e., lands inside and slides out?
14. How do you judge a Wide ball?
15. When do you call and signal "Wide ball" in a normal match?
16. When do you revoke the call of Wide ball?
17. Under what circumstances, though the ball goes very wide of the off stump, the umpire does not call Wide ball?
18. What are the ways a Batter can be out for a delivery called "Wide ball"?
19. When you declare byes and leg byes?

20. A deliberately padded No ball goes to cover. Before the ball is fielded the Batters complete one run. What action do you take?
21. What you understand by penalty time?
22. When is penalty time not incurred?
23. A player wants to go out for an over to change his/her shirt, which is torn while fielding. He/She wants to go out and requests for a substitute. Will you allow?
24. A fielder who is a specialist forward short leg fielder is injured and goes out. The substitute who comes for him is also, a specialist forward short leg fielder. Batter at the wicket objects to him standing in that position. What is your action?
25. The wicketkeeper is injured and a substitute fielder who is already in the field for another fielder who has gone out due to injury wants to keep wickets. Will you allow?
26. A fielder goes outside at the beginning of the last hour on the 1<sup>st</sup> day of a four-day match. Can he/she bowl the 1<sup>st</sup> over of the 2<sup>nd</sup> day? if no when he/she can bowl?
27. A member of the fielding side does not take the field at the start of the match and a substitute is allowed. The game is suspended after one hour due to rain. The match resumes after lunch at 12.40 pm. The first session is from 10.00 am to 12.00 noon and the Second session is from 12.40 pm to 2.40 pm. The fielder who was absent comes with the team after lunch and wants to bowl straight away. Will you allow?
28. The hours of play are from 10.00 am to 5.00 pm with 40 minutes' lunch break and 20 minutes for Tea. Each session is of 2 hours. A member of the fielding side (Team A) leaves the field at 11.10 am. The Batting side (Team B) is all out at 11.50 am. Team A forfeits its 1<sup>st</sup> innings. Can the fielder who had left the field open the bowling in the second innings if, he/she comes back with the team. If not, at what time he/she can bowl?
29. An injured striker is within the crease when his/her runner and non-striker complete two runs. While the third run is being taken the Injured Striker comes out of his/her crease and stands a little outside to facilitate running by the non-striker, at this juncture the wicket is put down at the wicket-keeper's end with the non-striker not making his/her ground good. An appeal is made. How many runs you allow? What is your decision? If out who is out?
30. An injured striker goes out of his/her ground in attempting to drive the ball and misses with his/her runner standing just outside the crease. Wicket-keeper removes the bail in a flash and appeals. What is your decision Stumped or run out?
31. Can an Umpire refuse permission for a Batter to retire if, he/she is not convinced about the reason for retirement?
32. A new Batter enters the field after lunch. Before reaching the wicket is called back and another Batter comes in to take strike. Will you permit? Can the Batter who was called back come in at the fall of the wicket and bat without the consent of the opposing side captain?

**LAW 26 PRACTICE ON THE FIELD****Interpretation**

*The law covers the entire field of play and divides it into three distinctive parts. 1. The match pitch, 2. The square and 3. The outfield. Some fields have 3 or 5 or 7 or more pitches. Whatever be the numbers, the entire specially prepared area is the square. The match pitch can be any one of these. Law clearly defines when, where and what type of practice – Batting, bowling, and or fielding - can take place. It also gives control of these practice to umpires. Umpires should be aware of what is going on but should not be too fussy. As long as the surface is not getting affected and the match can start or restart on time, the teams may be permitted to practice. Usually in large grounds a portion of the outfield is earmarked for such practice.*

**26.1 Practice on the pitch or the rest of the square**

**26.1.1** There shall not be any practice on the pitch at any time on any day of the match.

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

**Interpretation**

*Generally, the teams would like to practice parallel to the match pitch as practice on the pitch is forbidden. Umpires may permit bowling and batting practice next to the square before and after the day's play if it is not detrimental the square. Square may be wet due to morning dew and normal walk or running with spikes may affect the surface. Even if the surface is too dry it can easily be scuffed up. Taking these into consideration, if the umpires feel that no significant damage will be caused, they may allow such practice in this area.*

**26.2 Practice on the outfield**

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

- before the start of play,
  - after the close of play and
  - during the lunch and tea intervals or between innings,
- providing the umpires are satisfied that such practice will not cause significant deterioration in the condition of the outfield.

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

- only the fielders as defined in Appendix A.7 participate in such practice.
- no ball other than the match ball is used for this practice.
- no bowling practice takes place in the area between the square and the boundary in a direction parallel to the match pitch.
- the umpires are satisfied that it will not contravene either of Laws 41.3 (The match ball – changing its condition) or 41.9 (Time wasting by the fielding side). **If there is such a contravention, the sanctions in Law 41 shall be applied. However, any warning given shall apply to further instances under both Law 26 and Law 41 (Unfair play).**

**Interpretation**

*Practice by both the teams may be at the same time or different times on the eve of the match. Teams also practice on the day of the match before the start and after the day's play. Some players do practice during intervals and long stoppages. It is a known thing that the outfield is more robust than the square. However, if the umpires feel that the outfield will be significantly damaged due to such practice, they should not hesitate to deny the permission. Specially in wet conditions. No practice can go on in the field of play without the umpire's consent on any day of the match. Umpires also should make sure that such practice or the material used for such practice are cleared before the umpires walk in to start or restart the game. Under no circumstances the game can start late due to such practice. During the call of "play" and "time", certain practice is allowed. The practice generally takes place while the captain is arranging or resetting the field or during sight screen adjustment and between overs. Such practice is allowed if,*

- a. *Only the 11 fielders on field participate in such practices among themselves.*
- b. *Only the match ball is used for such practice,*
- c. *No one from outside the field can help any fielder to practice – either catching or bowling.*
- d. *Such practice does not amount to waste of time. Refer Law 41.9.*
- e. *Such practice does not change the condition of the ball. Refer Law 41.3.*
- f. *Any bowling practice before the start of a spell by the bowler to loosen his/her shoulders should not take place parallel to the match pitch and in the direction of the wicketkeeper.*
- g. *Couple of balls may be bowled in any other direction to a fielder, preferably the ball landing directly into the hands of the fielder. Bowling hard into the ground may change the condition of the ball.*

**26.3 Trial run-up**

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

**Interpretation**

*Any time a bowler has a trial run-up, the game is halted briefly so also when the captain resets his/her fielders either at the beginning of an over or during the over. As long as this stoppage is reasonable umpires to ignore. If it is obvious and taking longer than the reasonable time like*

- a. *Bowler waits till the field setting is over, then bowls a couple of deliveries to loosen his shoulders one of the teammates and then has a trial run-up.*
- b. *Bowler bowls more than a couple of deliveries to loosen his/her shoulders to a teammate who is a little far before a trial run-up.*
- c. *The captain while rearranging his/her fielders always moves a fielder from third man region to long on or across the field from one boundary to the other.*

*The above are all symptoms of time wasting. Umpires should be vigilant of such tactics and should not hesitate to have a word or two with the captain and put a halt to such practices.*

**26.4 Penalties for contravention.**

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

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

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

**26.4.1.1** If the contravention is by a Batter at the wicket, the umpire shall inform the other Batter and each incoming Batter that the warning has been issued.

The warning shall apply to the team of that player throughout the match.

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

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

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

**Interpretation**

*Practice on the match pitch is totally forbidden, practice on the rest of the square and outfield can only be done with the umpire's consent. During the call of "play" and "time" bowling practice cannot be done in the direction of the wicket-keeper parallel to the pitch, No one from outside the field can participate in any form of practice, Practice should not amount to changing the condition of the ball and or wasting time or damaging the pitch. Practice with a ball other than the match ball is forbidden. If any player indulges in these without the umpire's consent or wastes time then, in the first instance the umpire shall give first and final warning. This warning is for the whole team and for the entire duration of the match. If any team member contravenes this law again, 5 penalty runs shall be awarded for each such second and subsequent occasion to the opposing side and reporting procedure as outlined in this law shall be followed.*

**UMPIRING TECHNIQUE**

- i. Prevention is better than cure. Since many players may not be aware of this law, it is better to have a word or two with Captains and Managers in the pre-match meeting.*
- ii. Normally when there is a change in bowler, the new bowler checks his/her run up. If there is no obvious time wasting, this practice may be allowed.*
- iii. A delivery straight into the hands of a fielder square of the wicket may be allowed if it does not amount to waste of time or changing the condition of the ball.*
- iv. The bottom line is that there should not be any obvious waste of time or attempt to alter the conditions of the ball by hitting hard into the ground under the guise of loosening arm by the bowler.*



*conditions in certain competitions which make it compulsory for wicket-keepers to wear these.*

## 27.2 Gloves

**27.2.1** If, as permitted under Law 27.1, the wicket-keeper wears gloves, they shall have no webbing between the fingers except joining index finger and thumb, where webbing may be inserted as a means of support.

**27.2.2** If used, the webbing shall be a single piece of non-stretch material which, although it may have facing material attached, shall have no reinforcements or tucks.

**27.2.3** The top edge of the webbing shall not protrude beyond the straight line joining the top of the index finger to the top of the thumb and shall be taut when a hand wearing the glove has the thumb fully extended.

### Interpretation

*The gloves shall have no webbing between the fingers except joining the thumb and index finger. The webbing shall be a single piece of non-stretch material having no reinforcements or tucks. These restrictions on the web joining the thumb and index finger were introduced in year 2000 with the Laws of cricket 4<sup>th</sup> edition of 2000 code. Initially it was difficult for players as they were used to using gloves with a web that would form a cup. The manufacturers all over the world are adhering to this guideline and umpires very rarely find gloves not adhering to these new guidelines. However, it is the duty of the umpires to ensure that the wicket-keepers use gloves meeting these requirements. If for some reason one is using gloves other than permitted, every effort should be made to change them. We have an example of the keeper cutting the webbing to comply with the regulation to use the gloves as no other gloves were available.*



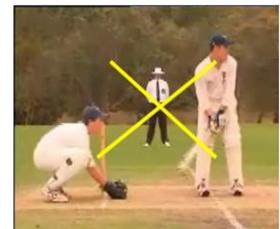
## 27.3 Position of wicketkeeper

**27.3.1** The wicketkeeper shall remain wholly behind the wicket at the striker's end from the moment the ball comes into play until a ball delivered by the bowler touches the bat or person of the striker or passes the wicket at the striker's end or the striker attempts a run.

**27.3.2** In the event of the wicketkeeper contravening this law, the striker's end umpire shall call and signal "No ball" as soon as applicable after the delivery of the ball.

### Interpretation

*The wicketkeeper should be wholly behind the stumps from the tip of the fingers to toes to peak of the cap. No portion should be in front either grounded or in the air. Umpires should be aware that behind the bowling crease and behind the stumps are two separate parallel lines. In line with the stumps is also not considered as behind the stumps. Umpire should not be in a hurry to call and signal "No ball", he/she has to wait till the delivery of the ball. Umpire should know that there will be a time lag between the ball coming into play and the delivered ball either touches the bat or person*



*of the striker or passes the wicket at the striker's end or the striker attempts a run. If the wicketkeeper is behind the stumps at the time of delivery but comes in front after delivery, the umpire can still call and signal "No ball" whenever he/she infringes or as soon as possible. As soon as possible does not mean after the striker has received the ball. The wicketkeeper cannot collect the ball in front of the stumps even to make a stumping unless the ball has touched the striker or his bat but can do so to run out either Batters or take a catch.*

#### **27.4 Movement by wicketkeeper**

**27.4.1** After the ball comes into play and before it reaches the striker, it is unfair if the wicketkeeper significantly alters his/her position in relation to the striker's wicket, except for the following:

**27.4.1.1** movement of a few paces forward for a slower delivery, unless in so doing it brings him/her within reach of the wicket.

**27.4.1.2** lateral movement in response to the direction in which the ball has been delivered.

**27.4.1.3** movement in response to the stroke that the striker is playing or that his/her actions suggest he/she intends to play. However, the provisions of Law 27.3 shall apply.

**27.4.2** In the event of unfair movement by the wicketkeeper, either umpire shall call and signal **Dead ball** and **inform the other umpire of the reason for doing so. The bowler's end umpire shall then:**

**27.2.1.1** award the one-run penalty for Wide or No ball, if applicable

**27.2.1.2** award 5 Penalty runs to the batting side

**27.2.1.3** inform the captain of the fielding side of the reason for this action.

**27.2.1.4** inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

**The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.**

#### **Interpretation**

*Wicketkeeper's general position is behind the stumps during the period specified in Law 27.3. He/She is also forbidden to make significant movement from the time the ball comes into play till it reaches the striker. Significant movement means,*

- a. *Wicketkeeper standing well back can move forward a few steps seeing the bowler bowling a slower delivery but in doing so should not come sufficiently close to the stumps that he/she can effect a stumping.*

- b. Any lateral movement except the movement in response to the direction in which the ball has been delivered or any movement in response to the stroke that the striker is playing or that his/her actions suggest he/she intends to play. However, the provisions of Law 27.3 shall apply
  - i. The wicketkeeper standing outside the off stump moving towards legside or backwards (case d) after the ball is delivered is not a significant movement in cases of.
    - a. seeing the striker preparing to play a sweep shot.
    - b. Seeing the Striker preparing to play switch hit.
    - c. Seeing the striker preparing to play reverse sweep.
    - d. Seeing the striker preparing to play a scoop shot moves backwards.

*If the wicketkeeper makes any significant movement, either umpire who sees this can call and signal "Dead ball". Generally, this is called and signalled by the umpire at the striker's end. There is nothing wrong if both the umpires call and signal.*

*Wicketkeeper can change his/her position from well back to close to the stumps and vice versa for each delivery but before it comes into play. He/ She need not inform either Batter or umpires of his/her intension. It is important that the umpires should be aware of his/ her position when the ball comes into play.*

#### **27.5 Restriction on actions of wicketkeeper**

**If, in the opinion of either umpire, the wicketkeeper interferes with the striker's right to play the ball and to guard his/her wicket, Law 20.4.2.6 (Umpire calling and signalling Dead ball) shall apply.**

**If, however, either umpire considers that the interference by the wicketkeeper was wilful, then Law 41.4 (Deliberate attempt to distract striker) shall also apply.**

#### **Interpretation**

*The striker has the liberty to play at the ball or defend his/her wicket without interference from any member of the fielding side including the wicketkeeper till it passes the striker's wicket. If the wicketkeeper interferes in the striker executing his/ her stroke the umpire has to call and signal dead ball. If the umpire decides that this interference was intentional then action under Law 41.4 (Deliberate attempt to distract striker) should be initiated, otherwise, if it was accidental no action is taken.*



*The striker plays at a fairly delivered ball. The ball is rolling towards the wicket. The striker tries to push the ball with his/her bat but ends up making contact with the gloves of the wicketkeeper who has come forward to pick the ball. The ball then rolls and puts down the wicket. How an umpire has to deal with? Here the umpire has to call and signal dead ball as soon as the striker's bat makes contact with the gloves of the keeper. The striker shall not be given out and no action will be initiated against the wicketkeeper as his/her interference with the striker's legitimate second strike was neither deliberate nor intentional.*

#### **27.6 Interference with wicketkeeper by striker**

**If, in playing at the ball or in the legitimate defence of his/her wicket, the striker interferes with the wicketkeeper, he/she shall not be out except as provided for in Law 37.3 (Obstructing a ball from being caught).**

### Interpretation

*Like wicketkeeper is not expected to interfere with the striker, the striker also should not interfere with the wicketkeeper. Specially while hitting the ball more than once to guard his/her wicket, the striker should not obstruct a catch being made. Umpires are to be careful when the striker is executing a late cut after the ball passes the striker's wicket and wicketkeeper is in the process of collecting the ball. The striker shall be out Obstructing the field if the interference is deliberate.*

### UMPIRING TECHNIQUE

1. A match can go on without a Wicketkeeper. Wicketkeeper can wear only gloves or pads or neither of them. He/She can also wear one glove.
2. If he/she is not wearing the gloves or the pads, the umpires have to be more vigilant. Wicketkeeper has to be recognised by his/her position and actions.
3. Umpire has to be strict and consistent with Wicketkeepers standing with their fingers (Glove) or collecting the ball in front of the wicket.
4. Umpire to call and signal dead ball if the Wicketkeeper makes any significant movement.
5. Wicketkeeper can move a couple of steps forward to slower deliveries but cannot come so close to the stumps that he/she can make stumping.
6. Watch for a wicketkeeper coming on protected area in the guise of collecting a throw-in.
7. If an umpire notices that the wicketkeeper is standing close and some part of his cap or glove is encroaching, it is advisable to bring this to the notice of the wicketkeeper before the ball comes into play.
8. When a wicket keeper is wearing the helmet, he may tuck his cap behind in the trousers. That should be treated as normal cap. If the ball in play comes in contact with it, The ball is to be treated as in play.

**LAW 28 THE FIELDER****28.1 Protective equipment**

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

**Interpretation**

*Only external protective equipment a fielder can wear is the helmet which term includes face guard as per appendix A 2. Fielders may seek the permission of the umpires to protect their sore fingers. We have seen forward short leg or silly point fielders wearing shin guards or the box. These are not external protective equipments and can be worn by any fielder as long as they are worn inside the dress. Umpire's permission is not necessary to wear these. So also, in modern day cricket players use the chest guard and a guard of similar material as back guard by forward short and silly point fielders. Umpires while permitting any protective material for hand or and fingers should ensure that the fielder does not get unfair advantage specially spinners who plaster their spinning finger. Over the years the portion of the hand and the number of fingers protected is increasing. This is a food for thought for all stake holders though both the sides equally resort to this tactic.*

**28.2 Fielding the ball**

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

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

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

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

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

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

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

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

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

**In addition, the umpire shall**

**- award 5 Penalty runs to the batting side.**

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

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

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

### Interpretation

*Fielder is expected to stop the ball in play, hold or pick it and relay it back to the bowler for the next delivery. It is not so simple as we read it. Runs are scored, wickets are taken, or Batters dismissed, fair and unfair play takes place in the intervening period. A fielder is permitted to use any part of his/ her person as defined in appendix A.12 to stop or grasp the ball. Fielding the ball is not only either stopping the ball or grasping it but making contact with it with an intention of stopping it.*

*“illegally fielding” the ball or “fielding it otherwise” is wilfully using something that is not part of the fielder’s person to field. Examples are*

- a. *Rare case of using the cap to field the ball in play.*
- b. *Holding a folded piece of cloth or kerchief to field the ball in play.*
- c. *Ball in play making contact with deliberately/ wilfully discarded piece of clothing or equipment.*
- d. *Holding a removed wicket-keeper’s glove and fielding the ball in play with that hand.*
- e. *Ball in play coming in contact with discarded glove of the wicketkeeper.*

*(in “d” and “e” above, the ball may have come in contact with the glove accidentally, but the discarding is a deliberate act)*

*The ball coming in contact with **accidentally** discarded equipment or clothing of a fielder is not to be treated as illegal or wilful fielding.*

*The cap or the helmet worn by a fielder comes off his/her head while running to field the ball with the force of the wind or by any action taken by the fielder but not intentionally discarding it and the ball coming in contact with the accidentally fallen cap or helmet as an example.*

*There are instances of a ball in play lodging in the open neck loose fitting shirt worn by a fielder. This is not unlawful and thus is not illegal or wilful fielding. However, it is wilful or illegal to extend a sweater or loose-fitting shirt to catch the ball in play. When an act of wilful or illegal fielding takes place, the ball becomes dead at that moment. The umpire should follow the sanctions as laid down under Law 28.2.3 above.*

### 28.3 Protective helmets belonging to the fielding side

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

**28.3.2** If the ball while in play **strikes the protective helmet**, placed as described in Law

**28.3.1, the ball shall become dead immediately and unless 28.3.3 applies,**

- **The umpire shall signal no ball or wide to the scorers, if applicable**
- **The umpire shall award of 5 Penalty runs to the batting side.**
- **any runs completed by the Batters before the ball strikes the protective helmet shall be scored, together with the run-in progress if the Batters had already crossed at the instant of the ball striking the protective helmet.**

**28.3.4** If the ball while in play strikes a helmet, placed as described in law 28.3.1 and the circumstances of Laws 23.3 (Leg byes not to be awarded), 25.7 (Restriction on the striker's runner) or 34 (Hit the ball twice) apply, the umpire shall

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

### Interpretation

*Umpires are not to hold the helmets of either fielder or Batter when not in use. If a Batter does not want to wear his/her helmet, it has to be sent out of the ground. If a fielder does not want to use his/her helmet for a longer period it can be sent off the field, but if it is for shorter period, there is a provision to place the helmet of the fielding side sufficiently behind the wicketkeeper in line with the stumps. This place is chosen since, almost all the time wicketkeepers will be collecting the ball and the chances of*



*the ball in play hitting the helmet thus placed is remote but cannot be ruled out. If a ball in play comes in contact with the helmet thus placed, then the ball immediately becomes dead. The umpire has to follow the sanction process explained under Law 28.3.2 above. Umpire should be aware that this is the only instance in the laws where in 5 penalty runs are awarded but no report is made. The award of 5 penalty runs for the ball in play hitting the unworn fielder's helmet placed behind the wicketkeeper is not awarded in all those situations where runs are disallowed to the batting side. Refer Law 23.3. The ball in play does not become dead on coming in contact with the fielder's helmet worn or which has fallen on the ground accidentally and play shall continue.*

### 28.4 Limitation of on side fielders

**At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicketkeeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his/her person whether grounded or in the air is in front of this line.**

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



### Interpretation

*At the instant of the delivery there should not be more than three fielders on the onside behind the popping crease. A fielder is considered to be behind the popping crease unless the whole of his/her person whether grounded or in the air is in front of this line.*

*The law is very clear but at times it will be difficult for an umpire to see, if the third fielder is positioned behind the striker's end umpire and is walking in. In such situations the umpire can move to the offside by informing the Batters*

*and the captain of the fielding side of his/her desire to stand on the offside. The wicketkeeper standing on the legside will not be counted as one of the three fielders.*

### **28.5 Fielders not to encroach on pitch**

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

**In the event of infringement of this law by any fielder other than the wicketkeeper, the bowler's end umpire shall call and signal "No ball" as soon as possible after delivery of the ball. Note, however, Law 27.3 (Position of wicketkeeper).**

#### **Interpretation**

*This is one more restriction on the fielders apart from the wicketkeeper to be behind the striker's end wicket for a period of time and no more than two fielders can be on the legside behind the popping crease at the instant of delivery. No fielder can have any part of his/her person either grounded or in air on the pitch area (refer Law 7 The Pitch) from the time the ball comes into play till the ball has made contact with the striker's bat or person or has passed the striker's bat. Umpires should note the difference in the period for a wicketkeeper and the fielder.*



*For the wicketkeeper it is until the ball passes the striker's wicket and for a fielder it is striker's bat, the other things being similar - the ball coming in contact with striker's bat or person. Here again the umpire should not be in a hurry to call and signal "No ball" but wait for the ball to be delivered. Since further time is available from the instant of delivery till the delivered ball passes the striker's bat.*

*During this time, a fielder may move in closer sensing the striker would play a defensive shot and come on to the pitch area. In such circumstances, the bowler's end umpire should call and signal "No ball" on encroaching the pitch area or as soon as possible after the delivery of the ball.*

*Though the bowler is also a fielder, he/she has the concession to run on the pitch area but not protected area of the pitch during his/her follow through after delivery. Umpires should not be trigger happy and educate the fielders of both sides, if anyone is encroaching before the ball comes into play. Prevention is better than cure.*

### **28.6 Movement by any fielder other than the wicketkeeper**

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

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

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

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

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

**28.6.3 In the event of such unfair movement, either umpire shall call and signal Dead ball and inform the other umpire of the reason for doing so. The bowler's end umpire shall then:**

**28.1.1.1 award the one-run penalty for Wide or No ball, if applicable**

**28.1.1.2 award 5 Penalty runs to the batting side**

**28.1.1.3 inform the captain of the fielding side of the reason for this action.**

**28.1.1.4 inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.**

**28.6.3.1 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.**

**28.6.4 also Note the provisions of Law 41.4 (Deliberate attempt to distract striker). See also Law 27.4 (Movement by wicketkeeper).**

### **Interpretation**

*The wicketkeeper is excluded, since there is a separate Law 27 for him/her which covers his/her movements. As the wicketkeeper has restrictions so also the fielders. Before taking stance and start concentrating on the ball in preparing to receive the ball, the striker would have made the mental note of the position of all the fielders. It is unfair if the fielder changes his/her position significantly after that. A long leg fielder changing his/her position to mid-on or a fielder fielding near the striker's end umpire at square leg moving back to the boundary line or a deep square leg fielder coming within 20 yards of the striker during the bowler's run up in the guise of moving in towards the striker or his/her wicket is unfair. The permitted movements for a fielder are,*

- a. Close fielders normally within 15 yards, can only make minor adjustments. However, they should not move during the runup or as the ball is being delivered. Their movement may distract the striker. Specially those fielders standing in front of the striker.*
- b. Other than the close fielders can walk in a few steps towards the striker or his/ her wicket. The fielders fielding near or on the boundary line can take a few more steps towards the striker or his/ her wicket compared to inside fielders.*
- c. No fielder can make any lateral or backward movement except.*

*However, the only exception here is that the fielders are permitted to move in the direction of the stroke, the striker is likely to make or is about to make. Classic example being Mr. Rahul Dravid moving from slip to leg slip anticipating a stroke on the legside and taking a comfortable catch. Striker preparing to play a reverse sweep, or a switch hit which are now common, are two other examples necessitating the close in fielders and the wicket-keeper to move towards legside. If any significant movement takes place deliberately, the provisions of Law 41.4 (Deliberate attempt to distract striker) may be applied.*

### **UMPIRING TECHNIQUE**

1. A fielder can wear a shin guard but inside the trouser. If some one wears outside, umpires should not allow.
2. For fielder's or Wicket-keeper's encroachment, call and signal "No ball" only after the delivery of the ball.
3. If a fielder while taking a catch removes the cap or helmet which, falls on the Field of play and the ball in play comes in contact with the cap or the helmet on the Field 5 penalty runs are awarded, no reporting is done.
4. Keep a watch on the fielder crossing over after an over coming on to the protected area.
5. Though the ball in play becomes dead on coming in contact with the fielders helmet placed behind the wicket-keeper or a discarded cap, glove or the helmet or illegal fielding, It is always advisable for the umpires to call and signal dead ball, though this is an additional call or signal. It is not necessary to repeat the signal to the scorers. It becomes handy in informing the scores about the runs scored.
6. A fielder contravenes the limitation of on side fielder law or encroached the pitch are when the bowler starts his run-up – ball coming into play but withdraws before the ball is delivered. It still be considered as contravention of this law and No-ball should be called by the respective umpire.

## LAW 29 THE WICKET IS BROKEN

### 29.1 Wicket broken

The wicket is broken when at least one bail is completely removed from the top of the stumps, or one or more stumps is removed from the ground.

### 29.2 Breaking the wicket fairly

29.1.1 The wicket is **broken fairly** if a bail is completely removed from the top of the stumps, or a stump is struck out of the ground,

29.1.1.1 by the ball,

29.1.1.2 by the striker's bat if held or by any part of the bat that he/she is holding,

29.1.1.3 for the purpose of this law only, by the striker's bat not in hand, or by any part of the bat which has become detached,

29.1.1.4 by the striker's person or by any part of his/her clothing or equipment becoming detached from his/her person, **However, any detached equipment shall not include the striker's protective helmet, or any part thereof, as defined in Appendix A.2.3,**

29.1.1.5 by a fielder with his/her hand or arm, providing that the ball is held in the hand or hands so used, or in the hand of the arm so used.

29.1.1.6 The wicket is also **broken fairly** if a fielder strikes or pulls a stump out of the ground as in Law 29.1.1.5.

29.1.2 The disturbance of a bail, whether temporary or not, shall not constitute its complete removal from the top of the stumps, but if a bail in falling lodges between two of the stumps this shall be regarded as complete removal.

### Interpretation

The phrases used in these laws are "the wicket being **broken**", and the "wicket is broken". Overall, they look similar but convey different situations and intentions.



- a. **Wicket is broken** – If the set of three stumps and two bails on top of them which is the definition of a wicket (refer Law 8) is not complete.
- b. **Wicket is broken** – The wicket is **broken** by an act of removing one or more bails off or uprooting one or more stumps with the intention of making a Batter out.
  - i. A fielder breaks the wicket to make a Batter out Bowled, Hit Wicket, Run out or Stumped.
- c. **Wicket is broken** – The wicket as defined is not complete but happens in the course of the game. May be inadvertently or without intention.
  - i. Bowler breaks the near wicket during his/her delivery stride.

The dismissal of a Batter by way of Bowled, Hit Wicket, Run Out and Stumped directly depend on how the wicket is put down. The wicket is fairly **broken**, if one or both the bails

are completely removed from the top of the stumps, or a stump is struck out of the ground by,

- i. The ball.
- ii. The striker's bat whether held in hand or not. Full bat or a portion, if broken.
- iii. Any part of striker's person, clothing, or equipment whether on person or detached.
- iv. A fielder with his/her hand or arm provided the ball is held in the hand/s or arm/s so used.
- v. A fielder pulls a stump out of the ground as in (iv) above.

The fielder cannot break the wicket by holding the ball in play in one hand and remove the bail with the other hand. So also, the wicketkeeper by bending his/her knees when the ball in play is stuck between the knees or stuck in the flap of the pads and thigh.

Both the umpires and players should be conversant with different types and situations like one bail off, both the bails off, one or two stumps off, all the stumps flat on the ground. In this law, "hand" means wrist bone downwards, "arm" means from shoulder down to fingertips. Mere disturbance of a bail is not to be regarded as complete removal and thus wicket is not down.



**Complete removal of the bail** – Complete removal of the bail means; the whole of the bail should come off the top and be at a lower level either on the ground or stuck between the wickets. The following are the instances of **not complete removal**

- a. A bail jumping up and settling in its original position,
- b. Come off from its original position but settles on one of the stumps.
- c. It is on top but slightly displaced at one or both ends.
- d. Come off at one end and stuck between the wicket – in slant position - but the other end is still on the top.

In all the above four instances the wicket is not **broken** as the bail is not completely removed. Partial removal is not complete removal. Umpires should be aware that while deciding run outs or stumpings, the Batter or the striker has to be outside his/her ground at the moment the wicket is **broken**. Bail is to be completely removed. For a stump to be uprooted or struck out is that, that stump should be free from its groove (ground). A slant stump is not considered as uprooted or struck down. The ball does not become dead on breaking the wicket if the Batter is not dismissed at that instance. The wicket can be **broken** later and it need not be complete at that point. The four scenarios have been discussed below in Law 29.2. The wicket also need not be complete means the width can be more than defined 9 inches. Example one or both bails may be down, and a stump is slant or in skewed position. Umpires should be more vigilant when a fielder dives with the ball to break the wicket. At times it will be difficult to decide whether the ball or ball holding the hand or arm disturbed the wicket or some other part of the body with the ball held close to that part of the body. This will not be difficult where the match is being telecast. Umpires will improve with experience.

His/ her own wicket can be **broken** by the striker also in case of hit wicket while preparing to receive or playing at the ball. This is one of the two instances in the game when a detached



### Interpretation

*When to and how to dispense the bails is discussed in Law 8. When it is decided to dispense with the bails it has to be at both ends. Judging when the wicket is fairly **broken** is little difficult compared to bails being in place, however the process is a modified one. A mere touch of the ball, detached clothing or equipment of the striker or the hand or the arm of the hand holding the ball is sufficient. Stump need not be uprooted to put the wicket down. How hard the contact is, is immaterial? Umpires should not get confused this situation with the one when both bails are off. These are two different scenarios.*

### UMPRING TECHNIQUE

- 1. A fielder cannot break the wicket by holding the ball in one hand and breaking the wicket with other or kicking the wicket.*
- 2. Umpires have to be doubly careful about how the bail/s come off - With the ball in hand or without, in close calls. It is prudent to watch the popping crease and look at the wickets with peripheral vision and rely on sight and sound for breaking the wicket.*
- 3. Match cannot go on with bails on only at one end. They have to be removed from both the ends. Look for the option of using heavy bails before deciding to dispense with.*
- 4. Umpires have to be extra careful when the bails have been dispensed with. Note that it is not necessary to uproot the stumps when bails have been dispensed with.*
- 5. Check the alignment of stumps every time they are disturbed from side on and behind the stumps and not from any other position. If Bowler's end wicket is disturbed during an over, wait after the over for your partner to come to his/her position behind the stumps and then request for checking the alignment.*
- 6. After a direct hit, if the stumps are slanted or skewed, they need not be straightened to break the wicket again. It is sufficient that a stump be uprooted. If bails are dispensed mere touch of the ball to the slanted or skewed stump is sufficient.*
- 7. Ball does not become dead on an unsuccessful appeal (example- direct hit) unless a Batter is out. Further runs can be scored, or a Batter may be out as a consequence of further actions.*

**LAW 30 BATTER OUT OF HIS/HER GROUND****30.1 When out of his/her ground**

**30.1.1** A Batter shall be considered to be out of his/her ground unless some part of his/her person or bat is grounded behind the popping crease at that end.

**30.1.2** However, a Batter shall not be considered to be out of his/her ground if, in running or diving towards his/her ground and beyond and having grounded some part of his/her person or bat beyond the popping crease, there is subsequent loss of contact between the ground and any part of his/her person or bat, or between the bat and person.

**Interpretation**

*The pitch has two ends. Crease markings are done at both the ends. One Batter will be at each end. Whichever Batter is at that end is his/her ground. Batter's ground is defined in appendix A.6.3. The whole of the area behind the popping crease is the ground of the Batter who is at that end. The popping creases are unlimited in length meaning extend up to boundary line. (Refer Law 7.). Hence, for a Batter to be inside his/her ground, some portion of the **bat held in hand**, or some part of his/her **person must be grounded** behind the popping crease. The only exception is, when the Batter in running and or is diving towards his/ her ground and beyond, makes good the ground by grounding the bat held in hand or any part of his/her person and then loses contact with the ground - meaning the Batter is in the air and no part of his/her bat or person is grounded – the Batter shall not be considered as out of his/her ground. This exception is available to the Batter who is running beyond the popping crease or diving to make good his/her ground and not to one who simply raises his/her foot or bat in attempting to play at the ball or turning for a second or subsequent run. Umpires and players should be aware that the creases are the inner edges and grounding the bat or any part of the person on the line is treated as outside the ground. In addition, a Batter who comes out to avoid being injured by a throw-in is not treated as out of his/her ground, but he/she loses this concession if he/she attempts a run.*

**30.2 Which is a Batter's ground**

**30.2.1** If only one Batter is within a ground, it is his/her ground and will remain so even if he/she is later joined there by the other Batter.

**30.2.2** If both Batters are in the same ground and one of them subsequently leaves it, the ground belongs to the Batter who remains in it.

**30.2.3** If there is no Batter in either ground, then each ground belongs to whichever Batter is nearer to it, or, if the Batters are level, to whichever Batter was nearer to it immediately prior to their drawing level.

**30.2.4** If a ground belongs to one Batter, then, unless there is a striker who has a runner, the other ground belongs to the other Batter, irrespective of his/her position.

**30.2.5** When a Batter who has a runner is striker, his/her ground is always at the wicket-keeper's end. However, Laws 30.2.1, 30.2.2, 30.2.3 and 30.2.4 will still apply, but

only to the runner and the non-striker, so that that ground will also belong to either the nonstriker or the runner, as the case may be.

### Interpretation

There are two ends for the pitch and when the game is on the Batters are at two separate ends called bowler's end and Striker's or wicket-keeper's end. It is not difficult to know which Batter belongs to which end. These are not permanent ends. The ends keep on changing as and when the Batters score runs. If one run is scored, the Batters cross over and make good their ground from end to end. In the process as soon as the Batters cross between the two popping creases their end (ground) switches from one side to the other. When they attempt, the second, they again re-cross and come back to their original ends, again every time they cross for a subsequent run their end changes. A Batter's original end is the end at which he/she was when the ball came in to play the last. This gives us different scenarios like

- a. Both the Batters are outside their ground but have not crossed. They are in between the two popping creases.  
The Batter who is nearest to the ground is his/her ground.
- b. Both the Batters being level in the process of crossing.  
The Batter who has left the ground where he/she was last is his/her ground.
- c. Both the Batters being level in the process of crossing. One of the Batters changes his/her mind, and both run together at the same end and make good the ground together.  
The Batter who has left the ground where he/she was last is his/ her ground as in "b" above.
- d. One Batter is within his/her ground and the other joins him.  
The ground belongs to the Batter who was originally in that ground. Not the one who joined.
- e. One Batter is within his/ her ground and the other joins him/ her and subsequently the one who was in his/ her ground comes out immediately.  
The ground belongs to the Batter who stays back in the ground.
- f. Both the Batters are in the same ground (end.)  
The Batter who reaches the ground first is his/ her ground.  
If one Batter never left his/her ground, then it remains to be is his/ her ground.
- g. A Batter leaves his/her ground and then trying to regain it, then  
The Batter who reaches that ground first is his/ her ground.

It is important that an umpire should be aware of what is **crossing** or when actually **crossing** takes place. In the process of running there will be a time when the Batters' bodies and equipment are overlapping. When no part of the body or equipment is overlapping after the process of crossing has started, crossing is deemed to have taken place. Crossing can take place only between the two popping creases.

*There are occasions when a Batter or both Batters might be having a runner each. Here three or four Batters come into the scene. The thumb rule here is that the injured Batter when he/she is the striker, his/her ground is always at the striker's end or the wicket-keeper's end irrespective of the positions of the other two. Injured striker with runner can never have bowler's end ground as his /her even if he/she runs. When he/she is not the striker, he/she is out of the game except for Law 38. All the above-mentioned situations apply to the runner of the injured striker and the non-striker. These two (injured striker's runner and non-striker) are considered as two Batters with the following rider.*

- a. If the wicket is put down fairly at the striker's or wicket-keeper's end with the injured striker out of his/her ground irrespective of the position of the other two – non striker and his/ her runner-, injured striker is out either stumped or run out as the case may be.*

### **30.3 Position of non-striker**

**The non-striker, when standing at the bowler's end, should be positioned on the opposite side of the wicket to that from which the ball is being delivered, unless a request to do otherwise is granted by the umpire.**

#### **Interpretation**

*It is an established convention where the non-striker should be positioned, and law specifies it. This place is ideal as the non-striker running for a run is not obstructed by the bowler's follow through and the umpire has a clear view of both the bowler's as well as the non-striker's movements. However, there could be exceptional circumstances like*

- a. There being a wet patch in the way of non-striker running.*
- b. A fielder or two positioned close to the pitch on the outside.*
- c. Any other acceptable reasons*

*The law provides for him to stand on the other side (same side as the bowler is bowling from) with the consent of the umpire. The umpire before according the permission should consider how far away, the non-striker has to stand so he/she is clear of the bowler's actions and follow through. This makes it difficult for an umpire to watch his/her movements as the bowler is going to run between the umpire and non-striker. On certain occasions the non-striker may have to stand further away due to field positions making it more difficult to watch his/ her movements. However, umpire can consider all these aspects before permitting to stand on the same side from where the bowler is delivering the ball. However, wherever he/she is permitted to stand should not obstruct the bowler in delivering the ball or the striker's view of the bowler's activities or impede close fielders or stand so far away that umpire cannot see his/her movements.*

**UMPIRING TECHNIQUE**

1. Bat or any part of the person on the crease marking is regarded as outside the ground. The inner edge of the marking is the crease.
2. A Batter leaning on the bat with his/her feet grounded outside is considered as out of his/her ground as he/she is not holding the bat.
3. A batsman in running makes good the ground by grounding his/her bat but in his/her forward movement loses touch with the ground (is in the air) but inside the popping crease is regarded as made good the ground.
4. In all the pictures below, the striker is out of his/her ground



Though the Bat is grounded inside, it is not held in hand hence outside



The Toe is grounded on the crease marking hence outside



No part of the person or bat is grounded inside the popping crease



Bat though held in hand and inside but not grounded

*PRACTICE PAPER - 6*

1. On which portion of the ground, practice is allowed during a match and when?
2. Between call of "play" and "time" where the bowling practice cannot take place?
3. When is a trial run-up permitted?
4. What action do you take for contravention of the law practice on the field?
5. Is there any restriction on the wicket-keeper's glove?
6. What are the protective equipments the wicketkeeper is permitted to wear which the other fielders are not?
7. How long the wicketkeeper should stay behind the wickets at the striker's end without incurring any penalty?
8. Seeing that the striker is playing forward and missing, in hurry to make a stumping, the wicketkeeper comes in front of the bowling crease to gather the ball and puts down the wicket and appeals. What is your decision?
9. What are the restrictions on the action of a wicketkeeper?
10. What action do you take if a fielder fields the ball in play illegally?
11. What action do you take if the ball in play comes in contact with a fielder's helmet placed in the field of play?
12. Is there any limitation on the number of fielders on the on side? If so, what?
13. What you understand by fielder encroaching the pitch area?
14. What is significant movement by a fielder? What action you take if he/she does so?
15. A fair delivery played by the striker hits the helmet placed behind the WK and is then illegally fielded. How many runs do you allow?
16. When is a wicket said to be broken?
17. How a fielder has to break a wicket when (i) a bail is off, (ii) both the bails are off, (iii) both the bails and all the stumps are down?
18. Whose responsibility is it to remake the wicket?
19. Can a match be played with bails at one end only? If, not what should be done?
20. How do you determine which is Batter's ground?
21. When is a Batter said to be out of his/her ground?
22. Can the non-striker stand on the same side as the bowler is bowling?
23. There are two fieldsmen one each at the square leg and fine leg boundary. Another fieldsmen at short leg is standing outside the popping crease but his/her hands are projecting inside at the time the ball is delivered. What is your action?
24. There are two fieldsmen behind the popping crease on the legside. The third one moves in after the ball is delivered but before the Batter receives the ball. What is your action?

## LAW 31 APPEALS

### 31.1 Umpire not to give Batter out without an appeal

Neither umpire shall give a Batter out, even though he/she may be out under the Laws, unless appealed to by a fielder. This shall not debar a Batter who is out under any of the Laws from leaving the wicket without an appeal having been made. Note, however, the provisions of Law 31.7.

#### Interpretation

*Either umpire **cannot** give a Batter “out” without an appeal. However, a Batter is free to leave the wicket (field), if he/she is out under any of the Laws. When a Batter is out Bowled, no one expects an appeal likewise a clear catch in the covers taken at a comfortable height. Umpires should be watchful to see that a Batter is not leaving the wicket under misapprehension of having been given out. Refer Law 31.7.*

### 31.2 Batter dismissed

A Batter is dismissed if he/she is either given out by an umpire, on appeal or out under any of the Laws and leaves the wicket as in Law 31.1.

#### Interpretation

*Every stake holder should be aware of the difference between “out” and “dismissal”. One can notice that in 2017 code, appeal is missing from all the types of dismissals. They simply narrate the conditions that should be satisfied for a Batter to be “out”. Being “out” means all the conditions of the law have been satisfied. Being dismissed means the umpire has ruled “out” after an appeal.*

*If there is an appeal from the fielding side and the umpire does not give the Batter out, he/she is not dismissed unless he/she chooses to leave the wicket.*

*The striker plays at the ball and misses. The ball raps on the pad satisfying all the conditions for LBW decision but surprisingly there is no appeal. The umpire does not give out. Now the Batter is not dismissed as umpire has not given him/her out.*

### 31.3 Timing of appeals

For an appeal to be valid, it must be made before the bowler begins his/her run-up or, if there is no run-up, his/her bowling action to deliver the next ball, and before Time has been called.

The call of Over does not invalidate an appeal made prior to the start of the following over, provided Time has not been called. See Laws 12.2 (Call of Time) and 17.2 (Start of an over).

**Interpretation**

*An appeal need not be made at the instant an incident takes place. There is a time limit. Within that specified duration, if an appeal is made, it is a valid appeal. That duration is from the time of the cause for an appeal till*

- a. *The bowler starts his/her runup or bowling action for the next delivery. In other words, the ball comes into play the next or*
- b. *“Time” is called indicating the end of the session.*

*Umpires should be aware that call of “over” does not invalidate an appeal unlike call of “time”. So, if an incident happens on the last ball of an over, a valid appeal can be made till the ball comes into play for the first delivery of the next over. In the same way, if that ball happens to be the last ball before an interval or interruption, appeal is not valid on resumption of play before the first ball is bowled as “time” would have been called at the beginning of that interval or interruption.*

**31.4 Appeal “How’s That?”**

**An appeal “How’s That?” covers all ways of being out.**

**Interpretation**

*One appeal “How’s that” covers **all types of dismissals** and **both the umpires**. There is no specific appeal in the game of cricket for any type of dismissal or umpire. However, there are different variants of appeals like “How is that”, Howzat”, “How was that”, “How is he/she” or “Is it out”. All these are permitted. In addition, if the game is played by differently abled players, they may not be able to appeal vocally. Players may resort to a method, may be a gesture by hand, wherein, it is absolutely clear to the umpires that they are requesting a verdict.*

**31.5 Answering appeals**

**The striker’s end umpire shall answer all appeals arising out of any of Laws 35 (Hit wicket), 39 (Stumped) or 38 (Run out) when this occurs at the wicket-keeper’s end. The bowler’s end umpire shall answer all other appeals.**

**When an appeal is made, each umpire shall answer on any matter that falls within his/her jurisdiction.**

**When a Batter has been given Not out, either umpire may answer an appeal, made in accordance with Law 31.3, if it is on a further matter and is within his/her jurisdiction.**

**Interpretation**

*One appeal covers all types of dismissals and both the umpires. To have clarity this law clearly demarcates the jurisdiction of both the umpires. This does not mean that, if the other is in a better position, he/she cannot assist. law permits for mutual consultation to arrive at a more correct decision. Once an appeal is made the umpire in whose jurisdiction the appeal falls has to answer. The answer has to be saying “out” by raising the index finger above the*

*head pointing towards the sky or say “not out” loudly and confidently. Some umpires shake their head instead, it is acceptable. Keeping quiet, having a blank face, or turning the head away is not expected of a good umpire. In case of an appeal for caught behind and stumping simultaneously, the striker’s end umpire should wait till the bowler’s end umpire negates the appeal and then answer. This means in case an umpire negates an appeal in his/her jurisdiction, the same appeal is still valid at the other end. There need not be a separate appeal.*

### **31.6 Consultation by umpires**

**Each umpire shall answer appeals on matters within his/her own jurisdiction. If an umpire is doubtful about any point that the other umpire may have been in a better position to see, he/she shall consult the latter on this point of fact and shall then give the decision. If, after consultation, there is still doubt remaining, the decision shall be Not out.**

#### **Interpretation**

*The law is self-explanatory. If any umpire in whose jurisdiction the appeal falls is in doubt and the other umpire is in a better position to see, then, the umpire is permitted to take the assistance in getting information on the facts of the incident. For example,*

- a. a catch being taken in the slips at ground level, the umpire at the bowler’s end is unsighted as the bowler in his/her follow through comes in between or*
- b. a wicketkeeper takes a low catch right behind the striker.*

*In both the cases the striker’s end umpire is in a better position to see whether the catch is taken cleanly or not. Consultation should be kept to the minimum and on facts only. It need not be verbal consultation always. Non-verbal communication by a pre-arranged signal like a nod or a gesture will suffice most of the time. If at all it is necessary to have verbal consultation, then the umpire has to call and signal “Dead ball”, collect the match ball, and leave his/her position.*

### **31.7 Batter leaving the wicket under a misapprehension**

**An umpire shall intervene if satisfied that a Batter, not having been given out, has left the wicket under a misapprehension of being out. The umpire intervening shall call and signal Dead ball to prevent any further action by the fielding side and shall recall the Batter.**

**A Batter may be recalled at any time up to the instant when the ball comes into play for the next delivery, unless it is the final wicket of the innings, in which case it should be up to the instant when the umpires leave the field.**

#### **Interpretation**

*There are instances of a Batter leaving the wicket under misapprehension that he/she has been given out like*

- a. Batter while taking a run is short of his/her ground and the wicket is broken. He/She starts walking not knowing that the wicket was broken unfairly, and the umpire has not given him/her out.*

- b. *Striker bowled or caught of a No ball.*

*In all the cases the umpire should call and signal dead ball as soon as possible to prevent any further action as the ball is not dead to prevent either Batter getting out Run out. Recall the Batter. If the Batter still wants to leave, it is his/her decision. If consultation is necessary, it should be done only after following the procedure of calling "Dead ball" and collecting the match ball. This consultation may give an opportunity for any further action if dead ball is not called.*

*The Batter can be recalled till the ball comes into play for the next delivery unless the umpires leave the field of play on the fall of the final wicket of an innings. Umpires should be aware that the word on the call of "time" is not used like timing for an appeal, so even after the call of "time" before an interval or interruption a Batter can be recalled after resumption but before the ball comes into play for the first delivery. This allows a discussion if necessary, during an interval, if the wicket has fallen on the last delivery before an interval unless it the last wicket of an innings.*

### **31.8 Withdrawal of an appeal**

**The captain of the fielding side may withdraw an appeal only after obtaining the consent of the umpire within whose jurisdiction the appeal falls. If such consent is given, the umpire concerned shall, if applicable, revoke the decision and recall the Batter.**

**The withdrawal of an appeal must be before the instant when the ball comes into play for the next delivery or, if the innings has been completed, the instant when the umpires leave the field.**

#### **Interpretation**

*There are instances of fielders appealing in the heat of the moment and then they realise that it is not in the best spirit of the game. The laws provide an opportunity to the captain of that side to **seek the permission** of the umpires to withdraw the appeal in whose jurisdiction it falls. If the Captain requests the wrong umpire, that umpire may guide the captain suitably. The time limit for seeking permission to withdrawing an appeal is*

- a. *The captain can do so before the ball comes in to play for the next delivery provided it is not the final wicket of an innings and umpires leave the field of play. This allows the captain to seek the permission to withdraw an appeal after an interval provided the game has not resumed.*
- b. *Request of withdrawal coming before any decision is made also cannot be ruled out.*

*It is left entirely to the discretion of the umpire to accept the withdrawal request or not. Umpire must use his/her judgment in accepting the request. The umpire should have strong reasons to refuse the request. Once accepted the umpire has to revoke his/her decision, if*

*made and recall the Batter. Captain of the fielding side or any other member of the fielding side cannot recall the Batter.*

*The captain of the fielding side can seek the permission in other cases of dismissal too, if he/she feels that the umpire has miss judged a fact. The classic example being*

*Indian Captain, great **G R Vishwanath**, in a stunning display of sportsmanship, sought the permission to withdraw the appeal made in the heat of the moment when Bob Tylor was ruled out Caught in the deep wrongly as the catch was not taken cleanly. It cost India the golden jubilee test on 19<sup>th</sup> February 1980 played at Mumbai. May their tribe increase.*

### **UMPIRING TECHNIQUE**

1. *Do not be in a hurry to give a decision. Gather all the facts / evidence before arriving at the decision.*
2. *Consultation should be on a point of fact and that too, if the partner is in a better position to see the incident.*
  - a. *Such as catch taken cleanly or not?*
  - b. *Bump catch.*
  - c. *Never consult for a catch taken cleanly or to ascertain off the bat or not.*
3. *Consultation is welcome but should not be done to shift responsibility.*
4. *It is a good technique to say "out" looking into the eyes of the Batter and say "not out" looking into the eyes of the bowler or the prominent fielder appealing.*

**LAW 32 BOWLED****32.1 Out Bowled**

**32.1.1** The striker is out Bowled if his/her wicket is **broken** by a ball delivered by the bowler, not being a No ball, even if it first touches the striker's bat or person.

**32.1.2** However, the striker shall not be out Bowled if before striking the wicket the ball has been in contact with any other player or an umpire. The striker will, however, be subject to Laws 37 (Obstructing the field), 38 (Run out) and 39 (Stumped).

**32.2 Bowled to take precedence**

The striker is out Bowled if his/her wicket is put down as in Law 32.1, even though a decision against him/her for any other method of dismissal would be justified.

**Interpretation**

*This is one of the types of dismissals. The first, if we arrange the dismissals in alphabetical order. This law is straightforward, and the striker walks when he/she is out Bowled without waiting for an appeal or the umpire raising his/ her finger. However, there are instances of the striker waiting for the umpire's finger to go up when wicketkeeper collects the ball very close to the stumps. The important points for consideration when bowled occurs are*

- a. *The delivery should not be a No ball.*
- b. *The ball should put down the wicket fairly.*
- c. *The delivered ball should not have come in contact with either a fielder or an umpire before striking the wicket.*
- d. *Before striking the wicket, the ball may come in contact with the striker's bat or person.*

*Striker is also bowled, if in making a second or subsequent stroke he/she puts down his/her wicket by pushing the ball on to the wicket. However, he/she shall not be out Bowled if he/she puts down his/ her wicket while regaining his/ her ground.*

*There are occasions when a ball delivered by the bowler has first struck the pad then touches the bat and on its way to the wicketkeeper puts down a bail. Here when the ball hits the pads all the conditions for LBW are satisfied. Now the Batter can be out LBW, caught and Bowled in that order since the conditions in all the respective laws are satisfied. However, in this case the striker is out Bowled as bowled takes precedence over all other dismissals irrespective of in which order they happen.*

**UMPIRING TECHNIQUE**

1. *The striker's end umpire has to be vigilant as he/she may have to assist his/her partner on point of facts. Instances like the bail may have come off the wicketkeeper's glove or wind etc.*
2. *If the Striker in trying to regain his/her ground and kicks the ball on to his/her wicket, he/she is not out Bowled. However, in trying to guard his/her wicket if he/she pushes the ball on to the stumps he/she is out Bowled.*

**LAW 33 CAUGHT****33.1 Out Caught**

The striker is out Caught if a ball delivered by the bowler, not being a No ball, touches his/her bat without having previously been in contact with any fielder, and is subsequently held by a fielder as a fair catch, as described in Laws 33.2 and 33.3, before it touches the ground.

**Interpretation**

The caught decision looks straight forward but at certain times it is very difficult to judge. Striker will be knowing most of the time when he/she has nicked the ball and they walk. Problem starts when the striker waits for the umpire's decision. The umpire should observe all the facts from the time the bowler's back foot lands to an appeal being made. The required fact for the striker to be dismissed out Caught are

- a. The delivery should not be a No ball.
- b. The ball should have touched the striker's bat held in hand. Refer Law 5.6
  - i. The touch with the bat may be after or before touching the person of the striker.
  - ii. The touch with the bat may be unintentional or accidental.
  - iii. It could be part of the second or subsequent strike.
- c. After the first touch with the bat the ball should not have come in contact with the ground, boundary, or a fielder beyond the boundary.
- d. The fielder taking the catch should have made the first contact with the ball from within the boundary and also complete the catch within the boundary.
- e. If the first contact is made in the air, he/she should have jumped from within and land within the boundary.

We already have seen what No ball is and how it is judged. It is not that easy to judge a faint edge or whether the ball has touched the bat or not when the bat and pad are close together. If an umpire follows the ball after pitching it may be too late. An umpire has to allow the ball to come into his/her vision and sight it as early as possible without tilting the head and follow it till it passes the striker's wicket. An umpire has to look for the following, if there is an edge

- a. Any deflection of the ball as it passes the bat or glove of the hand holding the bat.
- b. Any light between the bat and the ball.
- c. Look for any woody sound as the ball passes the bat. Umpires should not be carried away by the sound of the bat hitting the pad or ground.
  - i. Generally, the ball travels flat and fast after hitting the bat. It travels at a reduced speed and balloons after hitting the pad.
  - ii. Path of the seam of the ball changes direction after any contact.
  - iii. Flight of the ball before and after passing the bat.

It is little difficult for an umpire to judge a bump catch unless he/she is concentrating. A bump ball will soon after a hit by the bat bounces off the ground. Normal pointers of a bump ball are

- i. The angle of the bat as it strikes.
- ii. The pitching of the ball.
- iii. The strength of the blow versus the lower speed of the ball.
- iv. The abnormal bounce of the ball.

*Like bump ball which happens adjacent to the striker, a ball that bounces just before the fielder catches known as one bounce catch is more difficult to judge and can happen anywhere in the field of play. Another area of concern is the fielder catching the ball near the boundary. Fielder beyond the boundary is discussed in detail under Law 19.*

*How much ever it is difficult at any time an umpire should never guess. Sometimes when the ball passes close to the striker on the legside, the other umpire can help. An umpire should not be influenced either by the strength of the appeal or the stature of the player appealing. If the umpire is not sure whether the ball has hit the bat, glove or person or nothing at all and the colleague umpire is unable to help, the decision should always be “not out”. **When in doubt “not out” is the thumb rule for umpires.***

### 33.2 A fair catch

#### 33.2.1 A catch will be fair only if, in every case

**either the ball, at any time**

**or any fielder in contact with the ball,**

**is not grounded beyond the boundary before the catch is completed. Note Laws 19.4 (Ball grounded beyond the boundary) and 19.5 (Fielder grounded beyond the boundary).**

#### 33.2.2 Furthermore, a catch will be fair if any of the following conditions applies:

33.2.2.1 the ball is held in the hand or hands of a fielder, even if the hand holding the ball is touching the ground, or is hugged to the body, or lodges in the external protective equipment worn by a fielder, or lodges accidentally in a fielder’s clothing.

33.2.2.2 a fielder catches the ball after it has been lawfully struck more than once by the striker, but only if it has not been grounded since it was first struck. See Law 34 (Hit the ball twice).

33.2.2.3 a fielder catches the ball after it has touched the wicket, an umpire, another fielder, a runner, or the other Batter.

33.2.2.4 a fielder catches the ball after it has crossed the boundary in the air, provided that the conditions in Law 33.2.1 are met.

33.2.2.5 the ball is caught off an obstruction within the boundary that is not designated a boundary by the umpires.

### Interpretation

*It is a fair catch if, the ball is not grounded beyond the boundary or a fielder in contact with the ball is not grounded beyond the boundary throughout the act of making a catch. The act of making a catch is explained under Law 32.3 below. A catch can be fair only if the following additional conditions are met*

a. *In case the fielder is holding the ball in the hand, the back of the hand may touch the ground, but the ball should not.*



b. *A fielder catches the ball high in the air by jumping up. The ball slips from his/her hand. He/She falls down and is squatting. The ball falls into his/her lap and stays there. The catch is valid as the ball has not touched the ground but hugged to the body of the fielder. There are instances of the ball being stuck between the knees of a fielder. This is another example of **ball hugged** to the body.*

- c. The ball slips out of the hands of the wicket-keeper and in falling lodges in the upper portion of his pads between the flap and the thigh. Another common example is the ball getting stuck in the protective helmet worn by the fielder. These are the examples of **ball lodging** in the external protective equipment of a fielder.
- d. While a fielder is taking an overhead catch, the ball slips and accidentally settles into the baggy open collar shirt he/she is wearing and gets stuck. This is a fair catch and an example of **accidentally lodging** in the clothing.



Umpires as well as players should be aware that **accidentally lodging is permitted** but if, a fielder intentionally uses any clothing or protective equipment or material to either catch the ball or field is unfair and comes under “illegal fielding” attracting sanctions as per Law 28.2.

It is a fair catch, if a fielder catches the ball after having been lawfully struck more than once, only if, the ball has not been grounded after the first strike or in between. Also refer Law 34 (Hit the ball twice). So also, it is a fair catch, if taken off the deflection from a wicket, an umpire, a fielder inside the boundary or the non-striker and any obstruction inside the field of play considered as not a boundary if the ball in play hits it.

### A few examples

<b>FAIR CATCH</b>	<b>NOT A FAIR CATCH</b>
Bat – Bat - Catch	Bat – Ground – Bat - Catch
Bat – Person - Catch	Bat – Ground - Person – Catch
Person – Bat - Catch	Bat – Bat – Ground – Bat - Catch
Bat – Wicket – Catch	Person - Ground – Bat -Catch
Bat – Fielder - Catch	
Bat – Umpire – Fielder - Catch	
Bat – ball stuck in worn helmet of fielder	
Bat – Non-Striker (bat or person) - Catch	

It is also a fair catch, if a fielder catches the ball after it has crossed the boundary by leaning over but not touching the boundary however marked. Refer Law 19.5.

It is also a fair catch if the ball is in contact with the blade of a long grass while the fielder is holding the ball and the back of the hand is grounded but not the ball as in case of “a” above.

### 33.3 Making a catch

The act of making a catch shall start from the time when the ball first comes into contact with a fielder’s person and shall end when a fielder obtains complete control over both the ball and his/her own movement.

**Interpretation**

*To take a catch the fielder has to intercept the ball in its flight, in the process the fielder may be stationary or in motion. No catch is complete or valid unless the fielder has*

- a. **Complete control over the ball for its further disposal.** *While taking an evasive action when a fielder is fielding close to the striker, the ball is stuck between the arm and the body or the knees of the fielder which he/she is not aware. The ball falls down while he/she is regaining his/ her balance. Not a fair catch – the ball is stuck momentarily as the fielder has no complete control over the ball. But in the same instance the ball does not fall, and the fielder holds it as it is after regaining his/her balance, it is a fair catch.*

*If the ball in play is stuck in the fielder's helmet and by any immediate action taken by the fielder or while appealing for a catch makes the ball to fall or the helmet comes off the head by the force of the ball, it is not a fair catch as the helmet is **not worn** now. Ball is not dead, and umpire should not call and signal dead ball in both these cases. Further actions can take place. If the ball stays there along with the helmet, it is a valid catch.*

*Certain players celebrate by throwing the ball in the air after taking a catch. Umpires should be careful to watch the sequence of such act. If the ball is thrown in the opposite direction or the direction in which the fielder intends, then the fielder has control over its further disposal. At times in their anxiety to celebrate the ball slips out of the hand or goes in a direction other than they intend. Such occasions the umpire may decide that the fielder did not have complete control over the ball and invalidate the catch. There are instances of taking a catch near the boundary line and let it fall over the boundary in celebrating and thus conceding 6 runs.*

- b. **Complete control over his/ her own movement.** *On many occasions the fielder takes a catch in running or diving. In case the fielder has taken the catch while diving in the air, then he/she has no control over his/ her movement until he/she lands on the ground and stays still or gets up. The ball may spill on hitting the ground.*

*While a fielder takes a catch in running near the boundary line in his/her momentum he/she may run over the boundary with the ball in hand or in controlling himself/ herself may touch the boundary with the ball in hand. Here the catch is not valid and boundary six is scored. This is best explained under Law 19.5 fielder beyond boundary.*

*A hit by the striker lodges in the helmet worn by the fielder. The fielder falls on the ground with the momentum of the hit. The helmet has not come off the head and the stuck ball has not touched the ground. It is a fair catch on appeal. In the same incident if the helmet comes off the head the catch cannot be claimed.*

### 33.4 No runs to be scored

If the striker is dismissed Caught, runs from that delivery completed by the Batters before the completion of the catch shall not be scored but any runs for penalties awarded to either side shall stand. **The non-striker shall return to his/her original end. See Law 18.11 (Batter returning to original end).**

#### Interpretation

*When the striker is out caught any completed runs will be disallowed and the not out batter has to return to his original end however penalties to either side shall be awarded.*

### 33.5 Caught to take precedence

If the criteria of Law 33.1 are met and the striker is not out Bowled, then he/she is out Caught, even though a decision against either Batter for another method of dismissal would be justified.

#### Interpretation

If a Hit Wicket happens before the catch is made or any other dismissal other than bowled is justified before the catch is made the concerned umpire should wait till the catch is completed. Catch takes precedence over all other dismissals except Bowled.

### UMPIRING TECHNIQUE

1. *It is a fair catch, if, any fielder handles the ball inside the boundary, throws it in the air, then goes out of the boundary, pushes the ball in while in the air, comes back inside and completes the catch or some other fielder who is inside the boundary catches the ball.*
2. *It is a fair catch, if, the ball is rebounded of the helmet of either Batters and or an umpire.*
3. *It is not a fair catch, if, the ball makes contact with the strikers' bat then ground and again with the bat and subsequently it is held by a fielder.*
4. *While deciding a close catch near the boundary line, if in doubt, it is always better to consult your partner, if he/she is in a better position, if not, the fielder concerned.*
5. *If at the instance of the catch the Batters have crossed, though no runs are scored they do not return to their original ends. Here the run is not counted and not disallowed.*
6. *It is a fair catch if the ball in play is stuck in the protective helmet **worn** by a fielder. This includes wicketkeeper.*
7. *It is not a fair catch if the ball is stuck in the helmet and the helmet comes off with the impact but is caught by the fielder in falling while the ball is still stuck.*
8. *The non-striker will return to his original end when a fair catch is made even if the batters have crossed.*
9. *The runs completed runs if, any at the instant of a fair catch being made shall be disallowed. The incoming batter will come to striker's end and will face the next delivery unless the catch is taken of the last fair delivery of the over.*

## LAW 34 HIT THE BALL TWICE

### 34.1 Out Hit the ball twice

**34.1.1** The striker is out Hit the ball twice if, while the ball is in play, it strikes any part of his/her person or is struck by his/her bat and, before the ball has been touched by a fielder, the striker wilfully strikes it again with his/her bat or person, other than a hand not holding the bat, except for the sole purpose of guarding his/her wicket. See Law 34.3 and Law 37 (Obstructing the field).

**34.1.2** For the purpose of this law 'struck' or 'strike' shall include contact with the person of the striker.

### Interpretation

*Striker is not allowed to hit the ball in play wilfully the second or subsequent time unless, they are Solly for the purposes of guarding his/ her wicket before any fielder has touched the ball. If the second or subsequent strike is not for the purpose of guarding his/ her wicket he/she can be out Hit the ball twice. If the striker hits the ball in play the second or subsequent time after the ball has been handled by a fielder or return the ball to any of the fielders without their consent, the striker can be out Obstructing the field Refer Law 37.*

- a. Striker plays at a fair delivery; the ball hits his/her pad and is rolling towards the wicket. He/She can either push the ball with his/her bat or any part of his/her person but **not the hand not holding the bat** to prevent the ball from hitting the stumps.*

*Earlier to this 2017 code, we had one more dimension to this in "Handled the ball". That law has been clubbed with obstructing the field now. While judging the striker out "hit the ball twice" the umpire has to decide*

- a. Was the second or subsequent strike wilful?*
- b. If yes, was it for the sole purpose of guarding the striker's wicket?*

*Umpires will not find it difficult to decide. However, any accidental second hit is permitted or treated as part of the game. The more common one is the Bat-pad or Pad- bat. Others like*

- a. While playing the pull shot, first the ball touches the bottom (toe) part of the bat and then somewhere in the shoulder region of the bat.*
- b. The striker intentionally pads the ball, but the ball deflects and grazes the bat raised well over his/ her head.*

*Ball in play coming in contact with either the bat or the person of the striker is counted as an individual hit.*

### 34.2 Not out Hit the ball twice

**The striker will not be out under this law if he/she**

**34.2.1** strikes the ball a second or subsequent time in order to return the ball to any fielder.

**Note, however, the provisions of Law 37.4 (Returning the ball to a fielder).**

**34.2.2** wilfully strikes the ball after it has touched a fielder.

**Note, however the provisions of Law 37.1 (Out Obstructing the field).**

**Interpretation**

*After playing the ball in play if the striker uses his/her bat or any part of his/her person to return the ball to any fielder, then the striker shall not be out "hit the ball twice" but Law 37.4 will apply. So also, if the striker strikes the ball wilfully **after a fielder has touched** Law 37.1 shall apply and not Law 34. Hit the ball twice.*

**34.3 Ball lawfully struck more than once**

The striker may, solely in order to guard his/her wicket and before the ball has been touched by a fielder, lawfully strike the ball a second or subsequent time with the bat, or with any part of his/her person other than a hand not holding the bat.

The striker may guard his/her wicket even if the delivery is a No ball.

However, the striker may not prevent the ball from being caught by striking the ball more than once in defence of his/her wicket. See Law 37.3 (Obstructing a ball from being caught).

**Interpretation**

*The striker can lawfully strike the ball more than once for the **sole purpose of guarding** his/her wicket. However, umpires should be aware that in trying to guard the striker's wicket, which the striker has every right, he/she cannot prevent a catch being made.*

- a. *The important wording is **sole purpose of guarding** the wicket. The intension of the striker can easily be made out by his/her actions. The striker can push the ball but not hit it so hard that it goes to boundary.*
- b. *The exception is that in guarding the wicket the striker cannot obstruct a catch being made.*

**34.4 Runs permitted from ball lawfully struck more than once**

When the ball is lawfully struck more than once, as permitted in Law 34.3, if the ball does not become dead for any reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run. However, he/she shall delay the call of Dead ball to allow the opportunity for a catch to be completed.

The umpire shall

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

**Interpretation**

*The purpose of allowing the second or more hits lawfully is to guard the striker's wicket, hence, it is logical that the striker cannot score any runs from that delivery. Hence, no runs are allowed to the batting side except the penalty runs. Only penalty runs are allowed except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side) as they accrue due to the actions of the other team.*

**34.5 Bowler does not get credit**

The bowler does not get credit for the wicket.

### UMPIRING TECHNIQUE

1. *Careful judgment is needed to decide whether the second strike was to guard his/her wicket or otherwise. This may need consultation.*
2. *The second strike has to be wilful and not accidental.*
3. *If an appeal is made, before giving the decision ask the fielding side captain whether they are serious about the appeal, if yes, then follow the law. The appeal may be involuntary or on the spur of the moment.*

VINAYAK KULKARNI'S CLASSES

**LAW 35 HIT WICKET****35.1 Out Hit wicket**

**35.1.1** The striker is out Hit wicket if, after the bowler has entered the delivery stride and while the ball is in play, his/her wicket is put down by either the striker's bat or person as described in Laws 29.1.1.2 to 29.1.1.4 (**breaking the wicket fairly**) in any of the following circumstances:

**35.1.1.1** in the course of any action taken by him/her in preparing to receive or in receiving a delivery,

**35.1.1.2** in setting off for the first run immediately after playing or playing at the ball,

**35.1.1.3** if no attempt is made to play the ball, in setting off for the first run, providing that in the opinion of the umpire this is immediately after the striker has had the opportunity of playing the ball,

**35.1.1.4** in lawfully making a second or further stroke for the purpose of guarding his/her wicket within the provisions of Law 34.3 (Ball lawfully struck more than once).

**35.1.2** If the striker **breaks** his/her wicket in any of the ways described in Laws 29.1.1.2 to 29.1.1.4 before the bowler has entered the delivery stride, either umpire shall call and signal Dead ball.

**Interpretation**

*This dismissal is one of the three decisions which comes under the jurisdiction of the striker's end umpire. Hence, it is essential that the umpire at the striker's end immediately after watching the arm movements of the bowler in his/her delivery stride moves his/ her attention to the striker and striker's wicket not only for hit wicket decision but also for stumping if the wicketkeeper is standing well up. For the striker to be out Hit wicket, the wicket has to be put down fairly by his/her bat or any part of his/her person attached or detached, and the following conditions should be satisfied*

- a. The wicket has to be broken after the bowler enters his/her delivery stride.
- b. The ball should be delivered, and it should not be a No ball.
- c. The wicket has to be broken due to any action, movement by the striker in
  - i. preparing to receive the delivery.
  - ii. playing the ball or playing at the ball.
  - iii. making the lawful second or subsequent stroke.
  - iv. setting off for the first run immediately after playing the ball.
  - v. completion of the stroke including regaining balance or follow through.
  - vi. If not played immediately after having an opportunity to play at the ball.



*Either umpire can call and signal dead ball if the striker puts down the wicket before the bowler has entered the delivery stride. The umpire to call dead ball if the bowler does not deliver the ball for any reason.*

*Umpires as well as players should be aware that as per Law 30.1.2 bat means bat held in hand and in appendix A.12. it is mentioned as items of clothing or equipment that are worn*

only form part of the person. But for the purpose of this law the following also form part of the striker's person only in any action or movement described in "c" above

- a. A bat let go or not held in hand.
- b. If the bat breaks both the Broken pieces of the bat.
- c. A falling cap, helmet, arm guard or glasses of the striker.
- d. Any other object falling from the striker's person.

### 35.2 Not out Hit wicket

1. The striker is not out under this law should his/her wicket be **broken** in any of the ways referred to in Law 35.1 if any of the following applies:
  - it occurs after the striker has completed any action in receiving the delivery, other than in Laws 35.1.1.2 to 35.1.1.4.
  - it occurs when the striker is in the act of running, other than setting off immediately for the first run.
  - it occurs when the striker is trying to avoid being run out or stumped.
  - it occurs when the striker is trying to avoid a throw-in at any time.
  - the bowler after entering the delivery stride does not deliver the ball. In this case either umpire shall immediately call and signal Dead ball. See Law 20.4 (Umpire calling and signalling Dead ball).
  - the delivery is a No ball.

### Interpretation

If the striker breaks the wicket in any of the ways mentioned below, he/she shall not be out "hit wicket" but also not out under any other law. Striker puts down the wicket

- a. after the striker has completed any action in receiving the delivery, other than stated in Law 35.1.1.2 to 35.1.1.4.
- b. when the striker is in the act of running, other than setting off immediately for the first run.
- c. when the striker is trying to avoid being run out or stumped.
- d. when the striker is trying to avoid a throw-in at any time.
- e. the bowler after entering the delivery stride does not deliver the ball.
- f. The delivery is a No ball.



### UMPIRING TECHNIQUE

1. This dismissal falls in the jurisdiction of the Striker's end umpire. He/She should stand in such a position that he/she has a clear view.
2. Umpire has to be extra careful when the Striker is standing within the popping crease and plays back foot.
3. Striker's end umpire should not follow the ball as a routine after the strike but watch the completion of the stroke and setting off for the first run more so if the Batter has played a back-foot stroke.
4. When the Wicketkeeper is standing up, if the Striker plays forward, look for stumping and if, he/she plays back look for hit wicket.
5. The bowler gets credit for this dismissal.

## OFF THE BEAT

### STRIKER OUT HIT WICKET AS HIS/HER CELLPHONE BREAKS THE WICKET

*The incident took place in a Grampians Cricket Association (GCA) Juniors Under-16s match between Youth Club and Pomonal at Pomonal Recreation Reserve Ground on November 28, 2014.*

*Elliott number 11 Batter managed to play only 2 balls during the process. He somehow managed to keep the third ball he faced out, but his/her cell phone ricocheted on to the stumps DISLODGING A BAIL. The umpire had no option but to give him out Hit wicket.*

VINAYAK KULKARNI'S CL

*PRACTICE PAPER - 7*

1. Can an umpire intervene without an appeal? If so, when?
2. Up to what time an appeal is to be made for it to be valid.
3. A fairly delivered ball grazes the pads and goes to the boundary. The fielding side thinking that it is off the Bat; do not appeal. The umpire declares leg bye boundary. Seeing this, the bowler appeals. What is your action?
4. Which are the appeals the striker's end and the Bowler's end umpire have to answer?
5. What action do you take when you feel that the Batter at the wicket is leaving under misapprehension?
6. What is the procedure for withdrawal of an appeal?
7. A ball delivered by the bowler grazes the silly point fielder before putting down the wicket. Is the Striker out? If so, how?
8. A fairly delivered ball brushes the pad, takes outer edge of the bat and on its way to the wicket-keeper's glove clips the off bail. There is a loud appeal. All the conditions of LBW are satisfied. How is the Striker dismissed?
9. Define a fair catch.
10. Define the act of making a catch?
11. How many runs do you allow if, the Batters have completed one run and are attempting the second at the instant of the catch? Who faces the next delivery?
12. In judging a catch, a fielder goes outside the boundary and jumps from outside, catches the ball in the air and lands inside the boundary. Is the Striker out on appeal?
13. A fielder takes a catch near the boundary line and in his/her momentum, is about to go outside the boundary. Seeing this a nearby fielder supports him and sees that the fielder who has caught the ball does not go outside the boundary. Is it a valid catch? if not what action do you take?
14. While playing at the ball the Striker removes his/her left hand from the bat to avoid injury. The ball hits the left glove and is caught by the slip fielder. How is the dismissal recorded?
15. When can a Striker lawfully hit the ball more than once?
16. When you declare the striker out Hit the ball twice? If the Batters attempt a run of the ball hit more than once, what action do you take?
17. When do you judge a Striker out Hit wicket?
18. When you rule the striker not out Hit wicket though he/she puts down the wicket fairly?
19. During the bowler's run up, the striker during the back lift dislodges a bail. There is an instant appeal. Hearing the appeal, the Bowler does not deliver the ball. What is your action? Will your decision changes if, the bowler delivers a Wide ball?
20. The striker having been sent back by the partner slips and breaks the wicket at his/her end while regaining his/her ground. Is he/she out on appeal "Hit wicket"?

**LAW 36 LEG BEFORE WICKET****36.1 Out LBW**

The striker is out LBW if all the circumstances set out in Laws 36.1.1 to 36.1.5 apply.

**36.1.1** The bowler delivers a ball, not being a No ball

**36.1.2** the ball, if it is not intercepted full-pitch, pitches in line between wicket and wicket or on the offside of the striker's wicket

**36.1.3** the ball not having previously touched his/her bat, the striker intercepts the ball, either full-pitch or after pitching, with any part of his/her person

**36.1.4** the point of impact, even if above the level of the bails, either is between wicket and wicket or if the striker has made no genuine attempt to play the ball with the bat, is between wicket and wicket or outside the line of the off stump.

**36.1.5** but for the interception, the ball would have hit the wicket.

**Interpretation**

*This is one law where in players are not at all happy most of the times. It is also a testing decision for an umpire to be judged as good and acceptable. The more correct and acceptable decisions you get the more is the acceptability. When given out the striker is unhappy and when not given out the bowler is not happy and vice versa. In higher grade of cricket with the introduction of TV replays the satisfactory level is almost 100%. Even here rarely a decision or two create discussions as technology has some limitations. From an umpire's perspective he/she has to observe 5 variable facts and ask 5 simple questions to himself/herself, if the answer is "yes" to all these questions then only the striker is out LBW. Though the long form is **Leg Before Wicket**, it is not so literally. Umpire should watch these five facts for each delivery expecting an appeal for LBW in addition to other things. Some of these would have taken place before the ball hits the pads/person of the striker and then trying to recollect later may end in doom. The 5 facts to be observed before self-answering the 5 simple questions are.*

1. *Is the delivery a fair one and not a No ball?*
2. *Did the ball pitch in line between wicket & wicket or on the offside or was it full pitched?*
3. *Is the first interception with the person of the striker?*
4. *Was the point of first impact in line between wicket & wicket or on the offside (may be above the stump height) if, the striker has made no genuine attempt to play at the ball?*
5. *Would the ball have hit the stumps but for the interception.*

*If the answer is "YES" for all these questions, then only the striker is out LBW else not out. It looks so simply but let us discuss each to know the finer points.*

**1. Is the delivery a fair one and not a No ball?**

- a. *Has been discussed in length under Law 21 No ball.*

**2. Did the ball pitch in line between wicket & wicket or on the offside or was it full pitched?**

- a. *It is easy to judge when the ball pitches outside the off stump or between wicket to wicket. It is very easy to judge if the ball does not pitch before interception with the striker's person. If the ball pitches*

outside the line of leg stump or in case of non-pitching balls the impact is outside the line of the leg stump, the striker can never be out LBW. The answer to this question is **No**.

- b. The problem arises when the ball pitches in line or just inside the line of the leg stump.
- c. The ball is round in shape, hence the ball pitches on its lowest point. This may leave some portion within the line but in air. This is the difference between pitching and hitting. A ball that hits may not have pitched in line even when it travels in a straight line.

d. How an umpire has to judge the pitching of the ball? What are the tools available to him?

- i. First exercise is to stand behind the stumps and draw two imaginary lines from stump to stump. Look for any dark or non-grassy spots or patches in line with both the stumps. It advisable to search these spots at 4 to 9 feet from the popping crease. Memorise, look intensely for a couple of minutes, take your sight off, and look back again. In all probability the first thing you see is the spots. Now you have a reference point to draw a line.



Special pitch with strip

- ii. As the game progresses the umpires will find plenty of reference points in bowler's or Batters' foot mark at each end.
- iii. For net practice have a pitch specially prepared as shown in the picture above. Request the bowlers both left and right arm to bowl over as well as round the wicket. Practice here for some time and move on to a pitch without the strip. Repeat the process on a practice pitch without the wicket-to-wicket strip but instead have a camera behind you at the height of your eyes. When the ball pitches camera records where the ball pitched also announce so the camera recorder can catch your voice to record. Cross check later.
- iv. Normally majority of the strikers stand with leg stump guard. The position of the foot also gives you a reference point.
- v. Whatever method an umpire uses are all approximate and imaginary.

### 3. Is the first interception with the person of the striker?

Did the ball hit the bat (very fine edge) before hitting the pads? It is as difficult as judging a catch of faint edge. If it is bat first, then a decision for LBW does not arise as the answer to this question will be **no**. If it is pads first there is a possibility of LBW decision. Umpire should have sharp observation. If the Umpire has any doubt, he/she should not guess. An umpire taking refuge of being in doubt always is not fair for the bowler. Utmost concentration is required and the umpires all over the world at all levels are doing a great job as almost 93% plus of the LBW decisions are not wrong. Wherever the matches are not televised or recorded, the stake holders are not satisfied with the decisions as it is one against one is a different matter. What an umpire has to practice is identifying the difference in sound from wood and pads.

- i. Umpire can ask a player to pad up and stand behind facing in the opposite direction. Back-to-back at a distance. So that the player or his/her action is not visible. Request another player to throw the ball from a short distance. Ask the player to play the ball close to the pads so the ball hits pad-bat or bat-pad at random in quick succession. Try to differentiate woody sound and sound from the pads.

Law makes it clear that if the ball hits the bat and the pad simultaneously, it should be taken as bat first. Hence not out LBW. The ball first hits the pads outside off stump and then the other pad in line with middle stump. first strike is what counts, ignore second strike.



**4. Was the point of first impact is in line between wicket & wicket or on the offside (may be above the stump height) if, the striker has made no genuine attempt to play at the ball?**

*This is similar to above 2<sup>nd</sup> point; there we consider pitching of the ball and here we consider first impact of the ball. It is easy for an umpire to decide if the striker is partially covering the wicket. However more often than not the striker completely covers the wicket. Other conditions being similar, exercise as in 2 above like observing how the nine-inch strip looks may be practised. Umpires should make it a habit to practice this each morning and at the start of the game after every interval or interruption when there are no Batters at the wicket and in addition at the start of an over when striker takes stance. Whether the striker makes a genuine attempt to play the ball is for the umpire to judge. This aspect has been discussed in detail under Law 23.3. above.*

**5. Would the ball have hit the stumps but for the interception.**

*This is the crucial part of this decision as this depends on various factors like, direction of the ball, bounce and turn after pitching, the distance to travel after impact. To evaluate all these the umpire should have a mental picture involving all the factors. Hence it is very important that the umpire follows the trajectory of the delivery. Immediately after watching the landing of both the feet, he/she has to focus on the grid. Grid is the area one foot on all side of the wicket. Allow the delivered ball into your sight and follow it till it passes the striker and beyond. Umpire has to switch his/her attention from the landing of feet to the flight of the ball as fast as possible. This has to be done with minimum movement of the head, "nil" is preferable and is possible. Only eyeballs are to be moved. Do not try to watch the release of the ball. Let the ball come into your sight. The preparation for LBW will start the movement the bowler hands over the cap if not, informs the umpire his/her mode of delivery.*

- a. *The bowler's height will give you an indication from what height the ball will be delivered.*
- b. *From where he/she Bowls, close to the stumps or wide of it.*
- c. *Bowler is left arm or right arm. Bowling over or round the wicket. This gives an idea from how far from the line of the stumps the ball will be delivered.*
  - i. *Left arm bowler bowling round the wicket from the edge of the return crease, his/her point of release will always be from outside the return crease.*
  - ii. *A right arm bowler bowling from over the wicket and close to the stumps will always release the ball almost in line with the off stump.*
- d. *The above indicates at what angle, height and speed the ball is delivered – fast, medium or slow.*
- e. *If the ball does not pitch, the umpire to assume that the ball will travel in the same line after impact.*
  - i. *If it was swinging before, the umpire should assume that it will continue to swing after impact.*
  - ii. *If it is straight, it will continue to be straight.*
- f. *If the ball pitches, watch where it pitched, its bounce and turn, the distance it travelled before impact and then the distance it has to travel after impact to imagine the further course.*
  - i. *After pitching if the ball takes off sharply and if further travel distance in 5 feet or more, it is very likely that the ball would go above stumps.*
  - ii. *If the ball pitches couple of inches outside the off stump and raps on the pad in line with middle stump with striker standing on the popping crease and the ball has travelled 2 feet before impact, the ball has come in by 5 ½ to 6 ½ inches (1 to 2 inches from outside +4.5 inches width of the stump between off to middle) Hence to travel further 4 feet, it will surely*

*miss leg stump. The calculation looks simple but in practice during live matches only practice and experience will help.*

- g. Striker's pad also will assist the umpire in determining the height of the ball. Modern day normal size pads when worn will be almost the height of the stumps. This can easily be noted when the striker is taking guard or immediately after taking guard stands upright to make a mental note of where the fielders are placed. The front edge of the pads are normally 4 to 6 inches forward than the heel of that foot.*
- h. The greater the travel distance between pitching and impact the better for the umpire to observe the path and direction of the ball before and assess its further course.*
- i. The basic requirement for an umpire in judging LBW decisions is the number of facts he/she gathers within the given time. More the facts he/she gathers the easier becomes the decision making.*
- j. Umpire should have fresh look at each delivery. Umpire should not be influenced by the behaviour of the previous deliveries; each delivery is to be judged on its merit afresh.*
- k. Umpires should be aware that a spinner who's previous four deliveries have turned sharply does not mean that his/her fifth delivery pitching around the same spot will turn that much as the previous ones.*
- l. They also should be aware that a delivery pitching at the same spot may behave differently after wards.*
- m. Just to summarise out and not out LBW*

<b>OUT LBW</b>	<b>NOT OUT LBW</b>
<i>Fair delivery</i>	<i>Unfair delivery (No ball)</i>
<i>Ball pitched between wicket &amp; wicket or on the offside</i>	<i>Ball pitched outside the line of leg stump.</i>
<i>First interception is of the Person</i>	<i>First interception is of the bat</i>
<i>The point of impact is between wicket and wicket or on the offside. If outside off stump, Striker has made no genuine attempt to play at the ball.</i>	<i>Point of impact is on the offside and the Striker has attempted to make a genuine stroke, or the impact is outside leg stump line</i>
<i>But for the interception the ball would have hit the stumps.</i>	<i>But for the interception the ball would not have hit the stumps.</i>

### 36.2 Interception of the ball

**36.2.1** In assessing points in Laws 36.1.3, 36.1.4 and 36.1.5, only the first interception is to be considered.

**36.2.2** In assessing Law 36.1.3, if the ball makes contact with the striker's person and bat simultaneously, this shall be considered as the ball having first touched the bat.

**36.2.3** In assessing Law 36.1.5, it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not.

### 36.3 Offside of wicket

The offside of the striker's wicket shall be determined by the striker's **batting position** at the moment the ball comes into play for that delivery. See Appendix A.13.

**EASY WAY TO REMEMBER THE CRITERIA FOR LBW DECISION**

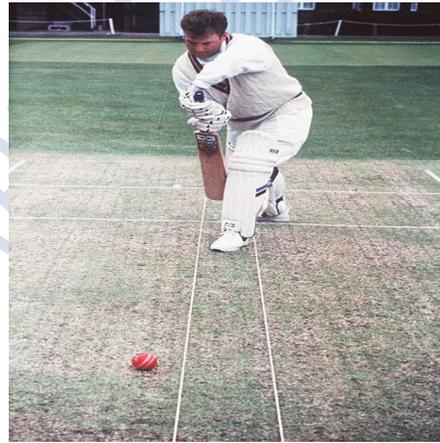
**D-PIPS - OUT L B W**

- **D**elivery = Should not be a No ball
- **P**itching = In line or - Outside Off stump line
- **I**nterception = Person first
- = Clothing or - Equipment (NOT Bat)
- **P**oint of Impact = In line or
- = Outside Off stump line (Only if no shot offered)
- **S**tumps = **MUST BE GOING TO HIT THE STUMPS!!!**

**ACTION VIEW**



Pitched in line a Candidate for LBW



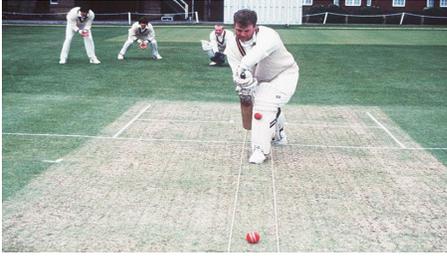
Pitched outside off, a Candidate for LBW



Pitched outside Off,  
Can be out LBW



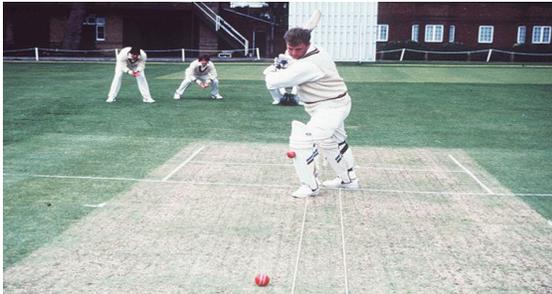
Pitched outside Leg  
Cannot be out LBW



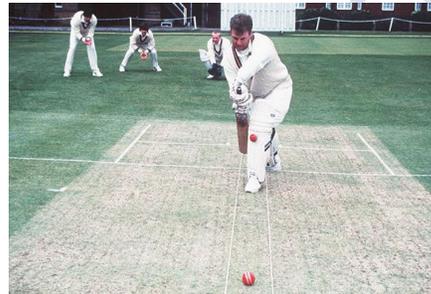
Shot played or not, impact inline  
Can be LBW be out



Shot played, impact outside off stump  
cannot be out LBW



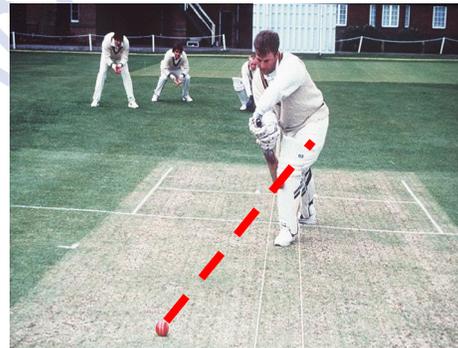
Going to hit the stumps?  
No- missing off stump. Cannot be out LBW



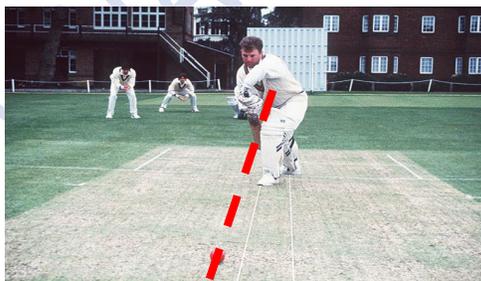
Going to hit the stumps?  
Yes hitting stumps. Can be out LBW



Going to hit the stumps?  
No- missing off stump. Cannot be out LBW

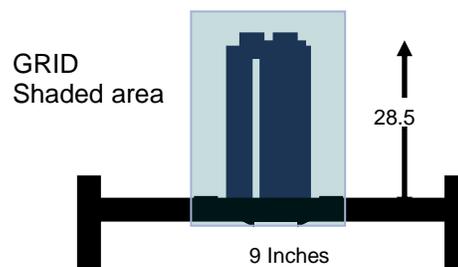


Going to hit the stumps?  
No- missing leg stump. Cannot be out LBW



Going to hit the stumps? No going over the top  
Cannot be out LBW

THE HEIGHT & WIDTH OF WICKETS



## UMPIRING TECHNIQUE

1. Umpires should cultivate a routine. Before the play begins on each day, they should follow visualisation method for a few minutes.
 

**Visualisation method:** Stand behind the stumps at Bowler's end. Imagine the 9-inch mat from wicket to wicket. Roll your eyes to and fro a few times. Imprint this in your mind. While drawing the imaginary lines from outer edge of the wicket at one end to the other, look for points or characteristics (Mower marks, cracks, dark patches, or spike marks) in line with leg and off stumps.
2. Make a mental note of the stance of the striker. Stance on the crease, behind the crease or well outside the crease. Teamwork is essential here. A quite signal from Striker's end umpire should help.
3. Once the umpire is sure that the delivery is fair, make a mental note from which angle the ball is being delivered. Immediately shift the focus to the grid. **Grid** is the area from the Striker's gloves downward. Approximately about a foot on all sides of the wicket. Allow the ball to come in your sight. Watch its actual pitching and do not assume where it would pitch. Watch its course – shoots up or keeps low or skids. Consider the turn or deviation after pitching before impact.
4. Follow the ball further to watch the first impact. Do not take into account further impacts if any. Focus on the ball. If the interception is not of the bat, it sure has to be of the person. Rely on sight and sound. When you hear two sounds, eliminate bat hitting pad or ground.
5. The wicketkeeper and the slip fielders cannot see the point of impact. They appeal on assumption. Bowler's body language will certainly give you a clue. The bowler generally assumes that the ball would hit the stumps and goes into appeal mode, joined by others. But since he/she is the nearest, sees and hears the nick and suddenly the ferocity of the appeal dips. Many a times the bowler does not start the appeal but joins the chorus.
6. This is the most important phase. At this juncture, the umpire has to decide whether the ball would have hit the stumps but for the interception assuming that all earlier criteria have been met. Wicket-keeper's movement will give you an indication of ball's movement. Mentally replay the entire delivery with events (PIPS) once or twice, take into account the following and then decide.
  - a. The lateral and forward movement of the Striker.
  - b. Height and angle from which the ball is delivered.
  - c. The pitching of the ball.
  - d. Movement of the ball both lateral and vertical before and after pitching.
  - e. The first impact.
  - f. The distance the ball has travelled before the impact and distance to travel after.
7. The left side of the Bowler's end umpire standing in line with the centre stumps is the **offside** for a right-hand Batter and right side is the **legside**. It is reverse in case of a left-hand Batter. Refer appendix "A".
8. Striker's offside and legside is determined by the stance he takes when the ball comes into play. This is relevant for pitching and impact.
9. Offside or legside does not change when the striker tries to play or plays a reverse sweep or switch hit. This is relevant for pitching and impact.

**LAW 37 OBSTRUCTING THE FIELD****37.1 Out Obstructing the field**

**37.1.1** Either Batter is out Obstructing the field if, except in the circumstances of Law 37.2, and while the ball is in play, he/she wilfully attempts to obstruct or distract the fielding side by word or action. See also Law 34 (Hit the ball twice).

**37.1.2** The striker is out Obstructing the field if, except in the circumstances of Law 37.2, in the act of receiving a ball delivered by the bowler, he/she wilfully strikes the ball with a hand not holding the bat. This will apply whether it is the first strike or a second or subsequent strike. The act of receiving the ball shall extend both to playing at the ball and to striking the ball more than once in defence of his/her wicket.

**37.1.3** This Law will apply whether or not No ball is called.

**Interpretation**

*Prior to 2017 code a separate law was there for handling the ball, now it has been merged with this law. The primary thing an umpire has to be aware of is that the act by either Batter should be **wilful**.*

*The obstruction or distraction could be through word or action. It also prohibits either Batters from taking any action to reduce the ability of a fielder or fielders in securing a dismissal of a Batter or induce miss fielding the ball like.*

- i. While a fielder is fielding the ball, either Batters shouting "two" more loudly than required or shouting "run" run" without attempting to run or "no" "no" while running. Shouting "mime mine" while a catch is being taken.*



*The striker is out Obstructing the field if he/she touches the ball in play while receiving the ball or playing at it or while making the second or subsequent strike with the **hand not holding** the bat.*

- i. The ball is rolling toward the striker's wicket after playing a defensive stroke and the striker pushes the ball with the hand not holding the bat.*
- ii. Striker uses his/her hand not holding the ball to return the ball in play without the consent of a fielding side member.*

*The Batters deliberately changing the course in running, to come in the way of a fielder's throw-in for effecting a runout or making it difficult for him to aim at the stumps is another ploy at obstructing the field. In all the examples below the Batter will be out Obstructing the field whether the fielder successfully puts down the wicket or not.*

- i. Striker running on the protected area to the other end instead of moving to either side at the earliest is not changing course but making it difficult for the wicketkeeper to have a shy at the bowler's end for effecting a run out. Whether this is deliberate or otherwise is for the umpire alone to decide. If the striker's normal habit is not to run on the protected area and for this particular delivery, he/she does run will spill the beans.*
- ii. Non-striker running down the line suddenly changes course to run on the pitch blocking the throw-in.*

- iii. *Batters taking a de-tour to make it difficult for the fielder to throw at the stumps. However, umpires should be aware that they may have to make a de tour to avoid colliding with the bowler in his/her follow through which is normal.*
- iv. *Either Batters may collide with a fielder who is moving in fast to collect a throw-in. The bowler's end umpire is tasked to making the decision. Though being in a better position to observe all the movements and though the law does not require him to consult, it is useful to do so.*
- v. *A Batter in running stretches his/her bat in the guise of making his/her ground good, stopping a throw-in will also come under the purview of this law.*

### 37.2 Not out Obstructing the field

**A Batter shall not be out Obstructing the field if obstruction or distraction is accidental, or obstruction is in order to avoid injury, or in the case of the striker, he/she makes a second or subsequent strike to guard his/her wicket lawfully as in Law 34.3 (Ball lawfully struck more than once). However, see Law 37.3.**

#### Interpretation

*This law is not applicable, if the action of obstructing or distracting the field is*

- a. *Involuntary or accidental.*
  - i. *Accidentally colliding with or coming in the way of the bowler in his/her follow through while running for a run.*
  - ii. *Accidentally colliding with or coming in the way of a fielder who is coming in collect a throw-in.*
- b. *for avoiding injury.*
- c. *The striker makes more than one lawful strike without a catch being obstructed for the sole purpose of guarding his/her wicket.*
  - i. *The striker plays a ball which is rolling to his/her wicket. The close in fielder moves forward to pick the ball but fearing that the ball may hit his/her wicket the striker pushes the ball with his/her bat or any art of his/her person but not the with the hand not holding the bat.*

### 37.3 Obstructing a ball from being caught

**37.3.1 If the delivery is not a No ball, the striker is out Obstructing the field if wilful obstruction or distraction by either Batter prevents the striker being out Caught.**

**37.3.2 37.3.1 shall apply even if an obstruction is caused by the striker in lawfully guarding his/her wicket under the provision of Law 34.3 (Ball lawfully struck more than once).**

**37.3.3 If an obstruction or distraction takes place from a No ball then the Batter who caused the obstruction or distraction will be out Obstructing the field.**

**37.1.1 However, the striker is not out if the obstruction of a catch occurs while defending his/her wicket from a No ball with a lawful second strike.**

#### Interpretation

*Either Batter is definitely guilty of breaching this law if he/she wilfully interferes with the fielder from taking a catch. The obstruction could be by action or well-timed shout. It does not matter whether it is second or subsequent hit to guard his/her*



wicket. Irrespective of which Batter causes an obstruction or distraction for taking a catch, it is always the striker who is out as otherwise for a fair catch the striker would be out. However, the exception is that if the delivery is called No ball, then a catch cannot be made of a No ball hence, in this case alone it is the Batter who obstructs or distracts is out.

- i. The striker plays a ball which goes up in the air close to the pitch area. While a fielder is coming underneath it to catch, either Batter run in his/her way under the guise of taking a single.
- ii. Either Batter shouting “mine mine” while a fielder is going for the catch.
- iii. Striker plays at the ball and the ball balloons and is falling on the stumps. The wicketkeeper is advancing to take the catch. The striker hits the ball in guarding his/her wicket lawfully second time. This action prevents the wicket-keeper’s attempt to catch. The striker is out Obstructing the field. He/She cannot make a lawful second or subsequent strike to prevent a catch being made.

### 37.4 Returning the ball to a fielder

Either Batter is out Obstructing the field if, at any time while the ball is in play and, without the consent of a fielder, he/she uses the bat or any part of his/her person to return the ball to any fielder.

#### Interpretation

Either Batters cannot touch the ball in play with their bats or any part of the person after the striker has had an opportunity to play at it to return the ball to any fielder without the consent of the fielder. If he/she does so, that Batter will be out Obstructing the field on appeal.

- i. The ball in play is lying where silly point fielder would be. The striker comes forward and pushes that ball to point fielder or wicketkeeper. On appeal the striker will be out under this law, as he/she has not taken consent from any fielder to do so.
- ii. The striker while playing a delivery pushes the ball gently down the pitch. Seeing no fielder near by the non-striker picks the ball to give it to the bowler who is now walking back. On appeal the non-striker is out under this law. However, before picking or pushing the ball, if he/she takes the consent of the bowler or any fielder then appeal by any fielder is not to be entertained.

### 37.5 Runs scored

When either Batter is dismissed Obstructing the field,

**37.5.1 unless the obstruction or distraction prevents the striker being out Caught, any runs completed by the Batters before the offence shall be scored, but one-run Penalty for No ball or Wide, or any other award of 5 Penalty Runs to either side together with any runs awarded for penalties to either side. See Laws 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a Batter is dismissed).**

**37.5.2 if the obstruction or distraction prevents the striker being out Caught, any runs completed by the Batters shall not be scored but any award of 5 penalties runs to either side shall stand. Law 18.11 (Batter returning to original end) will apply.**

#### Interpretation

Runs scored will be as per the general rule, that all those runs completed till the time of offence are scored. The run-in progress is not counted as the Batter is dismissed. All the penalties to be awarded for that delivery to either team shall stand. Since runs are neither disallowed nor not counted, which end the new Batter will take depends on whether the Batters have crossed or not at the instant of obstruction.

*However, if the obstruction prevents a catch being made, no runs shall be scored except penalties. To be treated as a situation of normal catch taken.*

**37.6 Bowler does not get credit - The bowler does not get credit for the wicket.**

**UMPIRING TECHNIQUE**

1. *Teamwork is very essential to decide obstruction was **wilful** or otherwise. No harm in consulting before answering any serious appeal.*
2. *Umpires should note to advise the scorers, the runs scored whenever a Batter is out.*
3. *Whichever Batter obstructs a catch being made of a No ball is out "Obstructing the field" and not the striker, who shall be out, if the delivery is **not a No ball**.*

VINAYAK KULKARNI'S CLASSES

**LAW 38 RUN OUT****38.1 Out Run out**

Either Batter is out Run out, except as in Law 38.2, if, at any time while the ball is in play, he/she is out of his/her ground and his/her wicket is **fairly broken** by the action of a fielder even though No ball has been called, except in the circumstances of Law 38.2.2.2, and whether or not a run is being attempted.

**Interpretation**

*Prima facie the law is very simple. There are two ends of the pitch and crease marking are drawn at both the ends. The two Batters will be at their respective ends. Each end of the pitch is a Batter's ground, and the Batters have to be inside the popping crease to be in their respective ground. We have discussed at length under Law 30 (Batter out of his/ her ground) which is, whose ground and how the ground changes from one Batter to the other including when a runner is on the ground and when the Batter is out of his/her ground. We also have discussed earlier under Law 18 (Scoring runs) how runs are scored. The application of this law is simple in that whenever a Batter is out of his/her ground and the wicket at that end is fairly put down – refer Law 29 (The wicket is broken) - by the action of a fielder, the Batter at that end is out Run out. This run out is treated as stumped under certain conditions when the wicket is broken fairly by the wicketkeeper alone, who is also a fielder but has special status. This is discussed in the next Law 39 (Stumped). There are some exceptions which are discussed in next clause of the Law 38.2*

**38.2 Batter not out Run out**

**38.2.1 A Batter is not out Run out in the circumstances of Laws 38.2.1.1 or 38.2.1.2.**

**38.2.1.1 He/She has been within his/her ground and has subsequently left it to avoid injury when the wicket is **broken**. Also note the provisions of Law 30.1.2 (When out of his/her ground).**

**38.2.1.2 The ball, delivered by the bowler, has not made contact with a fielder before the wicket is **broken**.**

**38.2.2 The striker is not out Run out in any of the circumstances in Laws 38.2.2.1 and 38.2.2.2.**

**38.2.2.1 He/She is out Stumped. See Laws 25.6.5 (Dismissal and conduct of a Batter and his/her runner) and 39.1.2 (Out Stumped).**

**38.2.2.2 No ball has been called and he/she is out of his/her ground not attempting a run and the wicket is fairly **broken** by the wicket-keeper without the intervention of another fielder.**

**However, if the striker has a runner and the runner is out of his/her ground, then only Law 38.1 applies.**

## Interpretation

*There are certain special conditions under which even though all the conditions for a run out being met the Batter shall not be ruled out Run out. They are*

- a. *When the Batter is in his / her ground and leaves it to avoid injury.*
  - i. *A Batter who is within his/ her ground jumps up or moves out to avoid being hurt from a throw-in. At that moment the Batter is in the air or out of the ground the wicket is broken fairly by the ball. The Batter has immunity and shall not be ruled out. This immunity is not available to a Batter who leaves his/her ground while attempting a run or turning to attempt a further run.*
  - ii. *A Batter may come out of his/her ground to avoid a collision with a fielder or an umpire. Here again the Batter shall not be out Run out. Categorised under avoiding injury.*
  - iii. *After making his/her ground good a Batter collides with the rushing in fielder and is pushed out of his/her ground. Here again the Batter is not out, if, the wicket is broken when he/she is outside his / her ground.*
  - iv. *There are two important points to be observed in the above examples. They are*
    - a. *The Batter should be in his/ her ground before going out.*
    - b. *The Batter should have left his/ her ground only to avoid injury or forced out.*
- b. *The ball, delivered by the bowler, has not made contact with a fielder before the wicket is put down. He/She is out Bowled. (Note that the Bowler is also a fielder). However, three more situations also can arise*
  - i. *The bowler is permitted to run out the non-striker who leaves his/ her ground too soon till the point of his/her normal delivery of the ball before delivery. Here the contact with another fielder does not arise but note that ball is not delivered.*
  - ii. *The striker hits the ball straight to the non-striker's end wicket and puts it down with the non-striker out of his/her ground. He/She cannot be out Run out as the ball has not been touched by any fielder, If the bowler touches it, the non-striker is out as the bowler is also a fielder.*
  - iii. *During the long runup of the bowler, the Batters are **trying to steal a run**, then the bowler is permitted to throw the ball at the striker's wicket and Wicketkeeper puts down the wicket and other conditions for runout are satisfied the Batter is out though No ball is called.*
- c. *The law makes an exception, so that a Batter in running or diving to gain or regain his/her ground after making good his/ her ground loses contact with the ground in his/ her forward movement, shall not be given out if the wicket is put down fairly at that moment.*

*Umpires should be aware that once the Batter has made good his/her ground and is going past the popping crease in his momentum, he/she need not worry when and how the wicket is broken. Also, a point to be noted is that the ball is not dead at this moment and further actions can take place.*

- d. *The striker cannot be out Run out when the conditions for a decision for stumping are met. In short, stumped overrides run out.*

### 38.3 Non-striker leaving his/her ground early

**38.3.1** **If the non-striker is out of his/her ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be Run out. In these circumstances, the non- striker will be out Run out if he/she is out of his/her ground when his/her wicket is broken by the bowler throwing the ball at the wicket or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.**

**38.3.2** **If the ball is not delivered,**

- **if there is an appeal, the umpire shall make his/her decision on the Run out.**

- if there is no appeal, or if the decision is not out, he/she shall call and signal Dead ball as soon as possible.
- the ball shall not count as one in the over.

**38.3.3 If the ball is delivered and there is an appeal,**

- the umpire shall make his/her decision on the Run out.
- if the non-striker is not dismissed, the ball remains in play and Law 21.6 (Bowler breaking wicket in delivering ball) shall apply.
- if the non-striker is dismissed, the ball shall not count as one in the over.

**Interpretation**

*If the bowler makes no attempt to runout the non-striker of there is an unsuccessful attempt to runout the non-striker before delivering the ball, the umpire shall call, and signal dead ball and the ball is not counted as one of the over.*

*If the ball is delivered and then there is an appeal for runout of non-striker, then*

- If the non-striker is out, the umpire shall make the decision and the ball does not count as one of the over.*
- If the non-striker is not out, then the umpire shall call and signal Noball in the usual manner and the game proceeds.*

**38.4 Which Batter is out**

**The Batter out in the circumstances of Law 38.1 is the one whose ground is at the end where the wicket is broken. See Laws 25.6 (Dismissal and conduct of a Batter and his/her runner) and 30.2 (Which is a Batter's ground).**

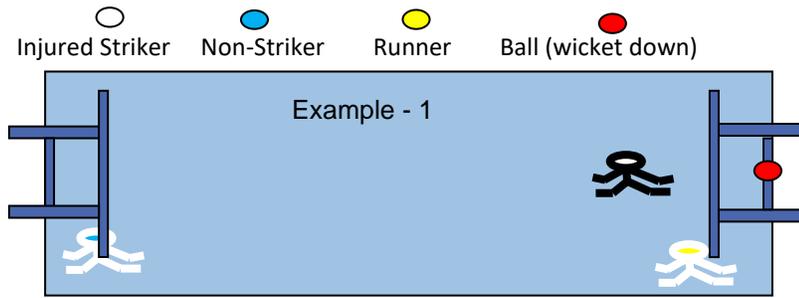
**Interpretation**

*The Batter whose ground is at the end where the wicket is broken is out. Which is whose ground in all scenarios has been detailed under Law 30.2 (Which is a Batter's ground).*

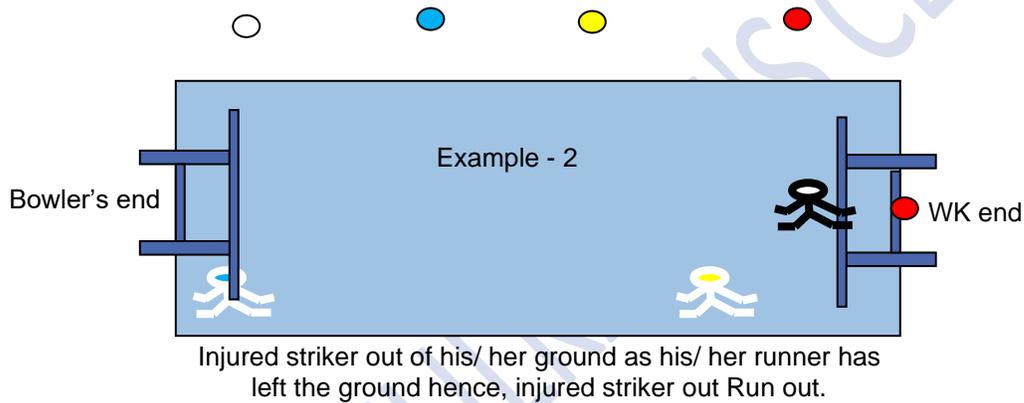
- If both the Batters are in between, the one who is nearest to the ground where the wicket is broken is out.*
- Striker is within his/ her ground the non-striker joins him/ her. And the wicket is broken at*
  - Striker's end no one is out – as the ground belongs to the striker who is inside.*
  - Non-striker's end – non-striker is out Run out as he has left the ground.*
- Striker is within his/ her ground non-striker joins him and striker laves his/her ground later then wicket is broken at non-striker's end, the striker is out Run out. The ground changes as striker leaves his ground.*

However, when a runner is at the wicket there will be 10 various situation which have been illustrated below.

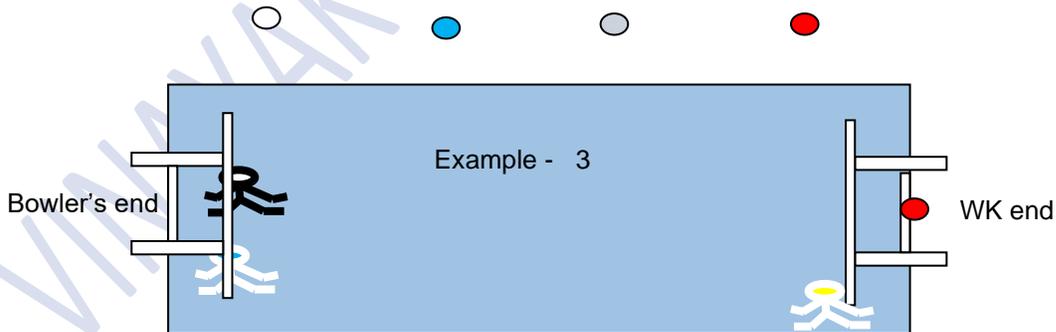
i. Injured striker has left his/her ground.



ii. The runner of the injured Striker leaves the ground.

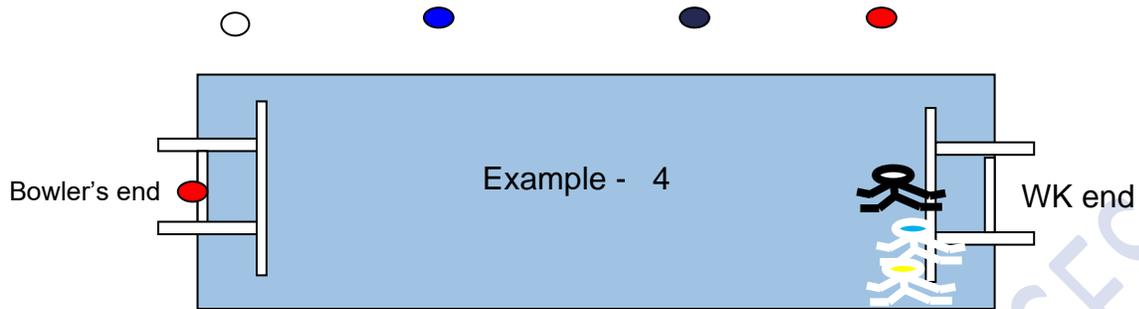


iii. The injured striker alone runs and makes good the ground at the bowler's end.



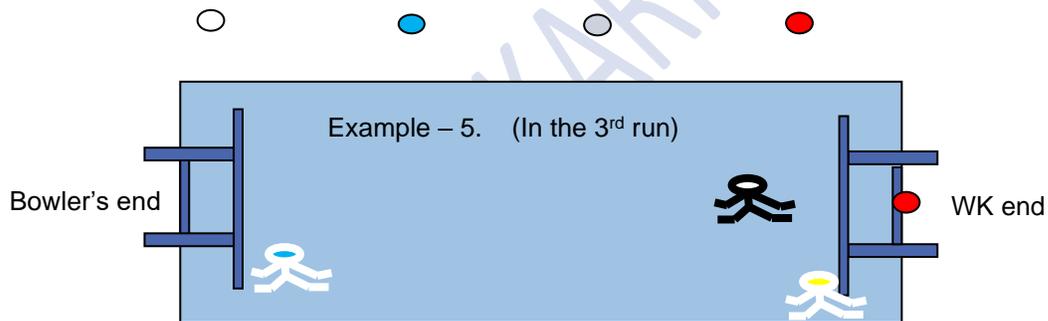
Injured striker is out of his ground as he/she has left his/her ground. Wicket-keeper's end is always injured striker's end. Position of the other two ignored. Hence, injured striker is out Run out

iv. Non-striker alone runs and makes good his/her ground at Strikers End.



Non striker run-out – he/she has left his ground  
no runs scored.

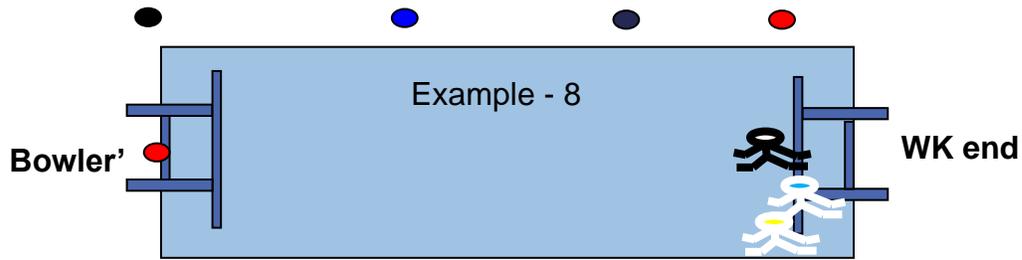
v. Runner and Non-striker complete 3 runs, but the Injured striker is out of his/her ground.



Injured striker is out of his ground as he has left his/ her ground. Wicket-keeper's end is always injured striker's end. Position of other two ignored. Hence, injured striker out Run out and no runs scored

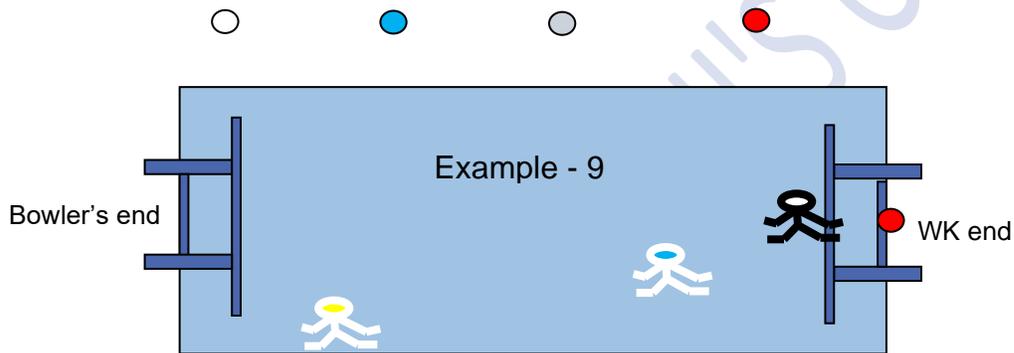


viii. Non striker alone runs and makes good the ground at WK's end,



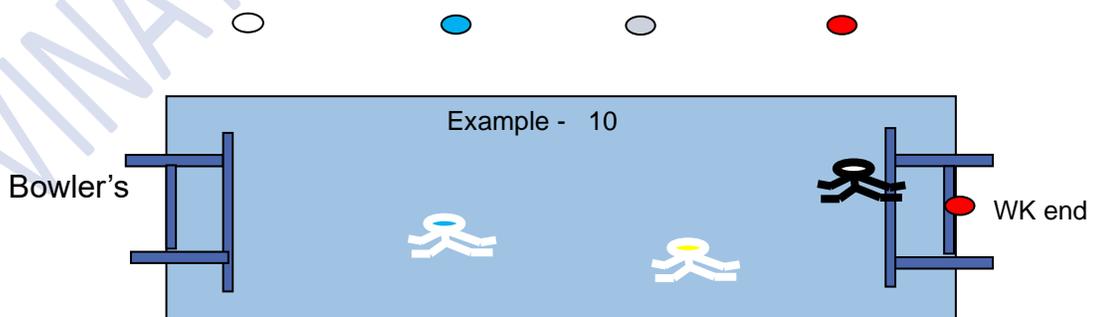
Non-striker's ground is at bowler's end. He/ She has left his/ her ground so out Run out.

ix. Non-striker and Runner run and have crossed.



Non striker is out run out. He/She is short of his ground.

x. Non-striker and Runner run and have not crossed.



Injured striker out Run out as his/ her runner is out of his ground.

**38.5 Runs scored**

If either Batter is dismissed Run out, the run-in progress when the wicket is put down shall not be scored, but any runs completed by the Batters shall stand, together with any runs for penalties awarded to either side. See Laws 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a Batter is dismissed).

If, however, a striker who has a runner is himself/herself dismissed Run out and runs are completed by the runner and the other Batter before the wicket is put down,

- all runs to the batting side from that delivery shall be disallowed.
- the one run penalty for No ball shall stand and 5 run penalties shall be allowed.
- the umpire shall return the non-striker to his/her original end.

See Law 25.6 (Dismissal and conduct of a Batter and his/her runner).

**Interpretation**

*When a Batter is run out only the completed runs along with penalties are scored. The run-in progress is not scored as the Batter gets out. However, when the injured striker himself is out Run out no runs except penalty runs are allowed as he/she gets out at the striker's end. Since the injured striker renounces his/her right to run to his/her runner he is not expected to run.*

**38.6 Bowler does not get credit**

**The bowler does not get credit for the wicket.**

**UMPIRING TECHNIQUE**

1. *While giving a decision do not be on the move. Even if you are not able to come to right position of in line with the popping crease, be stationary wherever you are.*
2. *Watch the Batter's position while relying on peripheral vision and sound to see when and how the wicket is broken.*
3. *Consultation may be necessary to decide whether Batters have crossed or not.*
4. *Umpire at the Bowler's end has to move into correct position for run outs. It is advisable that the umpire moves to the side on which the ball is played except when the ball is played in the "V" and the fielder is close.*
5. *Moving to the same side has more advantages than moving to the opposite side. Important advantage is that the breaking of the wicket is clearly visible so also the way of fielding and the Batter running, with minimal efforts.*
6. *Umpire at the bowler's end has to keep in mind that the fielder has two options of throwing the ball, one at the Wicket-keeper's end and the other at Bowler's end. While taking position he/she should not come in the way of both.*
7. *Umpires should be aware of the difference between the Batter in the know of a short run and deliberately running short.*
8. *Just because a delivery is a no-ball Bowled or stumped cannot be treated a Runout.*



**LAW 39 STUMPED****39.1 Out Stumped**

**39.1.1 The striker is out Stumped, except as in Law 39.3, if a ball which is delivered is not called No ball and he/she is out of his/her ground, other than as in Law 39.3.1 and he/she has not attempted a run when his/her wicket is fairly broken by the wicketkeeper without the intervention of another fielder. Note, however Laws 25.6.2 and 25.6.5 (Dismissal and conduct of a Batter and his/her runner) and 27.3 (Position of wicketkeeper).**

**39.1.2 The striker is out Stumped if all the conditions of 39.1.1 are satisfied, even though a decision of Run out would be justified.**

**Interpretation**

*Stumping is similar to run out but effected by the wicketkeeper alone. For a stumping to be valid*

- i. The wicket should be put down fairly by the wicketkeeper alone without the action of any other fielder.*
- ii. The delivery should not be a No ball.*
- iii. The striker should be out of his/her ground but not attempting a run.*
- iv. Should not have left the ground to avoid injury which is discussed in the next clause.*

*If all the conditions for a run out and stumped are satisfied, stumped always overrides run out. When all the conditions for stumped and run out are met of a No ball, the Batter cannot be out Stumped and so also run out though it is possible. When injured Batter is the striker and all the conditions for stumped are satisfied and the runner is also outside the ground, then it is run out and not stumped.*

*The striker's end umpire has to be extra alert when the wicketkeeper is standing up and the Batter plays forward. The umpire has to watch the position of the feet of the striker at the moment the wicket is put down (the bails are completely off). So, he/she has to watch two objects which are four feet apart simultaneously.*

- i. Umpires are advised to concentrate on either the popping crease or the bails coming off and the other with peripheral vision. Not oscillate his/her vision between them.*
- ii. It is also advisable for the striker's end umpire to stand with his/her left foot in line with the popping crease for a right-hand Batter for better view and vice versa for left hand Batter.*
- iii. In modern day cricket where matches are televised an umpire has to position himself/herself in such a way that he/she does not block the camera view.*
- iv. Umpires should be aware to observe intently whether the wicket was put down with bare hands or hand holding the ball. Many times, it is observed that ball slips away in anxiety and only the hand puts down the wicket.*
- v. It may be reiterated here that either bat or any part of the person grounded on the popping crease marking is not within the ground.*
- vi. The wicket has to be put down by the wicketkeeper alone. If the ball rebounds off the close in fielder and the wicketkeeper puts down the wicket it is not stumping but runout, if, the striker is out of the ground at that time.*

### 39.2 Ball rebounding from wicket-keeper's person

If the wicket is **broken** by the ball, it shall be regarded as having been put down by the wicketkeeper if the ball:

rebounds on to the stumps from any part of the wicket-keeper's person or equipment or has been kicked or thrown on to the stumps by the wicketkeeper.

### 39.3 Not out Stumped

39.3.1 The striker will not be out Stumped if, after having received the delivery, he/she has left his/her ground in order to avoid injury.

39.3.2 If the striker is not out Stumped, he/she may, except in the circumstances of Law 38.2.2.2 (Batter not out Run out), be out Run out if the conditions of Law 38.1 (Out Run out) apply.

### Interpretation

The striker is not out Stumped if **after having received the delivery** he/she

- a. comes out of the ground to avoid injury.
  - i. Umpires should be aware that the wordings used here are "after having received the delivery". This rules out the immunity for the striker who comes out to avoid being hit by a bouncer while receiving or playing at the bouncer.
  - ii. The striker coming out to avoid injury will be a rare case as only wicketkeeper is involved in stumping, however, the chances may not be ruled out.
- b. Comes out to attempt a run. In this case he/she shall be liable to be run out.
  - i. Normally the striker may come forward to play at the ball, which is permitted by law, and if he/she misses, he/she for sure knows that the wicketkeeper would stump him/ her. The first reaction would be to regain the ground. Hence, it is not difficult for the umpire to know whether the striker is attempting a run or not.
  - ii. Striker who dives or runs past the popping crease (a rare sight) after making his/ her ground good then loses contact with the ground will have the same immunity as the one available in runout. The striker shall not be deemed out of the ground.
  - iii. However, the above immunity is not available for a striker who stretches his/ her back foot inside the ground and raises it in trying to regain his balance or otherwise.
  - iv. If an injured Batter is the striker, the situations will be tricky. If the wicket is fairly broken by the wicketkeeper alone,
    - a. when both the injured striker and runner are outside. The decision is run out and not stumped. If a runner is outside, then it is for running only as applicable to non-striker.
    - b. When injured striker is inside and runner is outside, again the decision is run out and not stumped.
    - c. Runner is inside and injured striker is running, the decision is stumped and not run out. Since there is a runner and the injured Batter has transferred his/her right to score runs to the runner. Hence, attempting to run does not arise.

*If the delivery is a No ball and the striker in receiving or after receiving the delivery is out of his/her ground not attempting a run, he/she shall neither be stumped or run out.*

*The Striker cannot be out stumped of a No ball and Runout cannot happen unless he attempts a run or is running, and the wicket is put down by the Wicketkeeper alone.*

*Umpire should be aware that the wicketkeeper cannot collect the ball in line with or in front of the striker's wicket unless the ball has touched the striker's bat or person while effecting a stumping. If the wicketkeeper does, the umpire has to call and signal "No ball".*

*A few salient features of stumping and run out are*

Sr No	STUMPING	RUN OUT
1	<i>striker should be out of his/ her ground</i>	<i>Any Batters should be out of his/ her ground</i>
2	<i>Can be made by wicketkeeper alone without the intervention of any other fielder</i>	<i>Any fielder including wicketkeeper and bowler can make.</i>
3	<i>Cannot be made of a No ball</i>	<i>Can be made of all types of deliveries</i>
4	<i>Only striker can be out</i>	<i>Either Batter can be out</i>
5	<i>Striker should not be attempting a run</i>	<i>Batter must be attempting a run or be out of his ground</i>
6	<i>No runs except penalty runs scored</i>	<i>Runs completed along with penalty runs scored</i>
7	<i>Can happen only at the striker's end</i>	<i>Can happen at either end</i>
8	<i>Bowler gets credit for dismissal</i>	<i>Bowler does not get credit</i>

## LAW 40 TIMED OUT

### 40.1 Out Timed out

**40.1.1** After the fall of a wicket or the retirement of a Batter, the incoming Batter must, unless Time has been called, **be ready to receive the ball**, or for the other Batter to be ready to receive the next ball within 3 minutes of the dismissal or retirement. If this requirement is not met, the incoming Batter will be out, Timed out.

**40.1.2** In the event of an extended delay in which no Batter comes to the wicket, the umpires shall adopt the procedure of Law 16.3 (Umpires awarding a match). For the purposes of that Law the start of the action shall be taken as the expiry of the 3 minutes referred to above.

### 40.2 Bowler does not get credit

The bowler does not get credit for the wicket.

### Interpretation

*The intention of the lawmaker is to minimise the time wasting for changeover of the Batters. The changeover of the Batters at the wicket takes place whenever a wicket falls, or a Batter retires. The new incoming Batter may come at the striker's end or at the non-striker's end. If he/she comes at the striker's end, he/she should be ready to receive the next delivery or if he/she comes at the non-striker's end, he/she should be in position so that the striker is ready to receive the delivery. All this has to be done within 3 minutes of the wicket falling or the Batter retiring.*

- a. *If a wicket falls at 10.08 am, the new Batter should be ready to receive the delivery by 10.11 am or if at non-striker's end, the striker should be able to receive the next delivery by 10.11 am.*

*If the incoming Batter takes more than 3 minutes, on appeal he/she is out "timed out" and the clock starts ticking for the next batsman's arrival. However, the umpires should note not to rule the incoming Batter out without knowing whom they are giving out since, the innings of the new incoming Batter commences only on, he / she is entering the field of play. Refer Law 25 (commencement of Batter's innings.)*

*In view of this it is important that the umpires must note the exact time of a wicket falling or a Batter retiring during the game. Whenever there is an appeal for "timed out", they should cross check and then decide.*

*In cases of protracted delay, the umpires cannot hold the game indefinitely. They have to wait for 3 minutes, whether there is an appeal or not call "time" and note the time. The appeal can be made later. The ball would have been already in their procession. This noting of the time is to calculate the time lost in case the game resumes else end of the innings and or the match. The process to be followed is discussed in detail under Law 16.3 (Umpires awarding a match). However, to refresh*

**a. If the action is considered as refusal to continue to play.**

- i. Warn the captain that this may lead to awarding the match.
- ii. If the action persists award the match to the fielding side.
- iii. If the captain accedes to the warning and agrees to resume, then

**b. If the action is not considered as refusal to continue to play**

- i. Determine the time of resumption.
- ii. Calculate the time lost. Reschedule the closing time for that day by extending the playing hours by the amount of time lost due to enquiry.
- iii. If it is the last hour of the match, do not reduce any overs.
- iv. Return to the field.
- v. Call "play" at appropriate time.
- vi. If appeal is already made, consider the appeal for "timed out". Whoever is the next Batter he/she is out" timed out". Captain will decide who is the next Batter, he/she need not be the next regular Batter.
- vii. Keep the scorers and opposing captain apprised of all the developments.

*Example 1.* At 3.17 pm, batting side lost a wicket. With the close of play being 4.30 pm. No new Batter entered till 3.20 pm. Umpires call "time" and proceeded to verify the reason for the delay. After verification, umpires came to know that there was some unforeseen emergency, and the intension was neither time wasting or refusal. Now play resumes at 3.26 pm. When stumps will be drawn on that day?

- Ideally the umpire should call "time" on expiry of 3 minutes that is at 3.20 pm and proceed to enquire. Since, the play has resumed at 3.26 pm on call of "play", the close of play shall be rescheduled to 4.36 pm that is the time of delay is calculated from the call of "time" to call of "play"

*Example 2.* At 3.10 pm a Batter is out. The new incoming Batter enters the field at 3.12 pm but twists his leg on the way to the crease and is seriously injured.

- i. The incoming Batter resumes his innings after treatment at 3.14 pm. There is an appeal for "timed out". What is your decision
  - ii. The incoming injured Batter to retires at 3.13 pm and by the time the next Batter is at the crease to take guard it is 3.15 pm. There is an appeal for timed out. What is your decision?
- 
- i. The incoming Batter is out timed out since he is not in position to take guard within the stipulated time of 3 minutes.
  - ii. The next incoming Batter is **not** out timed out since a Batter has retired at 3.13 pm.

*PRACTICE PAPER - 8*

1. When do you declare the striker out LBW?
2. How and when do you determine the offside of the Striker?
3. If the ball strikes the pad and the Striker's bat simultaneously. How do you consider this impact? Bat or Pad?
4. A fair delivery takes the top edge of the striker's bat and is falling on the wicket. The WK is coming in to take the catch. The striker in his anxiety to guard his wicket deflects the ball. The fielding side appeals. What is your action?
5. The non-striker obstructs a fielder from taking the catch while Batters have crossed while attempting the third run. An appeal is made. How many runs are allowed? To which end does the new Batter comes in?
6. The non-striker causes an obstruction to the field while attempting the second run after crossing. How many runs do you allow if you rule the striker out?
7. When do you declare a Batter out Run out?
8. What are the occasions when you do not declare a Batter run out even though he is out of his ground and the wicket at his end is put down fairly?
9. Can runs be scored when a Batter is out Run out? If, yes how?
10. What are the differences between run out and stumped?
11. When you rule a Batter not out Stumped even though the wicketkeeper puts down the wicket without the intervention of any other fielder?
12. When do you declare a Batter out "timed out"?
13. What action do you take in the event of extended delay in coming to the field by a new Batter?
14. At the fall of a wicket the umpires call drinks. The interval is of 4 minutes. The incoming Batter takes two minutes after drinks interval to come in. On appeal is he out?

**LAW 41 UNFAIR PLAY****Interpretation**

*This is a very important law in conducting the game fairly and within the laws and spirit of cricket. This law clearly specifies the responsibilities of the captains under Law 41.1 and umpires under Law 41.2. This law is an extension of preamble - The spirit of Cricket and the law has to be read together. It also clearly lays down the action process in case of any unfair play by the players. In this law are the listed unfair play situations that commonly happen. Certain unfair acts of players are also listed under various laws elsewhere like*

- a. attempting to score leg byes without playing at the ball.*
- b. Fielders or wicketkeeper moving unfairly.*
- c. Fielder coming in without permission.*

*The umpires are empowered to intervene in cases of unfair play not covered under any of these laws vide Law 41.2. There are 5 acts of unfair plays listed under the Laws 1 to 40, 14 under Law 41 and 4 under Law 42, wherein the umpires have to act. Whenever an unfair act takes place, the umpires not only have to take actions varying from cautioning to penalising the team by runs to suspending the player or Player's captain for certain number of overs, entire innings, entire match. Whenever any action is taken, it has to be followed by reporting to the opposing captain, the executives, and the Governing body. All these are to be done jointly and require greater amount of teamwork between umpires at lower level and PCT at higher level.*

*Prima facie this law looks complicated and larger compared to others, but once an umpire understands each, he/she realises that the basic principles are the same though there are certain variances. Some laws require an umpire first to caution, then to warn -1<sup>st</sup> and or final warning - and then take penal action. Penal action is either award of 5 penalty runs or sanction against the player.*

*Umpires also should be aware that they have to act through the captain of the player concerned and not directly take action or discipline the player. The umpires will directly interact when the Batter or a bowler is to be cautioned or warned.*

**41.1 Fair and unfair play – responsibility of captains**

**The captains are responsible for ensuring that play is conducted within The Spirit of Cricket, as described in The Preamble – The Spirit of Cricket, as well as within the Laws.**

**41.2 Unfair actions**

**41.2.1 The umpires shall be the sole judges of fair and unfair play. If an umpire considers that any action by a player, not covered in the Laws, is unfair, he/she shall call and signal Dead ball, if appropriate as soon as it becomes clear that the call will not disadvantage the non-offending side and report the matter to the other umpire.**

- 41.2.1.1** If this is a first offence by that side, the bowler's end umpire shall then - summon the offending player's captain and issue a first and final warning which shall apply to all members of the team for the remainder of the match.
- warn the offending player's captain that any further such offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.
- 41.2.1.2** If this is a second or subsequent offence by that side, the bowler's end umpire shall then
- summon the offending player's captain and inform him/her that there has been a further such offence.
  - award 5 Penalty runs to the opposing side
- 41.2.1.3** The umpires together shall report the incident as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

### Interpretation

*This Law 41.2 empowers either umpire to intervene in cases of any act of unfair play they feel has occurred which is **not covered by any of the laws 1 to 42**. It also lays down the procedure the umpires have to follow. Umpires should be aware that whenever they intervene under this law, they have to call and signal "Dead ball" after ensuring the non-offending team is not disadvantaged such as an opportunity to score runs or taking a wicket. If either umpire decides that an unfair act has occurred which is not covered by any of the 42 laws, he/she shall*

- a. Call and signal dead ball after ensuring the non-offending team is not disadvantaged.*
- b. Report the reason for calling dead ball to the other umpire.*

*Then the bowler's end umpire shall*

**a. First instance**

- i. Summon the offending player's captain and issue him first and final warning.*
- ii. Inform him that any further such unfair acts by any of his/her team members will result in award of 5 penalty runs to the opposing team.*
- iii. This warning is for the **entire team** and for the **entire match**.*

**b. Second and subsequent acts**

- i. Summon the offending player's captain inform that a further unfair act has occurred.*
- ii. award of 5 penalty runs to the opposing team.*
- iii. Follow reporting procedure.*

**Reporting procedure wherever used in this law means.**

- a. Inform your colleague.*
- b. Inform the Captain of the fielding side.*
- c. Inform the Batters at the wicket.*
- d. Inform the captain of the batting side as soon as practicable.*
- e. Make a report to the executives and the governing body.*

### **41.3 The match ball – changing its condition**

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

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

Except in carrying out his/her normal duties, a Batter is not allowed to wilfully damage the ball. See also Law 5.5 (Damage to the ball).

A fielder may, however

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

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

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

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

**41.3.4** If the umpires consider that the condition of the ball has been unfairly changed by a member or members of either side, they shall ask the captain of the opposing side if he/she would like the ball to be replaced. If necessary, in the case of the batting side, the Batters at the wicket may deputise for their captain.

**41.3.4.1** If a replacement ball is requested, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.

**41.3.4.2** Regardless of whether a replacement ball has been chosen to be used, the bowler's end umpire shall

- award 5 Penalty runs to the opposing side.

- if appropriate, inform the Batters at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action.

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

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

**41.3.5** If the umpires agree that in the match there has been any further instance by that team of unfairly changing the condition of the ball, they shall

**41.3.5.1** repeat the procedure in 41.3.4.1 and 41.3.4.2.

If the further offence is committed by the fielding side, additionally the bowler's end umpire shall

**41.3.5.2** - direct the captain of the fielding side to suspend immediately from bowling the bowler who delivered the preceding ball; he/she shall not be allowed to bowl again in the match.

- inform the Batters at the wicket and, as soon as practicable, the captain of the batting side of the reason for the action.

- if necessary, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

### Interpretation

*Breach of this law is very serious in cricket as this is direct cheating. This is emotional too. This is treated as most unsporting act of cheating. There are instances of renowned players knowingly or unknowingly in the heat of the moment indulging in acts which have attracted them **suspension** from playing for a period of time.*

*In a match wear and tear of the ball is continues and inevitable. The ball hits the ground often, when bowled, when hit and even when thrown. It also rolls along the ground. These are natural processes. Any action taken by a player should not contribute to unnatural or artificially changing the condition of the ball. The law makes it very clear, what the players are allowed to do and not allowed to do. The fielders and the Batters are equal partners, but it applies more to fielders as they handle the ball during a match more than the Batters. Law 42.3.2 specifically mentions what a fielder can do. Any action which is not allowed is deemed as unfair act. Hence, the umpires must be vigilant and observe the movement of the ball as well as the actions of the fielder with whom the ball is during the game. The fielders can polish the ball on their own clothing – shirt and or trousers- but cannot use any artificial substance like Suntan lotion, Hair cream, Vaseline, Lip guard or insect repellent. Umpires should be vigilant of the following*

- a. *Fielders rub the ball on their hip pocket which has a metallic or plastic zip on it, this is not allowed.*
- b. *The fielder applies his/ her saliva or sweat which is common and permitted but if he/she has jelly or some such thing in the mouth then this is unfair. Saliva has been temporarily banned by ICC due to COVID 19.*
- c. *If a separate cloth is used to dry the ball, umpires should approve that cloth.*
- d. *There are instances of players using sandpaper, bottle caps, toffees, and other substances. These are not allowed.*



*Fielder is allowed to clean a wet or muddy ball. Umpires should supervise any such act. Sawdust or rubbing the ball on the ground or wiping the ball gently on the grass to clean it is not to be permitted. It is advisable for an umpire to carry a piece of cloth of his/ her own to avoid any suspicion. Umpires should inspect the ball regularly but at irregular intervals. Umpires do have an opportunity to inspect the ball at the fall of each wicket and intervals and interruptions. Umpires should make it a routine to inspect the ball whenever it goes out of the boundary into the stands and while the ball is being relayed back to the bowler takes a detour than the normal practice. Some of the characteristics of ball tampering are*

- a. *One side rougher than the other after discounting for one side polishing.*
- b. *Lifting the seam of the ball for better grip.*
- c. *Loading the ball or making one side heavier with sweat or saliva.*
- d. *Any suspicious behaviour while the ball is in possession and after it is relayed.*
- e. *Bowler conscious of tampering and concealing the ball from umpire's view.*



*The fielders come out with ingenious methods every time. Some of the common methods are*

- a. *Deliberately passing the ball on one bounce. Particularly where the field is rough.*
- b. *Rolling the ball instead of throwing into the hands of Wicketkeeper or bowler.*
- c. *While picking the ball from the ground, deliberately scuffing the ball against the ground.*

*In all the above cases the umpires should be vigilant and take prompt action by a quite word or two. Umpires should also take into account, the distance of the throw and the ability of the fielder throwing.*

*The above are only a pointers and not exhaustive list. The players innovate newer things match by match and umpires have to simply cope up with these firmly. Once the umpires observe that the change in the condition of the ball is more than is consistent with the use, – mind you it is a joint decision- the umpires should conclude that the ball has been tampered with and follow the process laid down in Law 41.3. However, the umpires should be aware that once they decide that the condition of the ball has been changed, 5 penalty runs are to be awarded irrespective of whether the ball is changed or not. It is for the non-offending team's captain to decide whether the ball is to be changed or wants to continue with the same ball. The Batters at the wicket deputise for their team captain.*

*Players are permitted to maintain the ball in good condition either partly or fully. The converse should not happen, but the players may not maintain the ball partly and maintain the other part. Once the umpires decide that unfair play has taken place.*

- a. *They shall ask the captain of the opposing side if he/she would like the ball to be replaced.*
- b. *If a replacement ball is requested,*
  - i. *the umpires shall select a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.*
- c. *Regardless of whether a replacement ball has been requested or not, the bowler's end umpire shall*
  - i. *award 5 Penalty runs to the opposing side.*
  - ii. *if appropriate, inform the Batters at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action.*
- d. *Follow reporting procedure*
- e. ***Any further act of changing the condition of the ball.*** *The umpire shall*
  - i. *In addition to following the process from "a" to "d" above*
  - ii. *direct the captain of the fielding side to suspend the bowler immediately from bowling the bowler who delivered the preceding ball; he/she shall not be allowed to bowl again in that match.*
  - iii. *if necessary, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.*

**Example:** In a multiday match after 81<sup>st</sup> over umpires noticed that fielding side has unfairly changed the condition of the match ball and the Batters want the ball to be replaced. In the meantime, the captain of the fielding side opts for the second new ball which is due. Should the umpires allow?

**Answer:** The umpires should allow since 80 overs have already been bowled with the old one. The intent of the law is not to continue with the same ball unless the non-offending

team wishes to continue with the same ball. Even in this case since the next new ball is due, the captain of the fielding side can request for a new ball.

#### **41.4 Deliberate attempt to distract striker**

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

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

**- award 5 Penalty runs to the batting side.**

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

**41.4.2.1 Neither Batter shall be dismissed from that delivery and the ball shall not count as one of the over. However, if either umpire had reason to call and signal No ball, he/she shall do so regardless of the attempt to distract, and this call shall stand.**

**41.4.2.2. Together with the other umpire report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.**

#### **Interpretation**

*Umpires should be aware that this pertains to a situation where in the striker is preparing to receive or receiving the ball. It is not good sportsmanship that the close in fielders talk or make unnecessary movements while the striker is preparing to receive or receiving the delivery with the intention of distracting his/ her concentration. The same has been discussed under Laws 20.4.2.6 and 20.4.2.7. As soon as an umpire notices this unfair act, he/she should*

- a. call and signal dead ball.*
- b. Award 5 penalty runs to the batting side.*
- c. Neither Batter shall be dismissed from that delivery.*
- d. The ball shall not count as one of the over and*
- e. Follow reporting procedure.*

*Umpire should follow the same process for any such unfair act of distracting the striker every time.*

#### **41.5 Deliberate distraction, deception, or obstruction of Batter**

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

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

- 41.5.3** If either umpire considers that a fielder has caused or attempted to cause such a distraction, deception, or obstruction, he/she shall immediately call and signal Dead ball and inform the other umpire of the reason for the call.
- 41.5.4** Neither Batter shall be dismissed from that delivery.
- 41.5.5** If an obstruction involves physical contact, the umpires together shall decide whether or not an offence under Law 42 (Players' conduct) has been committed.
- 41.5.5.1** If an offence under Law 42 (Players' conduct) has been committed, they shall apply the relevant procedures in Law 42 and shall also apply each of Laws 41.5.7 to 41.5.9.
- 41.5.5.2** If they consider that there has been no offence under Law 42 (Players' conduct), they shall apply each of the Laws 41.5.6 to 41.5.10.
- 41.5.6** The bowler's end umpire shall
- **Signal No ball or Wide to the scorers, if applicable,**
  - award 5 Penalty runs to the batting side.
  - inform the captain of the fielding side of the reason for this action and as soon as practicable inform the captain of the batting side.
- 41.5.7** The ball shall not count as one of the over.
- 41.5.8** Any runs completed by the Batters before the offence shall be scored, together with any runs for penalties awarded to either side. Additionally, the run-in progress shall be scored whether or not the Batters had already crossed at the instant of the offence.
- 41.5.9** The Batters at the wicket shall decide which of them is to face the next delivery.
- 41.5.10** The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

### Interpretation

*As distraction of the striker while he/she is preparing to receive or receiving a delivery is unfair, so also is distracting, deception or obstructing either Batter after the striker has received the delivery is unfair. Under Law 37 we have discussed in detail the Batters distracting or obstructing a member of the fielding side. This law deals with the reverse cases of a fielder distracting, obstructing or in addition deceiving the striker.*

- a. *When a Batter and the fielder collide, the umpires have to first decide whether it was accidental or deliberate. If accidental the game proceeds. If the umpires are of the opinion that it is deliberate, it amounts to obstruction, then they have to decide who caused it. If it is the striker, apply Law 37. In case it is a fielder, this law is applicable.*
- b. *While the Batters are trying to take runs, if a fielder in the guise of collecting the ball or he/she is the bowler in his/ her follow through comes in the way of the Batter running and if it is deliberate, it amounts to obstruction, hence, sanctions under this law apply.*
- c. *While the Batters are attempting a run, a fielder or wicketkeeper shouting "no" is another example of obstruction.*
- d. *A sudden shout or movement by the close in fielder is an example of distraction.*

*In the 2017 code a new law of deceiving was included to prevent "mock fielding" or deceiving*

- e. A fielder who slid or dived to field the ball would have failed to collect the ball but pretends like having the ball in hand and makes an action of throwing the ball as he/she gets up. Thus, misguiding the Batters and prevent them from taking a run. This is unfair and comes under **deceiving**.
- f. A wicketkeeper after collecting the ball missed by the striker acts as if he/she has failed to collect and looks back to deceive the striker. If the striker attempts to run, he/she could run him out. This is unfair and comes under the purview of this law under **deceiving**.
- g. Two fielders are running to field a ball, one of them takes certain actions to facilitate the other fielder to pick the ball and throw. This may be natural. Umpires should use their judgment in assessing the action of one of the fielders were to deceive the Batters or not and act.

In the above mentioned two cases “a” and “b” the umpires also have to explore whether this physical contact- collision - comes under the purview of the Law 42. If yes, then the sanctions applicable under that law should be applied in addition to actions stated in “c, d, g and f” below.

*Either umpire who observes this breach of law should immediately*

- a. call and signal Dead ball
- b. Inform the other umpire the reason for the call and signal of dead ball.
- c. Neither Batter shall be dismissed from that delivery.
- d. Allow the runs competed till the instant of the offence with the run-in progress **whether crossed or not** along with penalties if any.
- e. Award 5 penalty runs to the batting side.
- f. The Batters at the wicket will chose who will face the next delivery. **Umpires to note this.**
- g. The ball shall not count as one of the over and
- h. Follow reporting procedure.

*Umpire should follow the same process for any such unfair act of distracting, obstructing, or deceiving the Batter every time.*

#### **41.6 Bowling of dangerous and unfair short pitched deliveries**

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

**41.6.2** The bowler’s end umpire may consider that the bowling of short pitched deliveries, although not dangerous under Law 41.6.1, is unfair if they repeatedly pass above head height of the striker standing upright at the crease. See also Law 21.10 (Ball bouncing overhead height of striker).

**41.6.3** As soon as the umpire decides that the bowling of short pitched deliveries has become dangerous under Laws 41.6.1 or unfair under 41.6.2, he/she shall call and signal “No ball”. When the ball is dead, the umpire shall caution the bowler, indicating that this is a first and final warning, and inform the other umpire, the captain of the fielding side and the Batters of what has occurred. This caution shall apply to that bowler throughout the innings.

**41.6.4** Should there be any further such delivery by the same bowler in that innings, the umpire shall  
- call and signal “No ball”

- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- The umpire shall report the occurrence to the Batters and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

41.6.5 The warning sequence in Laws 41.6.3 and 41.6.4 is independent of the warning and action sequence in Law 41.7.

### Interpretation

*Bowling of short pitched deliveries known as “**bouncer**” is one of the three types of unfair bowling. The other two types, non-pitching deliveries known as “**beamer**” and bowling of **deliberate No balls** are covered in the next two laws. These terms are not official and not used in the laws, but the words have come to stay in cricket and understood at all levels easily.*

*Any delivery which pitches short and passes or would have passed above the head height of the striker standing upright at the popping crease is unfair though not dangerous every time they are bowled. However, such deliveries have to be called and signalled No ball each and every time they are bowled under Law 21.10. Well directed bouncers may be considered as dangerous.*

*It is not difficult for an umpire to decide about the dangerous delivery as he/she need not read the bowler’s intention. A delivery which pitches short and is going to the striker’s head has to be dangerous. Whether and how the striker is protecting himself/ herself is secondary. Here the umpire has to decide whether the delivery is likely to cause injury or not and not consider how the striker is protected. This also means that a delivery which is a bouncer, thus unfair to one Batter may not be unfair for the other because one Batter is short and the other is tall. In deciding the delivery is dangerous or not the umpire has to take into account the following*

- a. **Length** – Where did the ball pitch. Was it short or full length? Any short-pitched delivery qualifies for this law.*

- b. **Height** – After pitching how much height the delivery gained and at what height it passes the striker? Waist or shoulder or head or above head? The height to be considered here is in relation to the striker standing upright at the popping crease and not where he/she is or how he/she is positioned or what his/ her posture is. If the striker has moved while receiving or playing at the ball, the umpires may have to imagine the notional striker standing upright at the popping crease and the level the ball would pass. Though No ball is to be called by the bowler's end umpire, he/she should be guided by the umpire at the striker's end who is better placed. The judgement has to vary according to the striker's height.
- c. **Direction** – Any bouncer which, is travelling at the striker's body is dangerous but the one which is away from him is not dangerous but unfair.
- d. **The skill of the striker** – A skilled Batter will negotiate the bouncers well. Few Batters relish short pitched deliveries and score freely. But an inexperienced Batter is ill equipped to cope with short stuff. Umpires have to categorise the Batters from their experience of watching them bat, but those whom they have not seen earlier can easily classify them from their reaction to such deliveries. Neither the position of a Batter in the batting order nor a few unorthodox strokes at the end of an innings do not necessarily reflect their competence.

From 2017 code onwards the word **repeated** has been removed to empower the umpire to treat a bouncer as unfair and dangerous at the first instance only if, bowled at the tail ender who is not skilled to deal with such bouncers. The umpires can be more lenient when skilled Batters are at the crease. But if, the frequency of bouncers increases, then even such skilled Batters may be frustrated. Umpires should also be aware that a well-directed and disguised bouncer is a lethal weapon in the armoury of a pace bowler.

One may be wondering how a delivery which goes or would pass above the head height of the striker standing up right may cause injury as it does not hit him. However, the law treats it as delivered to unsettle the striker or attack on striker's self-confidence, hence, unfair.

Some of the deliveries which pass above the head of the striker may qualify for being called "wide", but the law specifically advises the umpire to call and signal "No ball" for each and every such delivery. Umpires should be aware that at certain higher levels of cricket, the playing conditions permit certain number of short pitched deliveries (bouncers) in an over, and also directs umpires to call and signal "Wide ball". These are not as per any laws and are applicable only to those matches. No ball call gives the striker extra protection from such deliveries in that any miss hit will not result in a catch. Once the umpire decides that the bouncer is dangerous, he/she shall

- a. Call and Signal No ball
- b. Caution the bowler concerned informing him/ her that this is the first and final warning.
- c. Inform the other umpire the reason for calling and signalling No ball.
- d. This caution and final warning shall apply to that bowler throughout the innings.

*Any further repetition of the dangerous bouncer from the same bowler, the umpire shall*

- a. *Call and signal "No ball".*
- b. *Direct the fielding captain to take off the bowler forthwith.*
- c. *The bowler thus suspended shall not be allowed to bowl again in that innings.*
- d. *If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.*
- e. *Follow reporting procedure*

*The sanctions under this Law 41.6 are independent of Law 41.7.*

#### **41.7 Bowling of dangerous and unfair non-pitching deliveries**

**41.7.1 Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is unfair. Whenever such a delivery is bowled, the umpire shall call and signal "No ball".**

**41.7.2 The bowling of a delivery as defined in Law 41.7.1 is also dangerous if the bowler's end umpire considers that there is a risk of injury to the striker. In making that judgement the umpire shall:**

- disregard any protective equipment worn by the striker
- be mindful of:
  - the speed, height, and direction of the delivery
  - the skill of the striker
  - the repeated nature of such deliveries.

**41.7.3 If the umpire considers a non-pitching delivery, or a series of non-pitching deliveries, to be dangerous under Law 41.7.2, when the ball is dead, the umpire shall repeat the No ball signal to the scorers and then caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the Batters of what has occurred. This caution shall apply to that bowler throughout the innings.**

**41.7.4 Should there be any further dangerous such delivery by the same bowler in that innings, the umpire shall**

- call and signal "No ball"
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

**The bowler thus suspended shall not be allowed to bowl again in that innings.**

**If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.**

**Additionally, the umpire shall**

- report the occurrence to the Batters and, as soon as practicable, to the captain of the batting side.

**The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.**

**41.7.5** The warning and action sequences in Laws 41.7.3 and 41.7.4 are independent of those in 41.6.

**41.7.6** If the umpire considers that a bowler deliberately bowled a non-pitching delivery, deemed to be unfair as defined in Law 41.7.1, then the caution and warning in 41.7.3 shall be dispensed with. The umpire shall

- immediately call and signal “No ball”.

- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- report the occurrence to the Batters and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

### Interpretation

*Like bouncers bowling **beamers** is unfair, and dangerous beamers will be sanctioned with. Non dangerous beamers will be no balled and action will be initiated against bowling of dangerous beamers. A full toss is nothing but a beamer below the waist level. Bowling of non-pitching deliveries popularly known as “**beamers**” above the waist height of the striker standing upright at the crease is unfair. Each such delivery should be called and signalled No ball by the bowler’s end umpire. Likewise, actions will be initiated against the bowler bowling beamers which are likely to inflict injury to the striker called dangerous beamers. Once a beamer has been bowled the umpire has to decide*

- a. *First was it passing above the waist height of the striker standing upright at the crease?*
- b. *Was it dangerous, meaning directed at the body of the striker and likely to inflict injury?*
- c. *Was it accidental or otherwise?*

*It is difficult for the bowler’s end umpire to judge the height of the ball especially when the ball is dipping, and the striker has advanced down the pitch. Hence, he/she shall be guided by the striker’s end umpire who is better positioned. A pre agreed signal be of used to communicate.*

- a. *In higher level televised matches, one can observe that whenever bouncers or beamers are bowled, the striker and fielders look at the striker’s end umpire rather than the umpire at the bowler’s end who has to decide and signal.*

*Once the umpire decides it is a beamer above waist height, he/she shall*

- a. *Call and signal “No ball”.*
- b. *This shall be called for each and every beamer bowled.*

*Now the umpire has to judge whether it was dangerous. There is nothing such as slow beamer or fast beamer. Any beamer hit on the head can cause serious injury. If the umpire decides that it is indeed dangerous then*

- a. Call and signal "No ball".
- b. Caution the bowler, indicating that this is the first and final warning.
- c. Inform the other umpire the reason for calling and signalling No ball.
- d. This caution and final warning shall apply to that bowler throughout the innings.

Any further repetition of the dangerous beamer from the same bowler, the umpire shall

- a. Call and signal "No ball".
- b. Direct the fielding captain to take off the bowler.
- c. The bowler thus suspended shall not be allowed to bowl again in that innings.
- d. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
- e. Follow reporting procedure

If the umpire decides that the beamer was not only dangerous but deliberately bowled. The umpires can easily determine the deliberateness of these deliveries. Such offences are very rare and do not happen without an indication such as

- a. Heated exchanges between the striker and the bowler.
- b. Exchanges of hard stare for a couple of deliveries before.
- c. Striker taking the bowler to laundry – hitting him all over the field.
- d. Tense atmosphere or bad feelings.

The umpire then

- a. The caution or first and final warning will be dispensed with, and the captain will be directed to take off the bowler.
- b. The bowler thus suspended shall not be allowed to bowl again in that innings.
- c. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
- d. Follow reporting procedure

The sanctions under this Law 41.6 are independent of Law 41.7.

#### **41.8 Bowling of deliberate front-foot No ball**

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

- immediately call and signal "No ball".
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- report the occurrence to the Batters and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

#### **Interpretation**

*This new clause has been added from 2017 code to prevent unfair practice and dangerous bowling. The bowler will be delivering the ball from that much closer and at the speed with*

which modern day bowlers are bowling can be seriously dangerous. Specially the bouncers and beamers. There is an instance of a bowler bowling a deliberate no ball to prevent a Batter from scoring a well-deserved century. The umpire can easily identify the deliberate no ball from his/her knowledge of that particular bowler's normal delivery stride. There is no defined position or distance by which a bowler oversteps. As is with deliberate beamers such No balls will not be delivered without an indication. Generally, such deliveries are bowled to unsettle the striker or out of frustration or deprive the striker of some milestone. Such bowling of No balls is a serious violation of fair play and classified under dangerous bowling. If a bowler bowls a deliberate No ball, the umpire shall



- a. Call and signal "No ball".
- b. Direct the fielding captain to take off the bowler.
- c. The bowler thus suspended shall not be allowed to bowl again in that innings.
- d. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
- e. Follow reporting procedure

#### **41.9 Time wasting by the fielding side**

**41.9.1 It is unfair for any fielder to waste time.**

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

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

**The bowler's end umpire shall then**

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

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

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

**The bowler's end umpire shall then**

either, if the waste of time is not during an over, award 5 Penalty runs to the batting side and inform the captain of the fielding side of the reason for this action or, if the waste of time is during the course of an over, direct the captain of the fielding side to suspend the bowler immediately from bowling.

**The bowler thus suspended shall not be allowed to bowl again in that innings.**

**If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.**

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

**The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body**

responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

### Interpretation

*In recent times the game is becoming slower and slower. There was a time when teams were bowling 17 plus overs per hour, though this is the case at junior level age group matches even now. At senior level this has come down to an alarming 10 to 11 overs when pace bowlers are operating. Umpires should discuss this aspect particularly when they meet the captains at the pre match meeting. These timewasting tactics are usually a team activity with more than one fielder involved with the knowledge of the captain. At times, the captain is also involved directly. The usual modes of time wasting are as under. The list is not exhaustive but indicative*

- a. *Fielders moving across the field. Deep long on to deep long on every over. Third man to deep long on during the over.*
- b. *Taking more than normal time to set the field at the start of an over.*
- c. *Resorting to field setting for almost each and every delivery unnecessarily.*
- d. *Fielders moving slowly.*
- e. *Bowler taking his/her own sweet time to reach the top of the bowling mark.*
- f. *Taking time to polish the ball by every fielder while relaying the ball from wicketkeeper to bowler.*
- g. *Taking their own time in retrieving the ball.*
- h. *Making the bowler wait at the top of the bowling runup without ball.*
- i. *Bowler who has a long runup waiting for the ball around the wicket and then slowly walking back.*
- j. *Frequent Practising on the field.*

*Umpires should be aware that a few of the above listed can be part of the normal proceedings of the game. The umpires have to judge for themselves and use all their experience in determining how far the fielding team can stretch. It is the usual practice for the fielding team to slow down the pace of the game if a*

- a. *Long partnership is blossoming.*
- b. *The batting team is racing for a victory against time.*
- c. *Batters are scoring freely or at will.*

*Umpires should be vigilant about these. They should not be worried about the state of the match or a team winning or losing. The tempo of the match should be maintained throughout. It is not why the ploy of slowing down the game is resorted to but whether that activity requires the time being taken is what the umpires should be worried about. Umpires should be clear in their mind about time wasting. Once they decide that unnecessarily time is being wasted, the umpire in the **first instance***

- a. *If the ball is not dead, call and signal "Dead ball".*
- b. *Inform the other umpire about what has occurred.*
- c. *Call the fielding side captain and indicate that this is the first and final warning.*
- d. *Inform the Batters at the wicket of what has occurred.*

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

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

*The bowler's end umpire shall then see whether the time wasting has happened during the over or between the over.*

**a. If not during the over**

- i. *Award 5 penalty runs to the batting side.*
- ii. *Follow reporting procedure*

**b. If the time wasting is during the over**

- i. *Direct the fielding captain to take off the bowler.*
- ii. *The bowler thus suspended shall not be allowed to bowl again in that innings.*
- iii. *If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.*
- iv. *Follow reporting procedure*

**41.10 Batter wasting time**

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

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

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

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

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

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

**Interpretation**

*As the time wasting by fielding side is unfair so also by the batting side. Here the Batters at the wicket are responsible. The thumb rule in all formats of the game is that the striker should be ready to receive the ball by the time the bowler is ready. Some bowlers may have longer run up as against shorter by some, but the rule is same for all types of bowlers. In*

*normal circumstances a Batter should not be allowed to delay the game. Normally a striker will*

- a. *Take guard or reconfirm.*
- b. *Look around to see where the fielders are positioned.*
- c. *Prod down the pitch to tap a couple of spots.*

*The Batters also need to*

- a. *Tie his/her shoelaces if they come off, and to retie them, he/she has to remove his/ her gloves and wear them back.*
- b. *Replace the gloves as they are wet. Replacements have to come from pavilion.*
- c. *The Batters may have a discussion while the ball is being retrieved from outside the boundary or the fielding is being reset.*
- d. *Changing a cap for a helmet or vice versa.*

*The above are all genuine requirements and will happen in almost all the matches. However, these should not be used as a tool to waste time. Both the umpires should be on same page as far as time wasting is concerned. Umpires should not hesitate to have a word or two. Prevention is better than cure. Almost all these happen when the ball is dead. If either Batters waste time and the umpires consider so, then*

**a. At the first instance**

- i. *Call and signal "dead ball" even though the ball is dead to announce that some action is being taken.*
- ii. *Caution both the Batters indicating that this is the first and final warning.*
- iii. *This warning shall apply to the team. All the incoming Batters have to be informed suitably.*
- iv. *Inform the other umpire of what has occurred.*

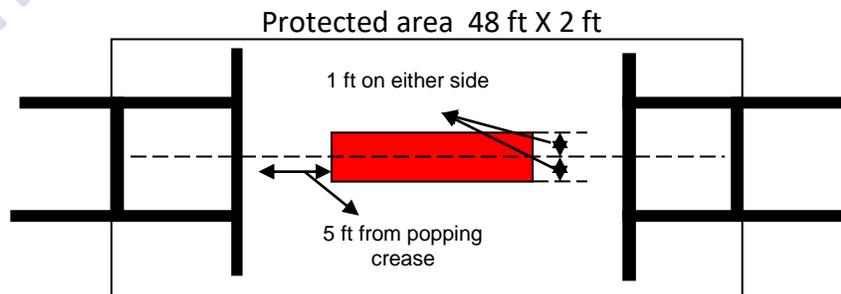
**b. At the second and subsequent instances**

- i. *Call and signal dead ball even though the ball is dead to announce that some action is being taken.*
- ii. *Award 5 penalty runs to the fielding side.*
- iii. *Inform the other umpire of what has occurred*
- iv. *Inform the fielding side captain of what has occurred*
- v. *Follow reporting procedure*

#### 41.11 The protected area

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

#### Interpretation



#### 41.12 Fielder damaging the pitch

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

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

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

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

- signal No ball or Wide to the scorers, if applicable.
- award 5 Penalty runs to the batting side.
- award any other 5 run Penalty that is applicable.
- inform the fielding captain of the reason for this action.
- inform the Batters and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

#### Interpretation

*In the field of play, the area of the pitch is sacrosanct. The protected area in that is most sacred. Among the fielders, bowler is the only fielder who is permitted to run on the pitch but not the protected area. Not that anyone from the fielding side cannot come on to the pitch. No fielder should be on the pitch area without reasonable cause. The bowler can be on the pitch as he/she has a valid reason in delivering the ball and follow through. The fielder can come on to the pitch to field the ball or for taking a catch but has to move out by the shortest route at the earliest. Whether the fielder is wearing rubber soled shoes and not spiked shoes or walking gently, are not excuses or valid reasons.*

*Anyone walking on the pitch will cause damage may be slightly, but repeated walking at the same spot will definitely cause larger damage. Hence prevention is better than cure. Any fielder's presence on the pitch without reasonable cause is to be treated as avoidable damage to the pitch. The two most important and indicative words are "avoidable" and "unnecessary". Umpires are to be guided by these and not wait for the damage to occur and be visible before acting. Umpires should be aware of the following tactics deployed by the teams.*

- a. *Wicketkeeper or bowler coming on protected area or nearby to collect a throw-in. The fielders having been instructed to do so.*
- b. *At the fall of a wicket fielder coming on the pitch to celebrate.*
- c. *Fielders walking on the pitch while changing ends after each over.*
- d. *Fielder coming on to the pitch while appealing.*
- e. *Fielders on the pitch while the umpires are consulting with each other.*

*Whichever umpire observes a fielder on the pitch without reason when the ball is dead has to inform the other umpire. The bowler's end umpire then*

**a. For the first instance.**

- i. *Caution the captain of the fielding side indicating that this is the first and final warning.*
- ii. *Inform the Batters at the wicket what has occurred.*
- iii. *The warning is for the team and for the entire innings.*

**b. For the Second and subsequent instances.**

- i. *Signal No ball or Wide ball if applicable to the scorer.*
- ii. *Award 5 penalty runs to batting side for this offence.*
- iii. *Award any other 5 penalty runs if applicable.*
- iv. *Inform the fielding side captain and the Batters at the wicket what has occurred.*
- v. *Follow reporting procedure.*

**41.13 Bowler running on protected area**

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

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

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

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

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

- **direct the captain of the fielding side to suspend the bowler immediately from bowling. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. The bowler thus suspended shall not be allowed to bowl again in that innings.**
- **inform the other umpire of the reason for this action.**
- **inform the Batters and, as soon as practicable, the captain of the batting side of what has occurred.**

**The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.**

## Interpretation

*Bowler is a special fielder like the wicketkeeper. Bowler not only has to come on to the pitch area to deliver the ball but also run on it in his/her follow through. The law provides for this and wants him to be off at the earliest. However, it does not stop him from coming on to the protected area for fielding the ball. Umpires should be aware that the wordings used here are “running on the protected area” and not “damaging”. Whenever a bowler specially the slower bowlers come on protected area and the umpires draw their and their captain’s attention, the stock reply would be, “sir, I am wearing rubber soled shoes and not spikes”. As has been brought out earlier, any running on the protected area will cause damage may be slightly and repeated running is sure to cause significant damage. Running or placing a foot up to five feet from the popping crease is permissible as more often the first step after the delivery stride falls in this region. Refer Law 41.11 for protected area.*

*When a bowler runs on the protected area, he/she is sure to block the view of the umpire in seeing may be, the pitch of the ball, the trajectory, the impact with the bat or person of the striker. A slow bowler can block the view of the umpire without coming onto the protected area also. This makes it difficult for an umpire to judge Caught behind and LBW primarily. Umpire can bend and adjust to observe whether the ball has touched the bat or not but same is not advisable in judging LBW. Hence, the best way to stop the bowler coming in front of an umpire is, asking him/ her not to appeal for either caught behind or LBW, Since, umpires view gets blocked. Umpires will have the required result promptly. If a bowler runs on the protected area the umpire at the bowler’s end shall*

### **a. First instance**

- i. Caution the bowler.*
- ii. This caution shall apply to that bowler for that innings.*
- iii. Inform the captain, the Batters the wicket and the other umpire of what has occurred.*

### **b. Second instance**

- i. Warn the bowler indicating that this is the final warning.*
- ii. This final warning shall apply to that bowler for that innings.*
- iii. Inform the captain, the Batters the wicket and the other umpire of what has occurred*

### **c. Third instance**

- i. Direct the fielding captain to take off the bowler.*
- ii. The bowler thus suspended shall not be allowed to bowl again in that innings.*
- iii. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.*
- iv. Follow reporting procedure*

## **41.14 Batter damaging the pitch**

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

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

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

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

The bowler's end umpire shall

- disallow all runs to the batting side
- return any not out Batter to his/her original end
- signal No ball or Wide to the scorers if applicable.
- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).
- Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

### Interpretation

*Striker cannot avoid being on the pitch, but the non-striker can. Striker has to make movement on the pitch in preparing to receive or receiving the delivery and then after playing at the ball in setting off for the first run. Law permits this and requires him to get off the pitch area at the earliest without getting on to the protected area unless it is inevitable. As is applicable to a fielder, a Batter will be deemed to be causing avoidable damage, if, either umpire considers that his/her presence on the pitch is without reasonable cause. Umpires should be vigilant against the striker as well as the non-striker running on the pitch area and at times on protected area. This is not allowed, and the umpires have to talk to the Batters.*

- a. *The Batters while running may come on to the pitch area to avoid collision with the bowler who is in his/ her follow through or a fielder rushing into field the ball. This is permitted as long as this is not deliberate.*

*If either umpire decides that either Batter is causing damage to the pitch, when the ball is dead, he/she shall inform the other umpire of what has occurred. The bowler's end umpire then shall*

#### **a. For the first instance**

- i. *Warn the Batters that this practice is unfair, indicating that this is the first and final warning.*

- ii. *Inform the Batters at the wicket what has occurred.*
- iii. *The warning is for the team and for the entire innings.*
- iv. *Umpire to caution each incoming new Batter accordingly.*

**b. For the Second and subsequent instance**

- i. *disallow all runs to the batting side.*
- ii. *return any not out Batter to his/her original end.*
- iii. *Signal No ball or Wide ball if applicable to the scorer.*
- iv. *Award 5 penalty runs to batting side for this offence.*
- v. *Award any other 5 penalty runs if applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).*
- vi. *Inform the fielding side captain and the Batters at the wicket what has occurred.*
- vii. *Follow reporting procedure.*

**41.15 Striker in protected area**

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

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

**41.15.2** If there is breach of any of the conditions in Law 41.15.1 by the striker, the umpire seeing the contravention shall, if the bowler has not entered his/her delivery stride, immediately call and signal Dead ball, otherwise, he/she shall wait until the ball is dead and then inform the other umpire of the occurrence.

The bowler's end umpire shall then

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

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

The bowler's end umpire shall then

- disallow all runs to the batting side
- return any not out Batter to his/her original end
- signal No ball or Wide to the scorers if applicable.
- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body

responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team

### Interpretation

*This is a new law introduced with 2017 code, prohibiting the striker taking guard within the protected area or so close to it that encroachment is inevitable to play at the ball. However, this law does not prohibit the striker who is taking guard sufficiently away from the start of protected area but advances to play at a particular ball bringing him within the protected area. Umpires also should watch for the striker running diagonally across the pitch or changing course. If the striker is in such a position during the bowler's runup, dead ball should be called before the bowler enters his/ her delivery stride. If the Striker enters the protected area after the bowler enters his/her delivery stride, the umpire has to decide if it was genuinely in the course of receiving the ball? if not, when the ball is dead, he/she has to inform the other umpire of what has occurred. The bowler's end umpire then shall*

#### **a. For the first instance**

- i. Warn the Batters that this practice is unfair, indicating that this is the first and final warning.*
- ii. Inform the Batters at the wicket what has occurred.*
- iii. The warning is for the team and for the entire innings.*
- iv. Umpire to caution each incoming new Batter accordingly.*

#### **b. For the Second and subsequent instances**

- i. disallow all runs to the batting side.*
- ii. return any not out Batter to his/her original end.*
- iii. Signal No ball or Wide ball if applicable to the scorer.*
- iv. Award 5 penalty runs to batting side for this offence.*
- v. Award any other 5 penalty runs if applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).*
- vi. Inform the fielding side captain and the Batters at the wicket what has occurred.*
- vii. Follow reporting procedure.*

*Example: Striker taking stance sufficiently in front of popping crease and every time he/ she plays his/her front foot (first step) comes on the Protected Area. This is not to be permitted. The Batter going a couple of steps to play at the ball and thus on Protected Area is permitted.*

### **41.16 Batters stealing a run**

**It is unfair for the Batters to attempt to steal a run during the bowler's run-up. Unless the bowler attempts to run out the non-striker – see 38.3 (non-striker leaving his ground early)– the umpire shall**

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

**The bowler's end umpire shall then**

- return the Batters to their original ends.**
- award 5 Penalty runs to the fielding side.**
- award any other 5 run Penalty that is applicable, except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).**

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

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

### Interpretation

*Law 18 (Runs) makes provision for scoring runs when the ball is in play. The ball comes into play when the bowler starts his/her runup. The Batters are not permitted to attempt runs until the ball is delivered. Hence in the previous Law 41.16 the non-striker is not permitted to come out of his/her ground until the delivery of the ball and the bowler has been provided the opportunity of running him out till the normal point of release of the ball. It is not the case of one Batter coming out of the ground too soon as in the previous Law 41.16. To be trying to steal a run, both Batters should be trying to cross over and make the ground good from end to end. There are no instances of breach of this law in the history of cricket at competitive level. Had this law not been there, the occasions of stealing a run could have been a common scene with many bowlers having long runups. Umpires should not be in a hurry to call and signal dead ball until the Batters cross or the bowler does not attempt to runout the non-striker. Crossing confirms that they are trying to take a run. There can be the following scenarios.*

a. *both the Batters are not involved and attempting a run.*

- i. *The striker has come forward in receiving or receive the delivery or play at it and not to attempt a run, but the non-striker is attempting a run.*
- ii. *The non-striker has come out and the ball thrown by the bowler in his attempt to runout the non-striker misses the stumps. Bowler is permitted only one attempt of throwing. If he is trying to break the wicket holding the ball and misses in his first attempt still the ball being in his hands can break the wicket in his subsequent attempts.*

b. *The bowler has not taken up the option of running the non-striker out.*

*Once the umpire calls and signals dead ball, he/she shall*

- i. *return any not out Batter to his/her original end.*
- ii. *Award 5 penalty runs to fielding side.*
- iii. *Award any other 5 penalty runs if applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).*
- iv. *Inform the fielding side captain and the Batters at the wicket what has occurred.*
- v. *Follow reporting procedure.*

### 41.17 Penalty runs

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

**41.17.2** Penalty runs shall be awarded in each case where the Laws require the award, even if a result has already been achieved. See Law 16.6 (Winning hit or extras).

Note, however, that the restrictions on awarding Penalty runs, in Laws 23.3 (Leg byes not to be awarded), 25.7 (Restriction on the striker's runner), 28.3 (Protective helmets belonging to the fielding side) and 34.4 (Runs permitted from ball lawfully struck more than once) will apply.

**41.17.3 When 5 Penalty runs are awarded to the batting side,**

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

**41.17.4 When 5 Penalty runs are awarded to the fielding side, they shall be added as Penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 Penalty runs shall be added to the score in its next innings.**

**Interpretation**

*Whenever penalty runs are awarded, the umpire shall signal to the scorers. Keeping the palm on the opposite shoulder for penalty runs to fielding side and repeated tapping of the opposite shoulder for batting side.*



*Notwithstanding the provisions in the laws for winning hit or extras (Law 16.6), penalty runs shall be awarded in each case where the laws require the award. The exceptions are*

- i. Deliberate padding Law 23.3,
- ii. Runs from a ball lawfully struck more than once Law 34.4 and
- iii. Penalty runs not to be awarded Law 28.3.

*When 5 penalty runs are awarded to the batting side, under either Law 24.4 (player returning without permission) or Law 28 (the fielder) or unfair play under Laws 41.3,4,5,9 or 12 or Player's conduct under Law 42.*

- i. These runs shall be scored as penalty extras in addition to any other penalties.
- ii. These penalty runs are awarded when the ball is dead. These shall not be regarded as scored from either previous or next delivery. They shall be in addition to any runs scored from those deliveries.
- iii. The Batters shall not change ends solely for the reason of 5 run penalty.

*When 5 penalty runs are awarded to the fielding side under Laws 18.5, or 41.10, or 14,15, 16 or 17 and Law 42, the runs shall be added to the most recently completed innings, as penalty extra. If, they have not completed the innings the 5 penalty runs as extra shall be added to the score in its next innings. These penalty runs shall not be accounted against the bowler.*

## UMPIRING TECHNIQUE

1. Umpires have to be discreet while handling conflict situations. The conflict could be between.

- a. Player and Player.      b. Player and umpire  
c. Player and Officials.    d. Player and Public



17. Each situation can be unique and compelling. Umpire should keep his/her **COOL**.
18. Umpire should not be carried away by the situation or by the stature and reputation of the player involved. Umpire should be firm but maintain a high standard of consistency.
19. Try to control by a quite word or two with the concerned player. If it has no effect talk to the captains and allow them to resolve the issue. Have courage to take action and or report when necessary.
20. Do not step in too quickly or too late when there is conflict between player and player. Let the initial burst come out. Then quickly step in to resolve.
21. Watch the ball till it reaches the bowler. You have plenty of occasions to inspect the ball – fall of wicket or at any stoppage or interval. Still in addition umpires must have a look at the ball regularly but at irregular intervals.
22. Always check the ball whenever it is hit out of the field for its shape and to ensure the same ball has come back. If not checked the damage if any, should not be attributed to fielding side later.
23. Umpires must develop a high standard of consistency in judging fast short pitched balls and non-pitching deliveries. Teamwork is very essential here. Umpire at the striker's end can easily assist by non-verbal communication. Use reference objects for consistency.
24. Non-pitching deliveries are rare and come as a shock or surprise, no harm in calling late than never.
25. Be watchful for Batters and bowlers coming on the protected area. Batter's initial three steps while attempting a run are important. Watch them while you take off for coming to take position for run outs.
26. Chances of coming on protected area are more when a Bowler bowls close to the stumps.
27. Do not concentrate more on the bowler's foot during follow through (protected Area), they come in your vision. Concentrate on other decisions, they are more important. Bowler's foot marks can easily be seen and checked later, while walking into position. Do not be too fussy.
28. No harm in drawing the attention of the Bowler if he/she is coming close to delivering a no ball or Protected area. So also, the Batters. Prevention is better than cure. You can concentrate more on other important matters. Be consistent with both the teams.
29. Umpire to note the difference between a bowler trying to make the Striker and Non-striker run out during his/her run up.
30. Be firm and clear in all your actions. Any reporting has to be precise and specific. Nothing general. All reporting should be jointly done.



LAWS OF CRICKET MADE EASY INDIA EDITION 2022

<b>PENALTIES AT A LGANCE</b>							
Law #	Law Content	No ball	Caution	Final Warning	5 Penalty Runs	Replace Bowler	Other Comments
18.5	Deliberate Short Runs				1 <sup>st</sup> instance		Disallow all runs other than penalties from 1 <sup>st</sup> Inst onwards
24.4	Fielder Returning Without Permission				1 <sup>st</sup> instance		Ball becomes dead on contact. <b>Ball not counted in over.</b>
26.4	Practice on the field			1 <sup>st</sup> instance	2 <sup>nd</sup> instance		Warning is for full innings in progress or about to begin
28.2 & 3	Unfair Fielding by any fielder and ball hitting helmet on ground				1 <sup>st</sup> instance		Ball becomes dead on contact. Law 28.2 only - <b>Ball not counted in over</b>
41.3	Changing Ball Condition				1 <sup>st</sup> instance	2 <sup>nd</sup> instance	Replacement of ball option to opposing team.
41.4	Attempt to Distract Striker				1 <sup>st</sup> instance		Neither Batter dismissed; <b>ball not counted in over</b>
41.5	Attempt to Distract/ deception / Obstruction of the Batter				1 <sup>st</sup> instance		Run in progress counts; Batters choose end; <b>ball not counted</b>
41.6	Dangerous/ Unfair Bowling – short pitched delivery	Every Instance		1 <sup>st</sup> instance		2 <sup>nd</sup> instance	Caution and warning apply at both ends
41.7	Dangerous/ Unfair Bowling	Every Instance		1 <sup>st</sup> instance		2 <sup>nd</sup> instance. Deliberate 1 <sup>st</sup> instance	Caution and warning apply at both ends
41.9	Fielder Wasting Time			1 <sup>st</sup> instance	2 <sup>nd</sup> instance (not during over)	2 <sup>nd</sup> instance (during over)	Bowler suspended for that innings
41.10	Batter Wasting Time			1 <sup>st</sup> instance	2 <sup>nd</sup> instance		Warning for entire team.
41.12	Fielder Damaging Pitch			1 <sup>st</sup> instance		2 <sup>nd</sup> instance	Caution and warning apply to team
41.13	Bowler in Protected Area		1 <sup>st</sup> instance	2 <sup>nd</sup> instance		3 <sup>rd</sup> instance	Bowler suspended for that innings
41.14 & 41.15	Batter Damaging Pitch & Striker on protected area			1 <sup>st</sup> instance	2 <sup>nd</sup> instance		Disallow all runs other than penalties from 2 <sup>nd</sup> instance onwards
41.16	Batters Stealing Run				1 <sup>st</sup> instance		Batters return to original ends
42	Player's conduct			L-1 (First time)	L-1 (2 <sup>nd</sup> instance), L2, 3 or 4, 1 <sup>st</sup> instance		Suspend player L-2 10 overs, L-3. L-4 suspend for match.

**NOTE: "1st Instance" for No Ball calls and awarding of 5 Penalty runs indicates 1st Instance and every instance thereafter.**

**LAW 42 PLAYERS' CONDUCT**

**(NOT BEING FOLLOWED BY BCCI IN ALL ITS DOMESTIC TOURNAMENT MATCHES. INSTEAD, BCCI CODE OF CONDUCT IS TO BE FOLLOWED.)**

**42.1 Unacceptable conduct**

- 42.1.1** The umpires shall act upon any unacceptable conduct. Four Levels of offence and the corresponding actions by the umpires are identified as Level 1, Level 2, Level 3, and Level 4 offences in Laws 42.2 to 42.5.
- 42.1.2** If either umpire considers that the conduct of a player, at any time during the match, is unacceptable, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.
- 42.1.3** The umpire concerned shall report the matter to the other umpire and together they shall decide whether misconduct has occurred. If so, they shall determine into which of the Levels the conduct falls, as set out in Laws 42.2 to 42.5 below, and then apply the related sanctions.
- 42.1.4** For each Level 1 to 4, if the offence is by a Batter, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this law, the Batters at the wicket may not deputise for their captain.
- 42.1.5** For each Level 1 to 4,
- Playing time shall be counted as lost from the call of Time to the call of Play, excluding intervals (Law 11) and suspensions of play (Law 2.8).
  - the time for close of play on that day shall be extended by this length of time.
  - if applicable, no overs shall be deducted during the last hour of the match solely on account of this time.

**Interpretation**

*The preamble sets the tone and responsibility of the captains in ensuring that their team acts and conduct is within the spirit and Laws of Cricket. There are instances when the players do not measure up to the laid down standards and expectations.*

*The tone for the game has to be set by the umpires through their management of the game, by their interactions with the captains throughout the match and by a quite but firm word or two when needed. There are instances of umpires taking firm actions and even sending off the offending players in first class matches earlier wherever the local playing conditions have permitted. Such deterrent laws have been part of other sports for decades. Showing yellow and red cards are common in soccer and Hockey. The cricket umpires have now to get used to these though, it is hoped that they are required to take recourse under this law very rarely. The offences are classified into 4 levels and these on-field sanctions are in addition to the existing sanctions, but reporting is a must. Once either umpire decides that an act of any player is unacceptable. He/She shall*

- a. *call and signal "dead ball" after ensuring that the non-offending team is not disadvantaged.*
  - i. *Non-offending team is not disadvantaged means, an umpire should delay the call of "dead ball" so that a Batter's dismissal or scoring opportunity are not prevented.*
- b. *Inform the other umpire of what has occurred.*

- c. Together they decide whether the misconduct has occurred.
- d. If yes, they will determine the level the conduct falls as set out in LAWS 42.2 to 42.5 below and apply sanctions accordingly.

There are quite a few specific offences covered by the law under level 1 to level 4. Most of them are obvious Level 1 offences like.

- a. wilfully mistreating any part of the cricket ground, equipment or implements used in the match.
- b. When does showing dissent at umpires' decision by word or action (Level 1) offence become serious dissent (Level 2)?
  - i. A Batter who is given out and not happy swings his/her bat over the wicket in anger shaking his/her head with the wicketkeeper standing well up. Is this Level 1 or Level 2 offence?
- c. using language that, in the circumstances, is obscene, offensive, or insulting
- d. making an obscene gesture.
- e. appealing excessively.
- f. advancing towards an umpire in an aggressive manner when appealing.
- g. any other misconduct.
- e. If the level 1 to 4 offence is by the Batter at the wicket
  - i. The Umpire shall call "time" summon the offending player's captain.
  - ii. Since decision has already been taken, merely inform the sanctions.
  - iii. Call "Play" and start the game.
  - iv. Extend the game on that day by the amount of time taken for this excluding any interval or interruptions. No overs shall be deducted in the last hour, if, applicable.

Umpires should be aware that if the captain is on the field and commits a level 3 or 4 offence, then any other nominated player should be summoned and informed of the offence and to take action against the offending player in this case his/ her captain. This nominated player who is summoned will act as captain till the suspension of the captain is over.

## 42.2 Level 1 offences and action by umpires

### 42.2.1 Any of the following actions by a player shall constitute a Level 1 offence:

- wilfully mistreating any part of the cricket ground, equipment or implements used in the match
- showing dissent at an umpire's decision by word or action
- using language that, in the circumstances, is obscene, offensive, or insulting
- making an obscene gesture
- appealing excessively
- advancing towards an umpire in an aggressive manner when appealing
- any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence.

### 42.2.2 If such an offence is committed, Laws 42.2.2.1 to 42.2.2.6 shall be implemented as appropriate, according to whether or not it is the first offence at any Level.

#### 42.2.2.1 The umpire shall call Time, if necessary.

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

#### 42.2.2.3 If the Level 1 offence is the first offence, at any Level, by that team, the umpire shall

- 42.2.2.3.1 issue a first and final warning which shall apply to all members of the team for the remainder of the match.

**42.2.2.3.2 warn the offending player's captain that any further Level 1 offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.**

**42.2.2.4 If the Level 1 offence follows an offence, at any Level, by that team, the umpire shall award 5 Penalty runs to the opposing team.**

**42.2.2.5 As soon as practicable the umpire shall call Play.**

**42.2.2.6 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.**

### Interpretation

*The following are the specific acts which come under level 1 offence. The examples are not exhaustive but only indicative.*

- a. *wilfully mistreating any part of the cricket ground, equipment or implements used in the match.*
  - i. *A Batter who is given out is not happy and, on the way, back smashes the glass panes of the dressing room.*
  - ii. *A Batter given out and not happy bangs or throws his/her bat on the ground.*
  - iii. *A batsman who is given out and not happy swings his/her bat at the wicket.*
  - iv. *A fielder whose appeal for catch or any other dismissal is turned down bangs the ball into the ground in disgust.*
- b. *showing dissent at an umpire's decision by word or action*
  - i. *The above "a. i & ii" also come under this.*
  - ii. *An appeal for LBW is turned down and the bowler asks the umpire "are you blind"?*
  - iii. *A Batter given out Caught not happy and immediately uses an abusive word shaking his/her head and or gesturing.*
- c. *using language that, in the circumstances, is obscene, offensive, or insulting.*
  - i. *An insulting or offensive language such as bas\*.... or are you "deaf" or "blind" used against the players or an umpire or even a spectator comes under the purview of this law.*
  - ii. *The words used against a teammate may be a common thing amongst the team members and they do not mind but the same words used though for a teammate in front of a Batter, or an umpire is not acceptable. This happens when a catch is dropped or misfielding results in a missed runout chance.*
- d. *making an obscene gesture*
  - i. *Showing middle finger or any such gesture. This again is not limited to amongst players but also include against umpires and spectators.*
- e. *appealing excessively*
  - i. *Appealing for each and every delivery, continuing to appeal even after a decision has been given.*
- f. *advancing towards an umpire in an aggressive manner when appealing.*
  - i. *A forward short leg and or a slip fielder and or the wicketkeeper running towards the umpire while appealing in unison.*
- g. *any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence.*
  - i. *This covers all other similar act which are not specifically covered above but both the umpires decide that such act qualifies for level 1 offence.*

*Both the umpires after having decided that an unfair act under level 1 has occurred,*

- a. The bowler's end umpire shall call "Time", if necessary.
- b. Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.
- c. If the Level 1 offence is the first offence, at any Level, by that team, the umpire shall
  - i. issue a first and final warning which shall apply to all members of the team for the remainder of the match.
  - ii. warn the offending player's captain that any further Level 1 offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.
  - iii. If the Level 1 offence follows an offence, at any level, by that team, the umpire shall award 5 Penalty runs to the opposing team.
  - iv. As soon as practicable the umpire shall call "Play".
- d. Extend the game on that day by the time between the call of "time" and "play".
- e. Follow reporting procedure

### 42.3 Level 2 offences and action by umpires

#### 42.3.1 Any of the following actions by a player shall constitute a Level 2 offence:

- showing serious dissent at an umpire's decision by word or action
- making inappropriate and deliberate physical contact with another player
- throwing the ball at a player, umpire, or another person in an inappropriate and dangerous manner
- using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a seriously insulting nature
- or any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence.

#### 42.3.2 If such an offence is committed, Law 42.3.2.1 to 42.3.2.6 shall be implemented.

42.3.2.1 The umpire shall call Time, if necessary.

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

42.3.2.3 The umpire shall award 5 Penalty runs to the opposing team.

42.3.2.4 The umpire shall warn the offending player's captain that any future Level 1 offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.

42.3.2.5 As soon as practicable the Umpire shall call Play.

42.3.2.6 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

### Interpretation

*The following are the specific acts which come under level 2 offence. The examples are not exhaustive but only an indicator. A couple of these are also classified under level 1 but are qualified with the word "serious". It is for both the umpires to decide about the **seriousness** and to bring the act from level 1 or level 2. Here the judgment and experience of an umpire play a vital role.*

- a. *showing serious dissent at an umpire's decision by word or action.*
- b. *making inappropriate and deliberate physical contact with another player.*
- c. *throwing the ball at a player, umpire, or another person in an inappropriate and dangerous manner.*
- d. *using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a seriously insulting nature.*
- e. *or any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence.*

*Both the umpires after having decided that an unfair act under level 2 has occurred,*

- i. *The umpire shall call "Time", if necessary.*
- ii. *Together the umpires shall summon and inform the offending player's captain that an offence at Level 2 has occurred.*
- iii. *The umpire shall award 5 Penalty runs to the opposing team.*
- iv. *The umpire shall warn the offending player's captain that any future Level 1 or higher offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.*
- v. *As soon as practicable the Umpire shall call "Play".*
- vi. *Extended the game for that day by the time elapsed between the call of "time" and "play".*
- vii. *Follow reporting procedure*

#### **42.4 Level 3 offences and action by umpires**

**42.4.1** Either of the following actions by a player shall constitute a Level 3 offence:

- **intimidating an umpire by language or gesture**
- **threatening to assault a player or any other person except an umpire. See Law 42.5.1.**

**42.4.2** If such an offence is committed, Laws 42.4.2.1 to 42.4.2.8 shall be implemented.

**42.4.2.1** The umpire shall call Time, if necessary.

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

**42.4.2.3** The umpires shall direct the captain to remove the offending player immediately from the field of play for a period in accordance with the following:

**42.4.2.3.1** In a match where the innings are not limited to a number of overs, the player shall be suspended from the field of play for 10 overs. Any balls remaining in the over in progress at the time of suspension shall not count towards the overs for which the player is suspended.

**42.4.2.3.2** In a match where the innings are limited to a number of overs, the player shall be suspended for one fifth of the number of overs allocated to the current innings at its commencement. If, in calculating the length of the suspension, a part-over results, it shall be considered as a whole over. Any balls remaining in the over in progress at the time of suspension shall not count towards the overs for which the player is suspended.

**42.4.2.3.3** If the offending player is a fielder, no substitute shall be allowed for him/her. The offending player may return to the field of

play after serving the period of suspension and may bowl immediately.

**42.4.2.3.4** If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall he/she bowl the next over.

**42.4.2.3.5** If the offending player is a not out Batter, he/she shall be replaced by another member of his/her team. The offending player may return to bat after having served the suspension only at the fall of a wicket. If no Batter is available to bat during a Batter's suspension, the innings is completed. If the offending player does not continue his/her innings for whatever reason, he/she is to be recorded as Retired – not out.

**42.4.2.3.6** If the offending player is a dismissed member of the batting side, the period of suspension will not commence until the start of the next innings. Furthermore, in these circumstances, the offending player may not act as a runner during the innings when he/she was suspended.

**42.4.2.3.7** Warn the offending player's captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team.

**42.4.2.3.8** Any overs remaining to be served from a suspension shall be carried forward to the next and subsequent innings of the match. A part over at the end of the innings shall not count towards the overs for which the player is suspended.

**42.4.2.4** As soon as practicable, the umpire shall

- award 5 Penalty runs to the opposing team
- signal the Level 3 penalty to the scorers
- call Play.

**42.4.2.5** The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

### Interpretation

*The following are the specific acts which come under level 3 offence. The examples are not exhaustive but only indicative.*

- a. *intimidating an umpire by language or gesture*
- b. *threatening to assault a player or any other person except an umpire. See Law 42.5.1.*

*Both the umpires after having decided that an unfair act under level 3 has occurred,*

- a. *The umpire shall call "Time", if necessary.*
- b. *Together the umpires shall summon and inform the offending player's captain that an offence at Level 3 has occurred.*

- c. The umpires shall direct the captain to remove the offending player immediately from the field of play for a period in accordance with the following:
- i. In the non-limited overs match the player shall be suspended from the field of play for 10 overs.
  - ii. In a limited overs match, the player shall be suspended for one fifth of the number of overs allocated to the current innings at its commencement. If, in calculating the length of the suspension, a part-over results, it shall be rounded up as a whole over.
  - iii. Any balls remaining in the over in progress at the time of suspension shall not count towards the overs for which the player is suspended.
  - iv. The offending player may return to bat after having served the suspension only at the fall of a wicket.
  - v. If no Batter is available to bat during a Batter's suspension, the innings is treated as completed.
  - vi. If the offending player does not continue his/her innings for whatever reason, he/she is to be recorded as Retired – **not out**.
  - vii. If the offending player is a dismissed member of the batting side, the period of suspension will not commence until the start of the next innings. The offending player may not act as a runner during the innings when he/she was suspended.
  - viii. Warn the offending player's captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team.
  - ix. Any overs remaining to be served from a suspension shall be carried forward to the next and subsequent innings of the match. A part over at the end of the innings shall not count towards the overs for which the player is suspended.
  - x. If the offending player is a not out Batter, he/she shall be replaced by another member of his/her team.
  - xi. The offending player may return to bat after having served the suspension only at the fall of a wicket.
  - xii. If no Batter is available to bat during a Batter's suspension, the innings is treated as completed.
  - xiii. If the offending player does not continue his/her innings for whatever reason, he/she is to be recorded as Retired – **not out**.
  - xiv. If the offending player is a dismissed member of the batting side, the period of suspension will not commence until the start of the next innings. Furthermore, in these circumstances, the offending player may not act as a runner during the innings when he/she was suspended.
  - xv. If the offending player is a fielder, no substitute shall be allowed for him/her.
  - xvi. The offending player may return to the field of play after serving the period of suspension and may bowl immediately. This period is not treated as penal time as in case of fielder going out.
  - xvii. If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall he/she bowl the next over partly or fully.
  - xviii. Warn the offending player's captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team.
  - xix. Any overs remaining to be served at the end of an innings from a suspension shall be carried forward to the next and subsequent innings of the match. A part over at the end of the innings shall not count towards the overs for which the player is suspended.
  - xx. As soon as practicable, the umpire shall
    - award 5 Penalty runs to the opposing team.
    - signal the Level 3 penalty to the scorers.
    - call "Play".
  - xxi. Extend the game on that day by the time between the call of "time" and "play"
  - xxii. Follow reporting procedure.

**Examples –**

- Q1. In a multi-day match a Batter commits a level 3 offence after 10.3 overs have been bowled.
- A1. He/She can bat after 21 overs at the fall of a wicket.  $10.3 = 11 + 10 = 21$ overs. Three deliveries of the 11<sup>th</sup> over are ignored. If a Batter retires any time after 21 overs, this Batter who has been punished cannot resume he/she has to wait till the fall of a wicket. Same logic applies to a fielder in calculating penal overs.

- Q2. In a 50 over a side limited overs match, during the first innings a Batter commits a level 3 offence after 21.4 overs. There is an interruption after 25.2overs and the innings is reduced to 34 overs a side.
- A2. The punished Batter can resume his/her innings any time after  $22+10=32$  overs at the fall of a wicket. Two deliveries of the 22<sup>nd</sup> over are ignored. If he/she cannot resume his/ her innings for whatever reason it will be recoded as “retired not-out”. Same logic applies to a fielder in calculating penal overs.
- Q3. In the above Q2, during the 2<sup>nd</sup> innings a Batter is found guilty of level 3 offence when 18.4 overs have been bowled.
- A3. Here the penalty overs shall be 7 overs and not 10. The innings is reduced to 34 from beginning so  $34/5 = 6.8 = 7$ (rounded up). Hence  $19+7=26$ . Two deliveries of the 9<sup>th</sup> over ignored. He/she can bat any after 26 overs at the fall of a wicket. Same logic applies to a fielder in calculating penal overs.
- Q4. In a multi-day match, a Batter who is declared out in the 1<sup>st</sup> innings at 33.5 overs commits an offence under Level 3 as he/she is not happy with the decision.
- A4. He/She cannot act as runner in that innings and cannot come onto the field for the first 10 overs of the next innings.
- Q5. A fielder is sent off for a level 3 offence after 86.2 overs. The other team is all out in 91.4 overs. When can he/she can bat?
- A5. The fielder has served penal time from 88<sup>th</sup> over to 91<sup>st</sup> over = 4 overs, as fraction of the over in which he / she is suspended(87<sup>th</sup>), and the innings gets over (92<sup>nd</sup> ) are to be ignored. Hence, he/she can bat any time after 6 overs at the fall of a wicket.
- Q6. A bowler after delivering 5 deliveries of the 12<sup>th</sup> over shows serious dissent towards an umpire. As a bowler's end what action do you take?
- A6. i. Call and signal dead ball.  
 b. Collect the match ball before leaving the position for consultation with partner.  
 c. Since it is deliberate decide the level of offence, since it is serious dissent, both agreed for level 3 offence.  
 d. Call “time”, note the time and summon the captain of the offending player, in this case fielding side captain.  
 e. Inform him that an act of level 3 unfair play has been committed by the bowler.  
 f. Direct the captain to take off the bowler forthwith and complete the over (remaining one ball) with another bowler who has neither bowled the previous over nor shall bowl the next over. Inform the captain that the bowler is suspended for 10 complete overs excluding the over in which he/she is suspended and come in only after 22 overs have been bowled.  
 g. Warn the captain that any future level 1 offence shall result in award of 5 penalty runs to the batting side.  
 h. Inform the Batters at the wicket of what has occurred.  
 i. If this is a limited overs match, the part over bowled by both the bowlers will count as one full over for their individual quota of overs.  
 j. Award 5 penalty runs to the batting side.  
 k. Signal level 3 offence to the scorer.  
 l. Come to your designated position.  
 m. Call “play” and note the time.  
 n. Extended the game for that day by the time elapsed between the call of “time” and “play”.  
 o. At the end of the match follow the reporting procedure.

#### 42.5 Level 4 offences and action by umpires

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

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

**42.5.2** If such an offence is committed, Laws 42.5.2.1 to 42.5.2.5 shall be implemented.

**42.5.2.1** The umpire shall call Time, if necessary.

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

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

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

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

**42.5.2.3.3** If the offending player is a Batter, he/she is to be recorded as Retired – out in the current innings, unless he/she has been dismissed under any of Laws 32 to 39, and at the commencement of any subsequent innings in which his/her team is the batting side. If no further Batter is available to bat, the innings is completed.

**42.5.2.3.4** Warn the offending player's captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team.

**42.5.2.4** As soon as practicable, the umpire shall

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

**42.5.2.5** The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

### **Interpretation**

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

*Both the umpires after having decided that an unfair act under level 4 has occurred,*

- a. *The umpire shall call "Time", if necessary.*
- b. *Together the umpires shall summon and inform the offending player's captain that an offence at Level 4 has occurred.*
- c. *The umpires shall direct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:*
  - i. *If the offending player is a fielder, no substitute shall be allowed for him/her.*

- ii. *The suspended player's innings is to be recorded as "retired out" in the current innings if batting or all the innings he/she is yet to bat.*
- iii. *If a bowler is suspended mid-over, then that over must be completed by another bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.*
- iv. *If no further Batter is available to bat, the innings is to be treated as completed.*
- v. *Warn the offending player's captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team.*
- vi. *As soon as practicable, the umpire shall*
  - *award 5 Penalty runs to the opposing team*
  - *signal the Level 4 penalty to the scorers*
  - *call "Play".*
- vii. *Extended the game for that day by the time elapsed between the call of "time" and "play".*
- viii. *Follow reporting procedure.*

**Example:** If two or more players are involved in physical fight, the 5-run penalty is to be awarded for each player involved.

#### **42.6 Captain refusing to remove a player from the field**

**42.6.1** If a captain refuses to carry out an instruction under Laws 42.4.2.3 or 42.5.2.3, the umpires shall invoke Law 16.3 (Umpires awarding a match).

**42.6.2** If both captains refuse to carry out instructions under Laws 42.4.2.3 or 42.5.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded as in Law 12.9 (Conclusion of match) and there shall be no result under Law 16 (The result).

#### **Interpretation**

*When action is taken under level 3 or level 4 offence and the captain is directed to remove a player and he/she refuses, then inform the captain that the match will be awarded to the opposing side. If the captain still persists in not removing the concerned player, award the match to the opposing side and follow the reporting procedure.*

*There could be an occasion of both the teams being penalised for a level 3 or level 4 offence at the same time. If both the captains refuse to remove their respective players, inform the captains that the match will be abandoned as no result match or if one of the captains accedes to the directive to remove the offending player, the match will be awarded to that team. If both the captains persist and do not remove their players, abandon the match and there will not be any result. Report accordingly to the executives.*

#### **42.7 Additional points relating to Level 3 and Level 4 offences**

**42.7.1** If a player, while acting as wicketkeeper, commits a Level 3 or Level 4 offence, Law 24.1.2 (Substitute fielders) shall not apply, meaning that only a nominated player may act as wicketkeeper, even if another fielder becomes injured or ill and is replaced by a substitute.

**42.7.2** A nominated player who has a substitute or has a runner will suffer a penalty for any Level 3 or Level 4 offence committed by that substitute or by that runner.

**42.7.2.1** When the offence is committed by a substitute, the nominated player and substitute will each suffer the penalty defined in Laws 42.4.2.3 or in 42.5.2.3 as appropriate. Only the substitute will be reported as in Laws 42.4.2.5 or 42.5.2.5.

**42.7.2.2** When the offence is committed by a runner, the Batter who has the runner and the runner will each suffer the penalty defined in Laws 42.4.2.3 or in 42.5.2.3 as appropriate. The penalty for a Level 4 offence (Law 42.5.2.3) will apply to the runner for the remainder of the match, but in only the current innings to the Batter for whom the runner acted. **Only the runner and the captain will be reported.**

### Interpretation

- a. If an action under level 3 or level 4 has to be initiated against a wicketkeeper, in his/her place any nominated player has to keep wickets. Even if a substitute is there on the field, he/she cannot keep wickets, umpires cannot give consent under Law 24.1.2. for a substitute to keep wickets.
- b. If a level 3 or level 4 is initiated against a substitute fielder who is on the field, it applies equally to the nominated player for whom this substitute is acting. However, the reporting is done against the substitute only.
- c. If a level 3 or level 4 action is to be initiated against a runner who is at the wicket for an injured Batter, it applies equally to both the runner and the injured Batter. However, any penalty under level 4 will apply to the injured Batter for the current innings and the runner for the entire match. Report will be against the runner only.

### Examples:

1. A substitute player commits a level 3 offence at 35.4 overs. He will be immediately suspended and both the player for whom he is acting as substitute and himself have to serve a penalty of 10 overs in a multiday game. Either the original player or a substitute not necessarily the one sent out may come back onto the field of play at the end of 46<sup>th</sup> Over.
2. A substitute player commits a level 4 offence at 35.4 overs. The captain of his team will be directed to immediately take that substitute fielder out and both the player for whom he is acting as substitute and the substitute fielder cannot take part for the remainder of the match. The team has to play with a player less.
3. A runner commits a level 3 offence at 35.4 overs. He along with the Batter for whom he is acting as runner will be suspended for 10 full overs immediately. The injured Batter may resume his innings at the fall of a wicket after 46<sup>th</sup> over there by serving the penalty of 10 overs in a multiday game.
4. A runner commits a level 4 offence at 35.4 overs. The captain of the batting side will be directed to take off both the runner and the injured Batter immediately. Their innings will be recorded as "retired out" if the runner has not batted already. The runner's next innings will be recorded as "retired out" if he has batted and he will be suspended for the rest of the match. The injured Batter will be suspended from the current innings and bat or field in the next innings. Only the runner will be reported.

**UMPIRING TECHNIQUE**

1. Remember umpires are there to facilitate the smooth conduct of the game.
2. It is a player's game. You are not the centre of attraction.
3. Be judicious in applying these provisions. One should not be too lenient or trigger happy.
4. Do not be carried away by the reputation of a player or the team. Apply the provisions equally without bias. Do not favour or fear.
5. In cases of physical contacts ensure that they are deliberate before applying the provisions of this law.
6. Be judicious in judging dissent and disappointment.

**THE BEST UMPIRE IS THE ONE WHO COMES TO A MATCH UNNOTICED AND LEAVES UNNOTICED.**

**OFFENCES AT A GLANCE**

<b>LEVEL 1</b>	<b>LEVEL 2</b>	<b>LEVEL 3</b>	<b>LEVEL 4</b>
wilfully mistreating any part of the cricket ground, equipment or implements used in the match			
Appealing excessively			
showing dissent at an umpire's decision by word or action	showing <b>serious dissent</b> at an umpire's decision by word or action	intimidating an umpire by language or gesture	threatening to assault an umpire
advancing towards an umpire in an aggressive manner when appealing	throwing the ball at a player, umpire, or another person in an inappropriate and dangerous manner	threatening to assault a player or any other person except an umpire. See Law 42.5.1.	making inappropriate and deliberate physical contact with an umpire
using language that, in the circumstances, is obscene, offensive, or insulting	using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a serious insulting nature		physically assaulting a player or any other person
making an obscene gesture	making inappropriate and deliberate physical contact with another player		
any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence.	any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence.		committing any other act of violence.

## ACTIONS AT A GLANCE FOR EACH LEVEL OF OFFENCE

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
<i>Once the umpires have decided that an offence has occurred, the umpire shall call "Time".</i>			
<i>summon and inform the offending player's captain that an offence at Level 1 or 2 or 3 or 4 has occurred.</i>			
<i>award 5 Penalty runs to the opposing team. For level 1 offence first time -first and final warning</i>			
<i>Inform the offending player's captain that any future Level 1 offence or higher by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.</i>			
<i>As soon as practicable the Umpire shall call "Play".</i>			
<i>Extend the day's game by the amount of time taken for these actions. That is from call of "time" to call of "play"</i>			
<i>Follow reporting procedure</i>			
<i>In addition, following actions for level 3 and 4 offences only.</i>			
Level 3		Level 4	
<p><i>Direct the captain to remove the offending player immediately from the field of play for a period in accordance with the following:</i></p> <ul style="list-style-type: none"> <li><i>i. Day match (non-limited overs)- suspended from the field of play for 10 overs.</i></li> <li><i>ii. Limited overs match –</i> <ul style="list-style-type: none"> <li><i>a. suspended for one fifth of the number of overs allocated to the current innings at its commencement.</i></li> <li><i>b. While calculating Part-over to be considered as a whole over.</i></li> <li><i>c. Any balls remaining in the over in progress at the time of suspension shall not count towards the overs for which the player is suspended.</i></li> </ul> </li> <li><i>iii. Offending player is a Fielder / Bowler,</i> <ul style="list-style-type: none"> <li><i>a. No substitute shall be allowed for him/her.</i></li> <li><i>b. May bowl immediately after return.</i></li> <li><i>c. If necessary, the unfinished over shall be completed by a different bowler, who shall not have bowled the previous over nor shall he/she bowl the next over.</i></li> </ul> </li> <li><i>iv. Offending player is a Batter,</i> <ul style="list-style-type: none"> <li><i>a. he/she shall be replaced by another member of his/her team.</i></li> <li><i>b. The offending player may return to bat after having served the suspension only at the fall of a wicket.</i></li> <li><i>c. If no Batter is available to bat during a Batter's suspension, the innings is treated as completed.</i></li> <li><i>d. If the offending player does not resume his/her innings for whatever reason, he/she is to be recorded as Retired – not out.</i></li> </ul> </li> <li><i>v. Any overs remaining to be served from a suspension shall be carried forward to the next and subsequent innings of the match. A part over at the end of the innings shall not count towards the overs for which the player is suspended.</i></li> </ul>		<p><i>Direct the captain to remove the offending player immediately from the field of play for the remainder of the match. In addition:</i></p> <ul style="list-style-type: none"> <li><i>i. If the offending player is a fielder,</i> <ul style="list-style-type: none"> <li><i>a. no substitute shall be allowed for him/her.</i></li> <li><i>b. He/she is to be recorded as Retired – out at the commencement of any subsequent innings in which his/her team is the batting side.</i></li> </ul> </li> <li><i>ii. A bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.</i></li> <li><i>iii. Offending player is a Batter,</i> <ul style="list-style-type: none"> <li><i>a. he/she is to be recorded as Retired – out in the current innings, unless he/she has been dismissed under any of Laws 32 to 39, and at the commencement of any subsequent innings in which his/her team is the batting side.</i></li> <li><i>b. If no further Batter is available to bat, the innings is to be treated as completed.</i></li> <li><i>c. If the Batter is unable to resume his/her innings for any reason his/her innings to be recorded as retired out.</i></li> </ul> </li> </ul>	

*PRACTICE PAPER - 9*

1. What action do you take when you notice that the condition of the ball has been unfairly changed?
2. Will you permit a player to wash and clean the ball during drinks break as it is very dirty and muddy? If, not why & how to clean it?
3. The cover fielder shouts “how is that” before the striker receives the ball. What is your action?
4. A team requires two runs for win. The bowler prevents the striker from taking the 2<sup>nd</sup> run by hugging him. What is your action? What is the result of the match?
5. The short leg fielder fakes fielding the leg glance by the Striker. Seeing this the Striker declines to run. Is it fair? If not, what action do you take?
6. Define dangerous short pitched delivery?
7. What action is taken if, a bowler repeatedly bowls dangerous short pitched deliveries?
8. Define dangerous and unfair non-pitching delivery?
9. What action you take if a bowler bowls a non-pitched delivery above the waist height?
10. A bowler bowls a deliberate dangerous and non-pitching delivery. What action you take?
11. What action do you take when a bowler bowls a No ball deliberately?
12. What action you take when there is a time wasting by (1) fielding side and (2) the Batters?
13. Define protected area?
14. What action do you take if (1) A bowler, (2) A fielder, (3) A Batter come on protected area and dame it?
15. Can a striker take stance in front of the popping crease where he normally come on protected area while playing forward? If he does so and repeatedly come on protected area what action, you take?
16. Batters at the wicket try to steal a run during bowlers runup. What you do? if the bowler does not deliver the ball?
17. How the 5-run penalty awarded to fielding side in the first innings of the match accounted?
18. What action do you take if either side indulges in unfair actions?
19. List out the Level 1, Level 2, Level 3 and Level 4 offences and actions there off?

## APPENDIX A

### DEFINITIONS AND EXPLANATIONS OF WORDS OR PHRASES NOT DEFINED IN THE TEXT

#### A1 The match

- A1.1 The game is used in these Laws as a general term meaning the Game of Cricket.
- A1.2 A match is a single encounter (or contest) between two sides (or teams), played under the Laws of Cricket.
- A1.3 The toss is the toss for choice of innings.
- A1.4 Before the toss is at any time before the toss on the day the match is expected to start or, in the case of a one-day match, on the day the match is due to take place.
- A1.5 Before the match is at any time before the toss, not restricted to the day on which the toss is to take place.
- A1.6 During the match is at any time after the toss until the conclusion of the match, whether play is in progress or not.
- A1.7 Playing time is any time between the call of Play and the call of Time. See Laws 12.1 (Call of Play) and 12.2 (Call of Time).
- A1.8 Conduct of the match includes any action relevant to the match at any time on any day of the match.

#### A2 Implements and equipment

- A2.1 Implements used in the match are the bat, the ball, the stumps, and the bails.
- A2.2 External protective equipment is any visible item of apparel worn for protection against external blows.  
For a Batter, items permitted are a protective helmet, external leg guards (batting pads), batting gloves and, if visible, forearm guards.  
For a fielder, only a protective helmet is permitted, except in the case of a wicketkeeper, for whom wicket-keeping pads and gloves are also permitted.
- A2.3 A protective helmet is headwear made of hard material and designed to protect the head **neck and/or** the face or both. For the purposes of interpreting these Laws of Cricket, such a description will include faceguards, **grills, and neck guards**.
- A2.4 Equipment – a Batter’s equipment is his/her bat as defined above, together with any external protective equipment he/she is wearing.  
A fielder’s equipment is any external protective equipment that he/she is wearing.
- A2.5 The bat – the following are to be considered as part of the bat:  
– the whole of the bat itself.  
– the whole of a glove (or gloves) worn on the hand (or hands) holding the bat.  
– the hand (or hands) holding the bat if the Batter is not wearing a glove on that hand or on those hands.
- A2.6 Held in Batter’s hand. Contact between a Batter’s hand, or glove worn on his/her hand, and any part of the bat shall constitute the bat being held in that hand.

#### A3 The playing area

- A3.1 The field of play is the area contained within the boundary.
- A3.2 The square is a specially prepared area of the field of play within which the match pitch is situated.
- A3.3 The outfield is that part of the field of play between the square and the boundary.

**A4 Positioning**

- A4.1 Behind the popping crease at one end of the pitch is that area of the field of play, including any other marking, objects, and persons therein, that is on that side of the popping crease that does not include the creases at the opposite end of the pitch.  
Behind, in relation to any other marking, object, or person, follows the same principle. See the diagram in A 13.
- A4.2 In front of the popping crease at one end of the pitch is that area of the field of play, including any other marking, objects, and persons therein, that is on that side of the popping crease that includes the creases at the opposite end of the pitch. In front of, in relation to any other marking, object or person, follows the same principle. See the diagram in A 13.
- A4.3 The striker's end is the place where the striker stands to receive a delivery from the bowler only insofar as it identifies, independently of where the striker may subsequently move, one end of the pitch.
- A4.4 The bowler's end is the end from which the bowler delivers the ball. It is the other end of the pitch from the striker's end and identifies that end of the pitch that is not the striker's end as described in A4.3.
- A4.5 The wicket-keeper's end is the same as the striker's end as described in A4.3.
- A4.6 In front of the line of the striker's wicket is in the area of the field of play in front of the imaginary line joining the fronts of the stumps at the striker's end; this line to be considered extended in both directions to the boundary. See A4.2.
- A4.7 Behind the wicket is in the area of the field of play behind the imaginary line joining the backs of the stumps at the appropriate end; this line to be considered extended in both directions to the boundary. See A4.1.
- A4.8 Behind the wicketkeeper is behind the wicket at the striker's end, as defined above, but in line with both sets of stumps and further from the stumps than the wicketkeeper.
- A4.9 Offside/on side – see diagram in A13
- A4.10 Inside edge is the edge on the same side as the nearer wicket.

**A5 Umpires**

- A5.1 Umpire – where the description the umpire is used on its own, it always means 'the bowler's end umpire' though this full description is sometimes used for emphasis or clarity. Similarly, the umpires always mean both umpires. An umpire and umpires are generalised terms. Otherwise, a fuller description indicates which one of the umpires is specifically intended. Each umpire will be bowler's end umpire and striker's end umpire in alternate overs.
- A5.2 Bowler's end umpire is the umpire who is standing at the bowler's end (see A4.4) for the current delivery.
- A5.3 Striker's end umpire is the umpire who is standing at the striker's end (see A4.3), to one side of the pitch or the other, depending on his/her choice, for the current delivery.
- A5.4 Umpires together agree applies to decisions which the umpires are to make jointly, independently of the players.

**A6 Batters**

- A6.1 Batting side is the side currently batting, whether or not play is in progress.

A6.2 Member of the batting side is one of the players nominated by the captain of the batting side, or any authorised replacement for such nominated player.

**A6.3 The striker is the batter who receives the ball delivered by the bowler.**

**A6.4 The non-striker is the batter whose ground is at the bowler's end when the ball is delivered.**

A6.5 A Batter's ground – at each end of the pitch, the whole area of the field of play behind the popping crease is the ground at that end for a Batter.

A6.6 Original end is the end where a Batter was when the ball came into play for that delivery.

A6.7 Wicket he/she has left is the wicket at the end where a Batter was at the start of the run-in progress.

A6.8 **A Batting position** is the position and posture adopted by the striker to receive a ball delivered by the bowler. **A normal batting position** is one from which a striker could be reasonably expected to defend his/her wicket.

A6.9 For the purposes of these Laws, waist height is defined as the point at which the top of the Batter's trousers would conventionally be when he/she is standing upright at the popping crease.

## **A7 Fielders**

A7.1 Fielding side is the side currently fielding, whether or not play is in progress.

A7.2 Member of the fielding side is one of the players nominated by the captain of the fielding side, or any authorised replacement or substitute for such nominated player.

A7.3 Fielder is one of the 11 or fewer players who together represent the fielding side on the field of play. This definition includes not only both the bowler and the wicketkeeper but also nominated players who are legitimately on the field of play, together with players legitimately acting as substitutes for absent nominated players. It excludes any nominated player who is absent from the field of play, or who has been absent from the field of play and who has not yet obtained the umpire's permission to return.

A player going briefly outside the boundary in the course of discharging his/her duties as a fielder is not absent from the field of play nor, for the purposes of Law 24.2 (Fielder absent or leaving the field of play), is he/she to be regarded as having left the field of play.

## **A8 Substitutes, Replacements and Runners**

A8.1 A Substitute is a player who takes the place of a fielder on the field of play but does not replace the player for whom he/she substitutes on that side's list of nominated players. A substitute's activities are limited to fielding.

A8.2 A Replacement is a player who takes the place of a nominated player and who, thereby, becomes a nominated player. A replacement's activities on the field of play are no more limited than those of any other nominated player.

A8.3 A Runner is a nominated player who runs for another nominated player of his/her own side who is batting and is unable to run.

## **A9 Bowlers**

A9.1 Over the wicket / round the wicket – If, as the bowler runs up between the wicket and the return crease, the wicket is on the same side as his/her bowling arm, he/she is bowling over the wicket. If the return crease is on the same side as his/her bowling arm, he/she is bowling round the wicket.

- A9.2 Delivery swing is the motion of the bowler's arm during which he/she normally releases the ball for a delivery.
- A9.3 Delivery stride is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride. The stride after the delivery stride is completed when the next foot lands, i.e., when the back foot of the delivery stride lands again.

**A10 The ball**

- A10.1 The ball is struck/strikes the ball unless specifically defined otherwise, mean 'the ball is struck by the bat'/'strikes the ball with the bat'.
- A10.2 Rebounds directly/strikes directly, and similar phrases mean 'without contact with any fielder' but do not exclude contact with the ground.
- A10.3 Full pitch describes a ball delivered by the bowler that reaches or passes the striker without having touched the ground. Sometimes described as non-pitching.

**A11 Runs**

- A11.1 A run to be disallowed is one that in law should not have been taken. It is not only to be cancelled but the Batters are to be returned to their original ends.
- A11.2 A run not to be scored is one that is not illegal but is not recognised as a properly executed run. It is not a run that has been made, so the question of cancellation does not arise. The loss of the run so attempted is not a disallowance and the Batters will not be returned to their original ends on that account.

**A12 The person**

- A12.1 Person; A player's person is his/her physical person (flesh and blood) together with any clothing or legitimate external protective equipment that he/she is wearing except, in the case of a Batter, his/her bat.

A hand, whether gloved or not, that is not holding the bat is part of the Batter's person.

No item of clothing or equipment is part of the player's person unless it is attached to him/her.

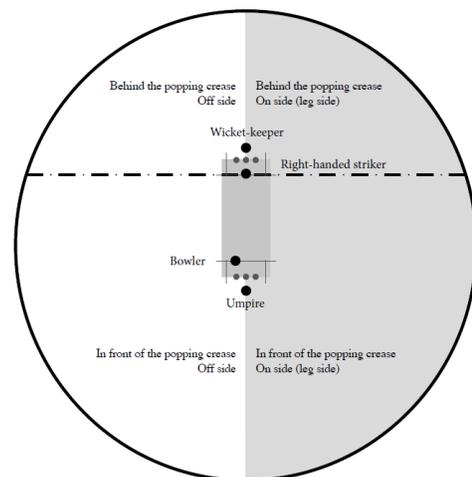
For a Batter, a glove being held but not worn is part of his/her person.

For a fielder, an item of clothing or equipment he/she is holding in his/her hand or hands is not part of his/her person.

- A12.2 Clothing – anything that a player is wearing, including such items as spectacles or jewellery, that is not classed as external protective equipment is classed as clothing, even though he/she may be wearing some items of apparel, which are not visible, for protection. A bat being carried by a Batter does not come within this definition of clothing.

- A12.3 Hand for Batter or wicketkeeper shall include both the hand itself and the whole of a glove worn on the hand.

- A13 Offside/on side; in front of / behind the popping crease.



## Appendix B: The bat (Law 5)

### B.1. General guidance

- B.1.1. Measurements - All provisions in sections B.2 to B.6 below are subject to the measurements and restrictions stated in the law and this Appendix.
- B.1.2. Adhesives – Throughout, adhesives are permitted only where essential and only in minimal quantity
- B.1.3. Categories of bat – The specifications given below relate to Type A, B C and D bats unless specified otherwise.

### B.2. Specifications for the Handle

- B.2.1. One end of the handle is inserted into a recess in the blade as a means of joining the handle and the blade.  
This lower portion is used purely for joining the blade and the handle together. It is not part of the blade but, solely in interpreting B.3 and B.4 below, references to the blade shall be considered to extend also to this lower portion of the handle where relevant.
- B.2.2. The handle may be glued where necessary and bound with twine along the upper portion. Providing Law 5.5 is not contravened, the upper portion may be covered with materials solely to provide a surface suitable for gripping. Such covering is an addition and is not part of the bat, except in relation to Law 5.6. The bottom of this grip should not extend below the point defined in B.2.4 below.  
Twine binding and the covering grip may extend beyond the junction of the upper and lower portions of the handle, to cover part of the shoulders of the bat as defined in B.3.1. No material may be placed on or inserted into the lower portion of the handle other than as permitted above together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.
- B.2.3. Materials in handle – As a proportion of the total volume of the handle, materials other than cane, wood or twine are restricted to one-tenth for Types A and B and one fifth for Type C and Type D. Such materials must not project more than 3.25 in/8.26 cm into the lower portion of the handle
- B.2.4. Binding and covering of handle – The permitted continuation beyond the junction of the upper and lower portions of the handle is restricted to a maximum, measured along the length of the handle, of  
2.5 in/6.35 cm in for the twine binding  
2.75 in/6.99 cm for the covering grip.

### B.3. Specifications for the Blade

- B.3.1. The blade has a face, a back, a toe, sides, and shoulders
  - B.3.1.1. The face of the blade is its main striking surface and shall be flat or have a slight convex curve resulting from traditional pressing techniques. The back is the opposite surface.
  - B.3.1.2. The shoulders, sides and toe are the remaining surfaces, separating the face and the back.
  - B.3.1.3. The shoulders, one on each side of the handle, are along that portion of the blade between the first entry point of the handle and the point at which the blade first reaches its full width.
  - B.3.1.4. The toe is the surface opposite to the shoulders taken as a pair.

B.3.1.5. The sides, one each side of the blade, are along the rest of the blade, between the toe and the shoulders.

B.3.2. No material may be placed on or inserted into the blade other than as permitted in

B.2.4, B.3.3. and Law 5.4 together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.

B.3.3 Covering the blade. Type A and Type B bats shall have no covering on the blade except as permitted in Law 5.4. Type C and Type D bats may have a cloth covering on the blade. This may be treated as specified in B.4 below.

The cloth covering permitted for Type C and D bats shall be of thickness not exceeding 0.012 in /0.3 mm before treatment as in B.4.1.

Any materials referred to above, in Law 5.4 and B.4 below, are to be considered as part of the bat, which must still pass through the gauge as defined in B.8.

#### **B.4 Protection and repair**

B.4.1. The surface of the blade may be treated with non-solid materials to improve resistance to moisture penetration and/or mask natural blemishes in the appearance of the wood. Save for the purpose of giving a homogeneous appearance by masking natural blemishes, such treatment shall not materially alter the colour of the blade.

B.4.2. Materials can be used for protection and repair as stated in Law 5.4 and are additional to the blade. Note however Law 5.6.

Any such material shall not extend over any part of the back of the blade except in the case of Law 5.4.1 and then only when it is applied as a continuous wrapping covering the damaged area.

The repair material shall not extend along the length of the blade more than 0.79 in/2.0 cm in each direction beyond the limits of the damaged area. Where used as a continuous binding, any overlapping shall not breach the maximum of 0.04 in/0.1 cm in total thickness. The use of non-solid material which when dry forms a hard layer more than 0.004 in/0.01 cm in thickness is not permitted.

Additionally, for protection from damage, for Bat Types B, C and D, material may be inserted at the toe and/or along the sides, parallel to the face of the blade.

B.4.3. Permitted coverings, repair material and toe guards, not exceeding their specified thicknesses, may be additional to the dimensions above, but the bat must still pass through the gauge as described in B.8.

**B.5. Toe and side inserts –** The wood used must not be more than 0.35 in/0.89 cm in thickness.

The toe insert shall not extend from the toe more than 2.5 in/6.35 cm up the blade at any point.

Neither side insert may extend from the edge more than 1 in/2.54 cm across the blade at any point.

**B.6 Commercial identifications** These identifications may not exceed 0.008 in/0.02 cm in thickness. On the back of the blade, they must occupy no more than 50% of the surface.

On the face of the blade, they must be confined within the top 9 in/22.86 cm, measured from where the bottom of the grip as defined in B.2.2 and B.2.4, would finish.

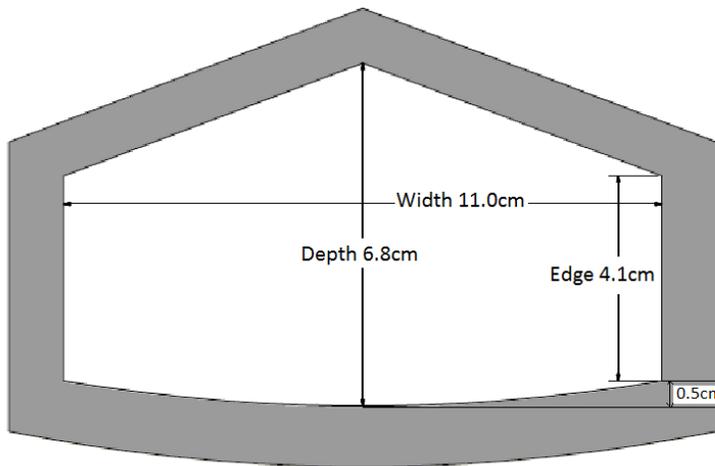
**B.7 Type D Bats**

Type D bats, as defined, shall comply with the size specifications and restrictions in Law 5 and this Appendix. The blade in addition may be

- B.7.1 laminated but using only wood and with no more than three pieces.
- B.7.2 coloured, providing Law 5.5 is not contravened.

**B.8 Bat Gauge**

All bats that conform to the Laws of Cricket must meet the specifications defined in Law 5.7. They must also, with or without protective coverings permitted in Law 5.4, be able to pass through a bat gauge, the dimensions and shape of which are shown in the diagram on the following page.



Dimensions of aperture

Total depth:	2.68 in/6.8 cm
Width:	4.33 in/11.0 cm
Edge:	1.61 in/4.1 cm
Curve:	0.20 in/0.5 cm

Note: The curve of the lower edge of the aperture is an arc of a circle of radius 12.0 in/30.5 cm, whose centre is on the vertical centre line of the aperture.

VINAYAK

**PART 4****BCCI PLAYING CONDITIONS SALIENT FEATURES**

The MCC laws of cricket is for all **forms of Cricket played from village level to test level**. These may not be practicable or need to be modified to suit the local requirements when played in certain countries. Each governing body responsible for conducting the tournaments will formulate these **playing conditions**. These are modified from time to time. All the countries/ members of the ICC when, playing amongst themselves follow the ICC playing conditions applicable to the type of the match being played like Test or One Dayer or T20. Each country may modify these to suit their requirements when conducting their domestic tournaments.

For example - ICC stipulates the duration for a multiday match of 6 hours per day. Each day is spread over 3 sessions of 2 hours each but in India BCCI the governing body though keeping the day's hours of play the same 6 hours and three sessions, has the first session of 2 ½ hours, the second of 2 hours and the third of 1 ½ hours. The following are the salient features of the BCCI multiday paying conditions in vogue. Some are in lieu of and some are in addition to the latest MCC laws of cricket. Now let us see some of the salient features of the BCCI playing conditions which are in leu of or in addition to of MCC Laws. For details, please refer to these playing conditions available on their respective websites.

(BCCI – <https://www.bcci.tv> and ICC – <https://www.icc-cricket.com> and MCC – <https://lords.org> )

**1. MENS MULTIDAY PLAYING CONDITIONS 2022-23****LAW 1– PLAYERS****1.2 NOMINATION AND REPALCEMENT OF PLAYERS:**

- 1.2.1 Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the BCCI Match Referee before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.
- 1.2.2 Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the BCCI Match Referee, in exceptional circumstances, allows subsequent additions.
- 1.2.3 All those nominated including those nominated as substitute fielders, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so eligible.
- 1.2.4 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable BCCI Regulations pertaining to domestic cricket and in particular, the Clothing and Equipment Regulations, the Code of Conduct for Players, and Player Support Personnel (hereafter referred to as the BCCI Code of Conduct), the Anti-Doping Code and the Anti-Corruption Code.
- 1.2.5 A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:

- 1.2.5.1 Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or
- 1.2.5.2 Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.
- 1.2.6 A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter be permitted to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the match is not within the playing area described in clause 1.2.5.2 above (for example, the player is not permitted to enter the on-field 'dug-out').

### **1.2.7 Concussion Replacement**

- 1.2.7.1 If a player sustains a concussion or suspected concussion, as a result of a head or neck injury during the course of the relevant match, a Concussion Replacement may be permitted in the following circumstances:
  - 1.2.7.1.1 the head or neck injury must have been sustained during play and within the playing area described in clause 1.2.5.2 above,
  - 1.2.7.1.2 a concussion or suspected concussion must have been formally diagnosed by the Players' Medical Team Doctor
  - 1.2.7.1.3 the Team Manager shall submit a Concussion Replacement Request to the BCCI Match Referee on a standard form, which shall:
    - 1.2.7.1.3.1 identify the player who has sustained the concussion or suspected concussion,
    - 1.2.7.1.3.2 specify the incident in which the concussion or suspected concussion was sustained, including the time at which it occurred,
    - 1.2.7.1.3.3 confirm that, following an examination, the Players' Team Medical Doctor believes or suspects that the player has sustained a concussion as a result of the incident specified in clause 1.2.7.1.3.2 above; and
    - 1.2.7.1.3.4 identify the requested Concussion Replacement, who shall be like-for-like replacement for the player who has sustained the concussion or suspected concussion.
    - 1.2.7.1.3.5 **In all circumstances Concussion Replacement player shall be from nominated substitutes at the time of toss. Only in the case where wicketkeeper is concussed and needs a replacement then Match Referee may allow a wicketkeeper from player outside the nominated substitutes if there is no wicketkeeper in the nominated substitutes.**
- 1.2.7.2 The Concussion Replacement Request must be submitted to the BCCI Match Referee as soon as possible after the incident specified in clause 1.2.7.1.3.2 if a Concussion Replacement is to be permitted
- 1.2.7.3 The BCCI Match Referee should ordinarily approve a Concussion Replacement Request if the replacement is a like-for-like player whose inclusion will not excessively advantage his team for the remainder of the match.
- 1.2.7.4 In assessing whether the nominated Concussion Replacement should be considered a like-for-like player, the BCCI Match Referee should consider the likely role that the concussed player would have played during the remainder of the match, and the normal role that would be performed by the nominated Concussion Replacement.

- 1.2.7.5 If the BCCI Match Referee believes that the inclusion of the nominated Concussion Replacement, when performing their normal role, would excessively advantage their team, the BCCI Match Referee may impose such conditions upon the identity and involvement of the Concussion Replacement as he/she sees fit, in line with the overriding objective of facilitating a like-for-like replacement for the concussed player.
- 1.2.7.6 The BCCI Match Referee may, in reviewing a Concussion Replacement Request made in accordance with clause 1.2.7.1.3 request any such further information as may be required in order to make the determination required under clauses 1.2.7.4 and 1.2.7.5.
- 1.2.7.7 The decision of the BCCI Match Referee in relation to any Concussion Replacement Request shall be final and neither team shall have any right of appeal.
- 1.2.7.8 Once the Concussion Replacement has been approved by the BCCI Match Referee, the replaced player shall take no further part in the match
- 1.2.7.9 Both the Concussion Replacement and the replaced player shall be considered to have played in the match for records and statistical purposes.

### **1.2.8 COVID-19 REPLACEMENT**

- 1.2.8.1 If during the course of the relevant match a player tests positive for COVID-19, displays COVID-19 symptoms, or is prevented from participating as a result of applicable COVID-19 public health guidance, a COVID-19 Replacement may be permitted in the following circumstances:
- 1.2.8.1.1 The positive test for COVID-19, symptoms of COVID-19 or public health guidance preventing participation must be formally confirmed by the Team Medical Representative and endorsed by an independent medical practitioner.
- 1.2.8.1.2 The Team Medical Representative or Team Manager shall submit a COVID-19 Replacement Request to the BCCI Match Referee on a standard form, which shall:
- 1.2.8.1.2.1 identify the relevant player,
- 1.2.8.1.2.2 specify whether the player has tested positive for COVID-19, is displaying COVID-19 symptoms, or is prevented from participating as a result of applicable COVID-19 public health guidance and
- 1.2.8.1.2.3 identify the requested COVID-19 Replacement, who shall be a like-for-like replacement for the player whose replacement is requested.
- 1.2.8.2 The BCCI Match Referee should ordinarily approve a COVID-19 Replacement Request if the replacement is a like-for-like player whose inclusion will not excessively advantage his team for the remainder of the match.
- 1.2.8.3 In assessing whether the nominated COVID-19 Replacement should be considered a like-for-like player, the BCCI Match Referee should consider the likely role that the relevant player would have played during the remainder of the match, and the normal role that would be performed by the nominated COVID-19 Replacement.
- 1.2.8.4 If the BCCI Match Referee believes that the inclusion of the nominated COVID-19 Replacement, when performing their normal role, would excessively advantage their team, the BCCI Match Referee may impose such conditions upon the identity and

involvement of the COVID-19 Replacement as he/she sees fit, in line with the overriding objective of facilitating a like-for-like replacement for the relevant player.

- 1.2.8.5 The BCCI Match Referee may, in reviewing a COVID-19 Replacement Request made in accordance with clause 1.2.8.1 request any such further information as may be required in order to make the determination required under clauses 1.2.8.3 and 1.2.8.4.
- 1.2.8.6 The decision of the BCCI Match Referee in relation to any COVID-19 Replacement Request shall be final and neither team shall have any right of appeal.
- 1.2.8.7 Once the COVID-19 Replacement has been approved by the BCCI Match Referee, the replaced player shall take no further part in the match.
- 1.2.8.8 Both the COVID-19 Replacement and the replaced player shall be considered to have played in the match for records and statistical purposes.

**Interpretation:** In case more than 4 substitutes are required, the BCCI Match Referee may permit.

### **1.3. CAPTAIN:**

- 1.3.4 Each Association must nominate its 'Multi Day/ One day / T20 Team Captain' to the BCCI when appointed.
- 1.3.5 If the 'Multi Day Team Captain' is not participating in a match, the relevant Association must nominate a replacement 'Multi Day Team Captain' for the match. The Association shall advise the BCCI Match Referee.
- 1.3.5 If the 'Multi Day/ One day / T20 Team Captain plays in a match without being the nominated captain (as a player), he/she will be deemed to be the captain should any penalties be applied for over rate breaches under the BCCI Code of Conduct for that match.

### **1.5 ADDITIONAL ELIGIBILITY CRITERIA FOR PLAYERS PLAYING IN AGE GROUP STATE TEAMS.**

Only 3 players who were in the playing eleven of a senior team (Ranji Trophy, Vijay Hazare Trophy and Syed Mushtaq Ali Trophy) in the same season, can be included in the playing eleven of any age group state teams (U23/U19/U16).

## **LAW 2 – UMPIRES**

### **2.3 CONSULTATION WITH HOST ASSOCIATION**

Before the match the umpires shall consult with the Host Association to determine:

- 2.3.1 which clock or watch and back-up time piece is to be used during the match.
- 2.3.2 the boundary of the field of play. See clause 19 (Boundaries).
- 2.3.3 the use of covers. See clause 10 (Covering the pitch).
- 2.3.4 any special conditions of play affecting the conduct of the match.

**2.3.5** The host association may provide for the ringing of a bell, which shall be rung 5 minutes before the start of the match and termination of an interval or interruption, when the umpires shall go to the wickets

**2.8. SUSPENSION OF PLAY IN DANGEROUS AND UNREASONABLE CIRCUMSTANCES:**

2.8.2 The umpires shall be the final judges of the fitness of the ground, weather, and light for play. However, the umpires shall involve and consult the BCCI/ICC Match referee before deciding not to start/recommence after an interval/interruption. They shall also involve the Match Referee when they need to call off play in dangerous and unreasonable conditions. However, when play is in progress, the Umpires by themselves will take any decision regarding suspension of play.

i. If at any time either umpire decides that the ground or weather or light conditions are dangerous or unreasonable, they shall suspend play and not allow play to restart or recommence. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make, following consultation with the BCCI/ICC Match Referee.

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

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

i. If a shadow from a fielder falls across the striker's 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 the umpire considers the striker has been disadvantaged by the action.

**2.8.5 Light Meters – (Refer appendix J – Page 350)**

It is the responsibility of the Host Association to supply light meters to the match officials to be used in accordance with these playing conditions. Also refer appendix "J".

2.8.5.1 All light meters shall be uniformly calibrated and supplied by BCCI / Host country.

2.8.5.2 The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is fit for play or not.

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

2.8.5.3.1 To determine whether there has been at



any stage a deterioration or improvement in the light.

2.8.5.3.2 As benchmarks for the remainder of the match.

**NOTE:** Artificial lights shall not be used in the match.

- 2.8.7 When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play. If play is in progress up to the start of an agreed interval, then it will resume after the interval unless the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place.
- 2.8.8 The safety of all persons within the ground is of paramount importance to the BCCI. In the event that of any threatening circumstance, whether actual or perceived (including for example weather, pitch invasions, act of God, etc.), then the umpires, on the advice of the BCCI Match Referee, should suspend play and all players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, the BCCI Match Referee, the head of the relevant Ground Authority, the head of ground security and/or the police as the circumstances may require.
- 2.8.9 Where play is suspended under clause 2.8.8 above the decision to abandon or resume play shall be the responsibility of the BCCI Match Referee who shall act only after consultation with the head of ground security and the police.

#### **LAW 4 - THE BALL**

##### **4.2 APPROVAL AND CONTROL OF BALLS:**

4.2.1 The Host Association shall provide cricket balls of an approved standard and spare used balls, which shall also be of the same brand.

a. In the ZR Irani Cup Red SG Test LE balls will be used.

Note: The Home Board shall be required to advise the Visiting Board of the brand of ball to be used in the match(es) at least 30 days prior to the start of the match(es). However, for day-night Test matches, the precise brand, type, and colour of ball shall be subject to prior approval of the visiting Board.

- 4.2.2 The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the Host Association in presence of the umpires.
- 4.2.3 The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place.
- 4.2.4 During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain

NOTE: for ICC organised matches the host country will make available the ball which will be agreed between the countries participating at least 30 days in advance. Generally, in India SG TEST and in Australia Kookaburra and in England Dukes balls are used.

#### 4.4 NEW BALL, AVAILABLE AFTER 80 OVERS:

- a. The captain of the fielding side may demand a new ball when the number of overs, excluding any part overs, bowled with the old one is equal to or greater than 80 overs.
- b. New ball shall be mandatorily taken after 100 overs have been bowled with the old ball. In BCCI domestic tournaments. This is not applicable for ICC test matches. However, in ICC (test) matches, if the ball needs to be replaced after 110 overs for any reason, it shall be replaced by a new ball.

**Example:** The ball becomes either too soggy or loses shape or becomes soft and unplayable after 111.1 overs. It shall be replaced with a new ball chosen earlier (2<sup>nd</sup> new ball) by the fielding side and not with one of similar ware.

### LAW 6 - THE PITCH

#### 6.3 SELECTION AND PREPARATION:

Before the match, the Ground Authority shall be responsible for the selection and preparation of the pitch. During the match, the umpires shall control its use and maintenance.

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

6.3.2 The BCCI Match Referee shall ensure that, prior to the start of play and during any intervals, only authorised staff, the match officials, players, team coaches and authorised television personnel shall be allowed access to the pitch area. Such access shall be subject to the following limitations:

6.3.2.1 Only Captain and Head coach may walk on the actual playing surface of the pitch area (outside of the crease markings).

6.3.2.2 Access to the pitch area by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcaster(s) (but not news crews).

6.3.2.3 No spiked footwear shall be permitted.

6.3.2.4 No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.

6.3.2.5 Access shall not interfere with pitch preparation.

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

## 6.4 CHANGING THE PITCH:

6.4.1 If the on-field umpires decide that it is dangerous or unreasonable for play to continue on the match pitch, they shall stop play and immediately advise the Match Referee.

6.4.2 The on-field umpires and the Match Referee shall then consult with both captains.

6.4.3 If the captains agree to continue, play shall resume.

6.4.4 If the decision is not to resume play, the on-field umpires together with the Match Referee shall consider one of the options in following sequence:

6.4.4.1 Whether the existing pitch can be repaired, and the match resumed from the point it was stopped.

- i. In considering whether to authorise such repairs, the Match Referee must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.
- ii. The supervision of the remedial work shall be responsibility of on-field umpires and relevant ground authority.
- iii. The rescheduled starting time and the rescheduled cessation time, together with any make-up procedure as provided herein, shall be the responsibility of on-field umpires.
- iv. The match shall start from the point stopped. The playing time lost between the stoppage time of the match and the actual restart time of the match will be covered by the provisions of Law 12.

6.4.4.2 Whether an alternative pitch can be used.

- i. The supervision of the new preparatory work shall be responsibility of on-field umpires
- ii. and relevant ground authority.
- iii. The rescheduled starting time and the rescheduled cessation time, together with any make-up procedure as provided herein, shall be the responsibility of on-field umpires.
- iv. If a new pitch is prepared, the match shall be restarted from the first ball (including a new nomination of teams and toss). The playing time lost between the actual scheduled start time of the original match and the actual start time of the new match will be covered by provision of Law 12.

6.4.4.3 Whether match is to be abandoned.

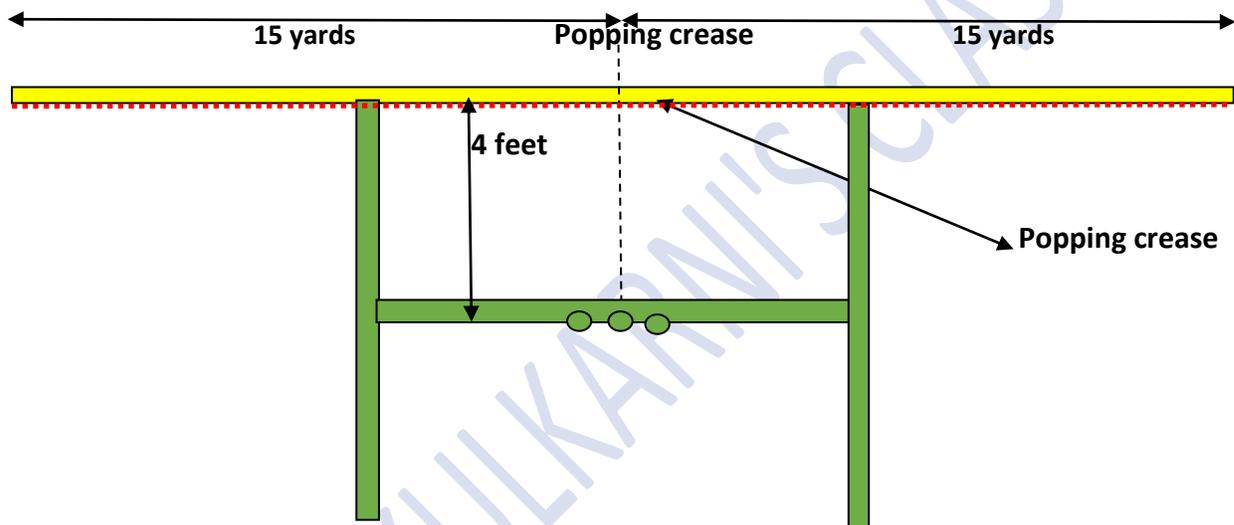
- i. If the decision is to abandon the match, the relevant officials from the tournament committee shall agree on whether the match can be replayed within the existing schedule.

- 6.4.5 Throughout the above decision-making processes, the Match Referee shall keep informed both captains and the head of the Ground Authority. The head of the Ground Authority shall ensure that suitable and prompt public announcements are made.

## LAW 7 - THE CREASES

### 7.3 POPPING CREASE:

The popping crease is the back edge of the crease marking, 4ft/1.22m in front of and parallel to the bowling crease. Marked to a minimum of 15 yards/13.71 m on either side of the imaginary line joining the centres of two centre stumps and is deemed to be unlimited in length.



## LAW 9 - PREPARATIONS AND MAINTENANCE OF THE PLAYING AREA

### 9.3 MOWING:

#### 9.3.2 The pitch and the outfield.

1. In order that throughout the match the ground conditions should be as nearly the same for both sides as possible, the pitch shall be mown on each day of the match on which play is expected to take place, if ground and weather conditions permit.
2. **Mowing of outfield shall not apply**

### 9.8. WATERING THE OUTFIELD:

The watering of the outfield will be permitted during the match subject to the following:

- 9.8.1 Such watering shall only be possible if the "watering plan" is requested by the Ground Authority and approved by the umpires before the match has started. Once the match has started, any such request will not be considered.

- 9.8.2 The consent of the captains is not required, but the umpires shall advise both captains and the BCCI/ICC Match Referee before the start of the match on what has been agreed.
- 9.8.3 The watering shall occur as soon as possible after the conclusion of the day's play.
- 9.8.4 The watering shall only be carried out to the extent that it is necessary to retain the good condition of the outfield.
- 9.8.5 The square and bowlers' run ups will be adequately covered prior to any watering taking place.
- 9.8.6 All ongoing matters of interpretation and implementation of watering requirements and regulations shall be resolved between the umpires and Ground Authority, but with the umpires retaining ultimate discretion over whether to approve any watering.

### Interpretation

After agreeing to watering plan the ground authority waters the adjacent pitches on the first and or second day of the match. Then they do not want to continue with the watering plan. Umpires can permit this as there is no disadvantage to any team.

The super sopper is used on day one before the match. The same is not operational on day two and cannot be used. The umpires have to take the Match Referee and the captains into confidence and decide whether the same can be used from next day if repaired or not to use the super sopper further in the match.

Any agreed watering plan should not delay the start of the match the next day.

## LAW 10 - COVERING THE PITCH

### 10.2 DURING THE MATCH:

- a. The pitch shall be entirely protected against rain upto the commencement of play each day and for the duration of the period 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.
- b. The covers must totally protect the pitch and also the pitch surroundings to a minimum of 5 metres on either side of the pitch, and any worn or soft areas in the outfield.
- c. The bowlers' run-ups shall be covered during inclement weather, in order to keep them dry, to a distance of at least 10 x 10 metres.



### 10.3 REMOVAL OF COVERS.

- a. All covers (including “hessian” or “scrim” covers used to protect the pitch against the sun) shall be removed not later than 2 ½ hours before the scheduled start of play provided it is not raining at the time, but the pitch will be covered again if rain falls prior to the commencement of play.
- b. In case of inclement weather and seasonal problems like fog, heavy dew etc. the ground curator may be instructed by the umpires as to when and how to remove the covers and umpires may also specify the time for removing and placing back the covers.

#### Interpretation

**Ensure that weather permitting the covers are removed at the same time every day. Umpires can authorise covering of any soft patches in the ground overnight and whenever there is inclement weather.**

### LAW 11 – INTERVALS

#### 11.2 DURATION OF INTERVALS:

- a. An interval for lunch and tea shall be of 40 minutes and 20 minutes duration respectively, taken from the call of “Time” before the interval until the call of “Play” on resumption after the interval.
- b. An interval between innings shall be 10 minutes, commencing from the close of an innings until the call of Play for the start of the next innings.
- c. Drink’s intervals shall be more than 5 minutes.

**11.9 Tea interval cannot be forgone in BCCI tournaments but YES in ICC matches.**

### LAW 12 - START OF PLAY CESSATION OF PLAY

#### 12.7. HOURS OF PLAY AAN MINIMUM OVERS REQUIREMENT:

- a. All matches shall be of six hours schedule play per day. (Test matches and ICC tournaments, each session shall be of 2 hours each starting at 10.00 am)

#### b. Hours of play in India (Domestic tournaments):

9.30 a.m. to 12.00 noon (First Session)  
12.00 noon to 12.40 p.m. (Lunch)  
12.40 p.m. to 2.40 p.m. (Second Session)  
2.40 p.m. to 3.00 p.m. (Tea)  
3.20 p.m. to 4.30 p.m. (Last Session)

- c. If there is a change in time of the start of play, the manager and captain of both teams; the umpires and the BCCI Match Referee must be informed in writing as soon as they arrive by the staging association.

### **12.7.1 Minimum Overs in the Day**

Subject to Law 12.7.b.II below:

- 12.7.1.1 On days other than the last day, play shall continue on each day until the completion of a minimum target of 90 overs (or a minimum of 15 overs per hour) or the completion of the scheduled or rescheduled cessation time, whichever is the later but provided that play shall not continue for more than 30 minutes beyond the scheduled or rescheduled cessation time (permitted overtime). For the sake of clarity, if any of the minimum target number of overs have not been bowled at the completion of the permitted overtime, play shall cease upon completion of the over in progress. The overs not bowled shall not be made up on any subsequent day.
- 12.7.1.2 On the last day, a minimum of 75 overs (or a minimum of 15 overs per hour) shall be bowled during the playing time other than the last hour of the match where Law 12.7.f below shall apply. If any of the minimum of 75 overs, or as recalculated, have not been bowled when one hour of the scheduled playing time remains, the last hour of the match for the purposes of Law 12.4.f below shall be the hour immediately following the completion of these overs.

### **12.7.2 Reduction in minimum overs**

Except in the last hour of the match, for which Law 12.7.f below makes provision, if play is suspended due to adverse weather or light or any other reason (other than normal intervals) for more than 1 hour on any day, the minimum number of overs shall be reduced by 1 over for each full 4 minutes of the aggregate playing time lost. For the avoidance of doubt, the aggregate of 1 hour shall be inclusive of any time that may have been brought forward from previous days due to playing time lost on such previous days.

### **12.7.3 Making Up Lost Time**

#### **12.7.3.1 On the Day**

Subject to weather and light, except in the last hour of the match, in the event of play being suspended for any reason other than normal intervals, the playing time on that day shall be extended by the amount of time lost up to a maximum of 1 hour. For the avoidance of doubt, the maximum of 1 hour shall be inclusive of any time that may have been added to the scheduled playing time due to playing time having been lost on previous days.

**12.7.3.2 On Subsequent Days**

If any time is lost and cannot be made up under clause 12.7.3.1 above, additional time of up to a maximum of 30 minutes per day shall be added to the scheduled playing hours for the next day, and subsequent day(s) as required (to make up as much lost time as possible). **The additional time so added can be added to second and/or third session as decided by on-field umpires.** (See also clause 12.7.4). When such additional time is added, the minimum overs for that day shall be increased by one over for each four minutes of additional time or part thereof.

In ICC matches the first session shall start 30 minutes earlier and it shall be of 2 ½ hours.

**12.7.3.3 On the Last Day only (refer to Appendix "D")**

- i. However, for the purposes of this law, the definition of playing time shall exclude the last hour. No time is made up in respect of any interruptions that commence after the start of the last hour.
- ii. Should play be interrupted prior to the last hour being signalled, the playing time lost will be made up (subject to the maximum of 1 hour described in (a) above) with the previously scheduled time for the last hour being updated to reflect the time made up during this interruption.
- iii. In order to determine the minimum overs to be bowled prior to the last hour and the rescheduled starting time for the last hour, it is necessary to complete the template in Appendix "D".

**12.7.4. Change of Intervals**

12.7.4.1 **If play has been suspended for any reason other than normal intervals on that day, then time so lost can be added to second and/or third session as decided by on-field umpires.**

12.7.4.2 Notwithstanding the provisions of clause 12.7.4.1 above, the timings of intervals can be altered under clause 11.4 at any time on any day if playing time has been lost irrespective of whether the time has been lost on that day or on any previous days.

**12.7.5 CHANGE OF INNINGS**

Where there is a change of innings during a day's play (except where the change of innings occurs at lunch or tea or when play is suspended for any reason) 2 overs will be deducted from the minimum number of overs to be bowled.

The over in progress at the end of an innings is regarded as a completed over for the purposes of determining the minimum number of remaining overs to be bowled in the day, except when the change of innings occurs in the last hour of the match.

**12.7.6 LAST HOUR**

A minimum of 15 overs shall be bowled in the last hour and all calculations with regard to suspensions of play or the start of a new innings shall be based on 1 over for each full 4 minutes (refer to Law 12.7.j below).

On the final day, if both captains (the Batters at the wicket may act for their captain) accept that there is no prospect of either side achieving a victory, they may agree to finish the match after (a) the time for the commencement of the last hour has been reached OR (b) there are a minimum of 15 overs to be bowled, whichever is the later.

- 12.7.7 Notwithstanding any other provision, there shall be no further play on any day, other than the last day, if a wicket falls or a Batter retires or if the players have occasion to leave the field during the last minimum over within 3 minutes of the scheduled cessation time or thereafter. This shall also apply to the additional time permitted in order to complete the minimum over requirement for the day, irrespective of the number of over in progress. If an over is interrupted in these circumstances' stumps shall be drawn for the day and the over shall be completed on the resumption of play.
- 12.7.8 An over completed on resumption of a new day's play shall be disregarded in calculating minimum overs for that day.

**12.7.9 Stumps Drawn**

Except on the final day:

- 12.7.9.1 In the event of play being suspended for any reason at or after the most recently scheduled or rescheduled cessation time, stumps shall be drawn upon play being suspended.
- 12.7.9.2 In the event of the players already being off the field for a suspension of play at the most recently rescheduled cessation time, then stumps will be drawn at that time.

**12.7.10 The scoreboard shall show:**

- 12.7.10.1 the total number of overs bowled with the ball currently in use: and
- 12.7.10.2 the minimum number of overs remaining to be bowled in a day.
- 12.7.11 Penalties shall apply for slow over rates (refer to the BCCI Code of Conduct and see Law 12.9 below).

**12.8. EXTRA TIME****12.8.1. At the End of the Day**

- I. The umpires may decide to play 30 minutes (a minimum of 8 overs) extra time at the end of any day (other than the last day) if requested by either captain if, in the umpire's opinion, it would bring about a definite result on that day. This is in addition to the additional time provided for in Law 12.7.d above. If the umpires do not believe a result can be achieved no extra time shall be allowed.
- II. If it is decided to play such extra time on one or more of these days, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

- III. Only the actual amount of playing time up to the maximum 30 minutes extra time by which play is extended on any day shall be deducted from the total number of hours of play remaining, and the match shall end earlier on the final day by the amount of time by which play was previously extended under this law.
- IV. If at the conclusion of this extra time, a small number of runs are required to win the match and both captains wish to continue playing in order to achieve a definite result on that day, play will continue until either the match concludes, or the layers have cause to leave the field for any other reason.

### Interpretation

**Umpires to go by situation of the match, it is safe to assume that a result will be achieved if around 20 to 25 runs are required, or 8 wickets are down at the time of deciding or extreme cases of a collapse of a team. In any case, if decided to play, the entire 30 minutes or 8 overs shall be played out unless a result achieved earlier. Irrespective of the time taken, if, no result is achieved on that day then on the final day play shall be of 5 ½ hour duration and a minimum of 83 (90-7) overs shall be bowled and the last session will be of 1 hour (usual 90 minutes less 30 minutes). The last hour shall start 30 minutes earlier accordingly.**

#### 12.8.2 At the Lunch or Tea Interval

- I. The umpires may decide to extend play by 15 minutes (a minimum of four overs) at the scheduled lunch or tea interval of any day if requested by either captain if, in the umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved no extra time shall be allowed.
- II. If it is decided to extend play, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.
- III. The following session of play shall be reduced by the amount of time by which play was previously extended under this law.
- IV. If at the conclusion of this extra time, a small number of runs are required to win the match and both captains wish to continue playing in order to achieve a definite result prior to the scheduled interval, play will continue until either the match concludes, or the players have cause to leave the field for any other reason.

12.8.3 For the avoidance of doubt, Law 11.7 shall still apply subsequent to the application of this law, i.e., when 9 wickets are down following the extra 15 minutes. However, this law shall not apply when Law 11.7 has already been applied, i.e., the 15 minutes shall not be added at the end of 30 minutes extra time.

## 12.9 MINIMUM OVER RATES

The minimum over rate to be achieved in Multi Day Matches shall be 15 overs per hour. The actual over rate shall be calculated at the end of each innings by the umpires / Match Referee.

In calculating the actual over rate for each innings, allowances will be given as follows:

12.9.1 The time lost as a result of treatment given to a player by authorised medical personnel on the field of play.

12.9.2 The time lost as a result of a player being required to leave the field as a result of a serious injury.

12.9.3 The time taken for all third umpire referrals and consultations.

12.9.4 The time lost as a result of time wasting by the batting side (which may in addition constitute a separate offence depending on context and seriousness of incident); and

12.9.5 The time lost due to all other circumstances that are beyond the control of the fielding side.

12.9.6 Two minutes per wicket taken, provided that such wicket results in the subsequent batsmen immediately commencing his innings. For the avoidance of any doubt, no time allowance will be given for the final wicket of an innings or where a wicket falls immediately prior to any interval.

12.9.7 Four minutes per drinks break taken (one per session)

In the event of any time allowances being granted to the fielding team under clause 12.9.4 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.

If a batting team is bowled out or declares its innings closed in less than 50 overs in any particular innings, no account will be taken of the actual over rate in that innings when calculating the actual over rate at the end of such innings.

In case an innings is not completed for any reason, the over rate penalty will still be applicable provided 50 or more overs have been completed in that innings.

For the sake of clarity, over rate penalty is applicable even if there is an outright result in the match.

## 12.10 LAST HOUR OF MATCH – NUMBER OF OVERS

The bowler's end umpire shall indicate the commencement of these 15 overs to the players and to the scorers. The period of play thereafter shall be referred to as the last hour, whatever its actual duration.

During an uninterrupted last hour, play will continue until the end of the over in progress when 60 minutes have been played, or until 15 overs have been bowled, whichever is later.

NOTE: All calculations regarding reduction of overs will be @4 full minutes per over and overs to be bowled will be @4 minutes per over or part there off.

**LAW 13 - INNINGS****1. NUMBER OF INNINGS:**

A match shall be of two innings.

**LAW 16 – THR RESULT****16.9. MATCH POINTS for BCCI domestic tournaments.****16.9.1. Multi Day match on league basis – Points Table**

Sr No	Result of Match	Points
1	Outright Win	Six Points
2	Innings Win / Win by 10 Wickets	One Bonus Point
3	First Innings Lead but no outright win	Three Points
4	Loss on first innings	One Point
5	Tie on first innings without outright result	One Point each
6	Tie on both innings	Three Point each
7	Outright Loss	Zero Points
8	First innings result not achieved with or without weather interference	One Point each

16.9.1.1 Due to COVID outbreak within a team AFTER THE START OF THE MATCH, if the team has minimum nine players available to take the field (after utilising all the covid replacements) then the match will continue.

16.9.1.2 Due to COVID outbreak within a team AFTER THE START OF THE MATCH, if either team is unable to field minimum nine players (after utilising all the covid replacements) and this situation remains till the conclusion of the match then result of the match will be determined as follows –

A. In the league stage points will be awarded to the teams based on points table above.

16.9.2 **Qualification for Knock out Qualification for knock out will be circulated separately for each tournament during the season.**

16.9.3 In all the matches where the home and away format is applicable, if a match is abandoned after the match has been in progress due to digging/ tampering of the pitch on which the match was being played, the visiting team shall be declared as the winner of the match irrespective of the position of the match.

## 17. THE OVER

### 17.9 Bowler's taping on hand

No taping is allowed for the bowler on his bowling hand for any reason. The bowler has to remove all kind of taping from his bowling hand if he wants to bowl. This is non-negotiable. If any plaster is worn on the back of their bowling hand it must be flesh coloured or thereabouts which will not distract the batsman.

However, if an injury occurs on the field during the play and blood is involved, it is reasonable in this situation where finger or hand is bleeding, then umpires allow the tape to be used on bowling hand. This is applicable only for the match in which injury has occurred.

## LAW 19 - BOUNDARIES

### 19.1 Determining the Boundary of the field of play.

19.1.1 Before the toss, the umpires shall determine the boundary of the field of play, which shall be fixed for the duration of the match. See clause 2.3.2 (Consultation with Host Association).

19.1.2 The boundary shall be determined such that no part of any sight screen, will, at any stage of the match, be within the field of play.

19.1.3 The playing area shall be a minimum of 140 yards (128.01 metres) from boundary-to-boundary square of the pitch, with the shorter of the two square boundaries being a minimum 60 yards (54.86 metres). The straight boundary at both ends of the pitch shall be a minimum of 60 yards (54.86 metres). Distances shall be measured from the centre of the pitch to be used.

On large grounds the aim shall be to provide the largest playing area, subject to no boundary exceeding 90 yards (82.29 metres) from the center of the pitch to be used.

19.1.4 Sight screens shall be provided at both ends of all grounds. Advertising shall be permitted on the sight screen behind the striker, providing it is removed for the subsequent over from that end.

Such advertising shall not contain flashing or flickering images and operators should take particular care that the advertising is not changed at a time which is distracting to the umpire.

In addition, advertising on perimeter boards placed in front of the sight screen's is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball.

19.1.5 At all times, there must be 3 yards (2.74 meters) from the boundary rope to the first solid object (advertising boards/LEDs, photographers, cameramen, dug outs, covers, perimeter fence) for the player's safety run off.

19.1.6 If the boundary is positioned less than 90 yards (82.29 meters) from the centre of the pitch, the boundary rope cannot be set at a distance of more than 10 yards (9.14 meters) from the perimeter fence. The 10 yards shall be inclusive of the 3 yards (2.74 meters) provided for the player's safety run off.

## 19.5 Fielder grounded beyond the boundary

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

- the boundary or any part of an object used to mark the boundary,
- the ground beyond the boundary,
- any object that is in contact with the ground beyond the boundary,
- another fielder who is grounded beyond the boundary. **(The second part of the law is deleted in playing condition)**

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

**Example:** A fielder slides to stop a ball reaching boundary. He stops the ball a metre inside the boundary. Another fielder who is backing up also slides and picks the ball but in doing so comes in contact with the first fielder who is in contact with the boundary a metre inside the boundary. The umpire has to declare boundary though the first fielder's intention is not to assist the second in preventing a boundary. Umpires to note the difference in wordings of the law and playing conditions. The same holds good under ICC playing conditions also.

## LAW 21 - NO BALL

### 21.1 MODE OF DELIVERY

21.1.2 Under arm bowling is not to be permitted. If Bowled call and signal "No ball".

### 21.6 Bowler breaking wicket in delivering ball

Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under clause 41.16, the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his/her person and breaks the wicket. See Appendix A.12. Clauses 20.4.2.8, 20.4.2.9 (Umpire calling and signalling Dead ball) and 21.12 will apply.

NOTE - 21.6 – with reference to PC 41.16 in this clause Please note:

PC 41.16 differs from the MCC Law in that an attempt must be made under our PC whereas the law accommodates even an accidental breaking of the stumps and delivering the ball, to which an appeal is valid.

## 22 WIDE BALL

22.1.5 Any ball going outside the return crease shall be called wide irrespective of the position of striker.

**LAW 24 - FIELDER'S ABSENCE; SUBSTITUTES**

**24.2 FIELDER ABSENT OR LEAVING THE FIELD OF PLAY:**

- 24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this clause, is he to be regarded as having left the field of play.
- 24.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during a session of play,
- 24.2.2.1 an umpire shall be informed of the reason for this absence.
- 24.2.2.2 he shall not thereafter come on to the field of play during a session of play without the consent of the umpire. See clause 24.4. The umpire shall give such consent as soon as it is practicable.
- 24.2.3 If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:
- 24.2.3.1 The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time). A player's unexpired Penalty time shall be limited to a maximum of 120 minutes. (90 minutes as per ICC) If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.
- 24.2.3.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.
- 24.2.4 If the player leaves the field before having served all of his Penalty time, the balance is carried forward as unserved Penalty time.
- 24.2.5 On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 120 minutes (90 minutes per ICC), and that player shall not bowl until all of his Penalty time has been served.
- 24.2.6 For the purposes of clauses 24.2.3.1 and 24.2.3.2, playing time shall comprise the time play is in progress excluding lunch and tea intervals, intervals between innings and official drinks intervals. For clarity, a player's Penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings.
- 24.2.7 If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,
- 24.2.7.1 the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his side is now batting.
- 24.2.7.2 the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he is able to participate, and either takes the

field on the resumption of play, or his side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.

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

24.2.9 If a player is seriously injured or any kind of injury (batsman/bowler/fielder) happens on the field of play and requires medical attention, The maximum time allowed for that player to recover from the injury and to be ready to participate in the match is **Four minutes**. The player has to leave the field if he needs more time to recover.

### 24.3 PENALTY TIME NOT INCURRED

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

24.3.1 he has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.

24.3.2 in the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.

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

### 24.4 PLAYER RETURNING WITHOUT PERMISSION

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

- a. The umpire shall award 5 Penalty runs to the batting side.
- b. Runs completed by the batsmen shall be scored together with the run-in progress if they had already crossed at the instant of the offence.
- c. The ball shall not count as one of the over.
- d. The umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for this action.
- e. The umpires together may report the occurrence as soon as possible after the match to the BCCI Match Referee.

**Examples:** Normal hours of play for BCCI tournaments (for ICC tournaments each session is of two hours starting from 10.00 am.

09.30 am to 12.00 noon,

12.40 pm to 02.40 pm

03.00 pm to 04.30 pm.

(With 12.00 noon to 12.40 pm lunch & 2.40 pm to 3.00 pm tea).

**Example -1.** A fielder goes out at 10 am and returns at 11 am. When can he bowl?

Absence 10 am to 11 am = 60 minutes. (drink's interval if any, not to be considered as playing time)

Hence, he can bowl after he has been on the field for 60 minutes of playing time from 11 am. i.e., any time after 12 noon. Here 12 noon is the lunch time hence he can bowl after lunch.

- Example – 2.** A fielder goes out at 11.50 am and returns at 2.50 pm. When can he bowl?  
 Absence 11.50 am to 12. Noon = 10 minutes  
 And 12.40 pm to 2.50 pm = 130 minutes  
 Hence, he can bowl after he has been on the field for  $10 + 130 = 140$  minutes i.e., limited to 120 minutes of playing time from 1.50 pm i.e., any time after 3.30.p.m. The time from 12 noon to 12.40 pm is lunch interval and 2.40 pm to 3.00 pm is tea interval.
- Example – 3.** A fielder goes out at 10 am and comes back at 10.30 am and again goes out at 10.50 am and comes at 10.57 am. When can he bowl?  
 Absence 10.00 am to 10.30 am = 30 minutes  
 And 10.50 am to 10.57 am = 7 minutes (not counted. less than 8 minutes)  
 Less 10.30 am to 10.50 am = 20 minutes (he is on the field / playing time)  
 He can bowl after he has been on the field  $30 + 0(7) - 20 = 10$  minutes of playing time from 10.57 a, i.e., 11.07 am. (drinks break if any, to be considered as non-playing time)
- Example- 4.** A fielder goes out 7 minutes before an interval and comes in 7 minutes after the interval. His total penalty time is 14 minutes though this is bifurcated and less than 8 minutes individually but is continues but for the interval. Same applies to interruption.
- Example – 5.** A fielder is off the field for 7 minutes when the innings ends. He again becomes a fielding side member as follow-on is enforced or innings is forfeited. He does not take the field on resumption but come after 5 minutes. Since the cumulative time is more than 8 minutes, he can bowl only after serving the penalty time.

**Field technique:** If a fielder has to be treated on field, the maximum time for treatment is limited to 4 minutes. If it is likely to extend, then the treatment has to be administered outside the boundary. The same applies to a Batter. The Batter has to retire.

## LAW 25 - BATTER'S INNINGS; RUNNER

25.5. A runner for Batter is not permitted for any reason.

### 33 CAUGHT

#### 33.1 Out Caught

The striker is out Caught if a ball delivered by the bowler, not being a No ball, touches his bat without having previously been in contact with any fielder, and is subsequently held by a fielder as a fair catch, as described in clauses 33.2 and 33.3, before it touches the ground.

Upon catch dismissal, irrespective of whether the batter have crossed or not, the incoming batter will take strike. (Except if it is last ball of the over).

**LAW 41 - FAIR AND UNFAIR PLAY**

**41.3. THE MATCH BALL –CHANGING ITS CONDITION:**

- 41.3.1 The umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in 41.3.b (Normal usage).
- 41.3.2 It is an offence for any player to take any action which changes the condition of the ball. Except in carrying out his/her normal duties, a Batter is not allowed to wilfully damage the ball other than, when the ball is in play, in striking it with the bat. See also Law 5.5 (Damage to the ball)
- 41.3.2 Any fielder may however:
- 41.3.2.1 Polish the ball on his/her clothing, provided no artificial substance or saliva is used, **that the only natural substance used is sweat**, and there is no wastage of time.
- 41.3.2.2 Remove mud from the ball under the supervision of the umpire/s.
- 41.3.2.3 Dry a wet ball on a piece of cloth approved by umpires.
- 41.3.3 The umpires shall consider the condition of the ball to have been unfairly changed if any action by any player does not comply with the conditions in Law 41.3.b.
- 41.3.4 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of either side, or that its condition is inconsistent with the use it has received, they shall consider that there has been a contravention of this law and decide together whether they can identify the player(s) responsible for such conduct.
- 41.3.5 If it is possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall:
- 41.3.5.1 Change the ball forthwith.
- 41.3.5.1.1 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the fielding side, the Batter at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.
- 41.3.5.1.2 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the batting side, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.
- 41.3.5.2 Additionally, the bowler's end umpire shall:
- award 5 Penalty runs to the opposing side.
  - if appropriate, inform the Batters at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action.
  - inform the captain of the batting side as soon as practicable of what has occurred.

- d. The umpires shall then report the matter to the Match Referee who shall take such action as is considered appropriate against the player(s) concerned.
- 41.3.6 If it is not possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall:
- 41.6.1 Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.
  - 41.6.2 The bowler's end umpire shall issue the captain with a first and final warning, and
  - 41.6.3 Advise the captain that should there be any further instances of changing the condition of the ball by that team during the remainder of the match, Law 41.3.f.II above will be adopted, with the captain deemed to be the player responsible for the contravention.
- 41.3.7 If the umpires believe that saliva has been applied to the ball, the umpires shall:
- 41.3.7.1 If it is a first instance during an innings, summon the captain of the fielding side and issue a first warning
    - a. If it is the second instance during an innings, summon the captain of the fielding side
    - b. and issue a second and final warning to the captain of the fielding side that any further such offence by any member of the team during the innings shall result appropriate sanctions.
    - c. If it is the third or subsequent instance,
    - d. If player who has applied the saliva is bowling, then immediately suspend him from bowling. He shall not be allowed to bowl in THAT PARTICULAR INNINGS. If applicable the over shall be completed by another bowler who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
    - e. If player who has applied the saliva is a fielder, then immediately remove the fielder from the field of play for THAT PARTICULAR INNINGS. No substitute fielder will be allowed for him during that innings.
    - f. The ball shall not be changed but the umpires shall wipe the ball with an appropriate cloth.
  - II. Use of saliva in breach of clause 41.3.2.1 above shall not, in and of itself, be considered an offence under BCCI/ICC Code of Conduct (Changing the condition of the ball in breach of clause 41.3 of the BCCI Playing Conditions).

**41.6. BOWLING OF DANGEROUS AND UNFAIR SHORT PITCHED DELIVERIES:**

- 41.6.1 Notwithstanding clause 41.6.2, the bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical

injury on him. The fact that the striker is wearing protective equipment shall be disregarded.

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

41.6.1.1 The umpire shall call and signal No ball, and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

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

41.6.1.3 Should there be any further instance by the same bowler in that innings, the umpire shall:

- a. call and signal No ball
- b. when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- c. inform the other umpire for the reason for this action.
- d. The bowler thus suspended shall not be allowed to bowl again in that innings.
- e. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
- f. The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.
- g. The umpires may then report the matter to the BCCI Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.6.2 A bowler shall be limited to two fast short-pitched deliveries per over. Bowling of third fast short pitched ball is dangerous and unfair.

41.6.3 A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

41.6.4 The umpire at the bowler's end shall advise the bowler and the Batter on strike when each fast-short pitched delivery has been bowled.

41.6.5 In addition, a ball that passes above head height of the Batter, standing upright at the popping crease, that prevents him from being able to hit it with his/her bat by means of a normal cricket stroke shall be called a Wide. See also Law 22.a.ii

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

41.6.6 In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Law 41.6.C above, the umpire at the bowler's end shall call and signal "No ball" on each occasion. A differential signal shall be used to signify a fast-

short pitched delivery. The umpire shall call and signal 'No ball' and then tap the head with the other hand.

- 41.6.7 If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead,
- a. shall caution the bowler,
  - b. inform the other umpire, the captain of the fielding side and the Batters at the wicket of what has occurred.
  - c. This caution shall apply throughout the innings.
- 41.6.8 If there is a second instance of the bowler being No balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his/her final warning for the innings.
- 41.6.9 Should there be any further instance by the same bowler in that innings, the umpire shall:
- i. Call and signal "No ball"
  - ii. when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
  - iii. The bowler thus suspended shall not be allowed to bowl again in that innings.
  - iv. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
- 41.6.10 Should the umpires initiate the caution and warning procedures set out in Laws 41.6.k and 41.7, such cautions and warnings are not to be cumulative.

#### **41.16 non-striker leaving his ground early**

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

**(Accidental run outs are not allowed)**

#### **Interpretation**

**The new playing condition provides that the bowler is permitted to run out the striker at any point from the start of his run up to the instant when he normally would have been expected to release the ball.**

**Please note:**

**PC41.16 differs from the MCC law in that an attempt must be made to run the non-striker out, under our PC whereas the law and BCCI playing conditions are same and accommodate even an accidental breaking of the stumps and delivering the ball, to which an appeal is valid.**

If the bowler breaks the wicket in delivering the ball **accidentally**, and the non-striker is out of his ground when the wicket is broken, the umpire shall not view this as having made an attempt to run out the non-striker and play shall continue with Law 21.6 being applying – calling and signalling no-ball.

The umpires should note the following points in interpreting the new playing condition:

A bowler should be deemed to have completed his delivery swing once his arm passes the normal point of release of the ball.

The normal point of ball release should be interpreted as the moment when the delivery arm is at its highest point.

As this is a run out decision, the on-field umpire can refer it to the 3rd umpire. The 3rd umpire must check whether the run out **occurred** before the **bowler's hand** had passed his normal point of release or not, whether the Batter was out of his ground and whether the wicket has been fairly broken.

The new guideline for the on-field umpire protocol when a bowler attempts to run out the non-striker before delivery is as follows:

The umpire at the non-striker's end must respond to the appeal in the normal way; signal out or not out or refer to the 3rd umpire.

#### **LAW 42 PLAYERS' CONDUCT – DOES NOT APPLY to BCCI tournaments BUT**

- 42.1.1 Any misconduct by the player will be dealt under Level 1 to Level 4 offences under the BCCI Code of Conduct.
- 42.2 Use of Electronic Communication Equipment.  
The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted.

#### **Appendix D – Calculations**

##### **Calculation Template for Last Day of Multi Day Match**

- A. This template applies to any interruption on the last day which causes a loss in actual playing time, (i.e., an interruption longer than the amount of extra time available) and where play resumes after the scheduled tea interval.
- B. Where play resumes prior to tea, then the calculation of overs remaining in the day is performed as per Days 1-4, with the scheduled time for the last hour affected only by the adding of any extra time. Lines A, B, C, D and E should be completed at the start of an interruption on the final day.

- C. If play resumes without any lost playing time, or prior to the tea interval, then this sheet can be discarded.
- D. Once the length of interruption exceeds D and actual playing time is lost, then line F can be completed. Lines G and H can be completed immediately if the interruption starts after tea, otherwise as soon as the interruption includes the tea interval.

A	Start of interruption	
B	Minimum overs remaining before start of last hour as at time A – (See Note 1)	
C	Time required to bowl minimum overs @ 4 mins per over (B x 4)	
D	Extra time available as at time A	
E	Scheduled time for last hour as at time A	
F	Rescheduled time for last hour (Time basis) (D + E)	
G	Length of intervals covered by interruption: enter 40 (lunch), 20 (tea), 60 (both) or 0 (neither)	
H	Rescheduled time for last hour (Over's basis) (A + C + D + G)	
I	Later of F and H above	
J	Time play resumes	
Case A: If J is earlier than I, play resumes prior to the last hour		
K	Minutes playing time lost (J – A – D – G)	
L	Overs lost @ 4 mins per over (see Note 2)	
M	Minimum overs before start of last hour (B – L) (See Note 1) The last hour then starts at the later of the time in line F and the completion of the overs in Line M	
Case B: If J is not earlier than I, play resumes in the last hour		
K	Time for last hour to finish (I plus 60 minutes)	
L	Minutes remaining in last hour (K – J)	
M	Overs remaining in last hour (L / 4 mins or part thereof) (see Note 1)	

Note 1: If an interruption occurs part-way through an over, in Row B enter the number of full overs remaining, ignoring the part over. Then in Row M, add back the part over to the minimum overs to be bowled on resumption.

Note 2: The actual overs lost for a given interruption will also reflect any earlier interruptions in the day, so that one over is lost in the day for each full four minutes of aggregated playing time lost. For example, 15 minutes loses 3 overs, but another 15-minute delay loses 4 overs.

## 2. MEN'S and WOMENS' ONE DAY PLAYING CONDITIONS

**The following are the salient features of the one day playing conditions.**

The MCC laws are basically for longer duration (multiday) games. The test matches were ending in dull draw more often than not. There by losing spectators' interest. The first known Limited Overs Cricket was played in the year 1951 in Thrissur, Kerala state India. This was started by Mr. Kelappan K V former, a Cricket administrator. A decade later this format was adopted by counties in England and the first limited overs cricket match was played on 2<sup>nd</sup> May 1962. Initially the

matches played in England were 65 overs a side match. Gradually this was standardised to at 50 overs a side. The first one day international limited overs match was played at Melbourne in 1971.

This was introduced as a variant to the traditional game which was played of two innings a side and over a period of five days. With the fast-changing world, even this format got modified to 20 overs a side matches popularly known as T20 matches. 10 overs a side cricket has already started though not yet at international level. The first T20 match was played in the year 2003. There are talks of having a tournament during 2021 of 100 balls a side consisting of 15 six ball overs and a 10 ball over.

Each governing body responsible for conducting the tournaments will formulate these playing conditions. These are modified from time to time. All the countries/ members of the ICC when playing among themselves follow the ICC one day playing conditions. Each country may modify these to suit their requirements when conducting intra country tournaments. The following are the salient features of the one-day limited overs playing conditions in vogue. These are the changes or additions for the laws of cricket. These have to be read with the MCC laws and the BCCI Multiday playing conditions. The MCC laws/ BCCI/ ICC (TEST) Multi day Playing conditions which are not mentioned here are applicable as they are. (Replace BCCI by ICC and Association by country wherever relevant for ICC playing conditions). Only the changes applicable are listed.

**An easy programme to calculate the revised number of overs, revised overs per bowler, revised power play overs and the revised timings in case of interruption/s in limited overs matches (one day as well as T20) for both Men's and Women's matches is prepared by Mr. Arun Basa a BCCI panel umpire from Odessa in association with yours truly. For the template /application please contact.**

**Arun Basa** : Mail id [arunbasa@gmail.com](mailto:arunbasa@gmail.com) Mobile No. +91 94 37 050 434  
WhatsApp: +91 943 705 0434

**Vinayak Kulkarni** : Mail id [vnumpire@gmail.com](mailto:vnumpire@gmail.com) Mobile No. +91 99 000 80 380  
WhatsApp: +91 9900080380

**We will be very happy to share the programme.**

## **2 THE UMPIRES**

### **2.13 Signals**

**Free Hit –** after signalling the No ball, the bowler's end umpire extends one arm straight upwards and moves it in a circular motion.

**Powerplay Over -** by rotating his arm in a large circle.

## LAW 4. THE BALL

### 4.1 WEIGHT AND SIZE FOR WOMEN'S MATCHES

The ball, when new, shall weigh not less than 4.94 ounces/140 g, nor more than 5.31 ounces/151 g, and shall measure not less than 8.25 in/21 cm, nor more than 8.88 in/22.5 cm in circumference.

### 4.2. APPROVAL AND CONTROL OF BALLS:

- 4.2.1 The Host Association shall provide cricket balls of an approved standard and spare used balls, which shall also be of the same brand.
  - I. In Senior **Men** one day matches like prof. Deodhar Trophy, Vijay Hazare - Kookaburra Turf White balls will be used.
  - II. In **Boys** Under 19 / Under 23 / Vizzy trophy One day games White SG Test LE balls will be used.
  - III. Senior **Women's** Challenger Trophy & One Day - Kookaburra Turf White balls will be used.
  - IV. **Women** under 19 and under 23 all games white SG Test LE balls will be used.
- 4.2.2 The fielding captain or his/her nominee may select the ball with which he/she wishes to bowl from the supply provided by the Host Association in presence of the umpires.
- 4.2.3 The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place.
- 4.2.4 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, or any other disruption in play.

**Note:** In international matches Kookaburra or Duke white ball shall be used.

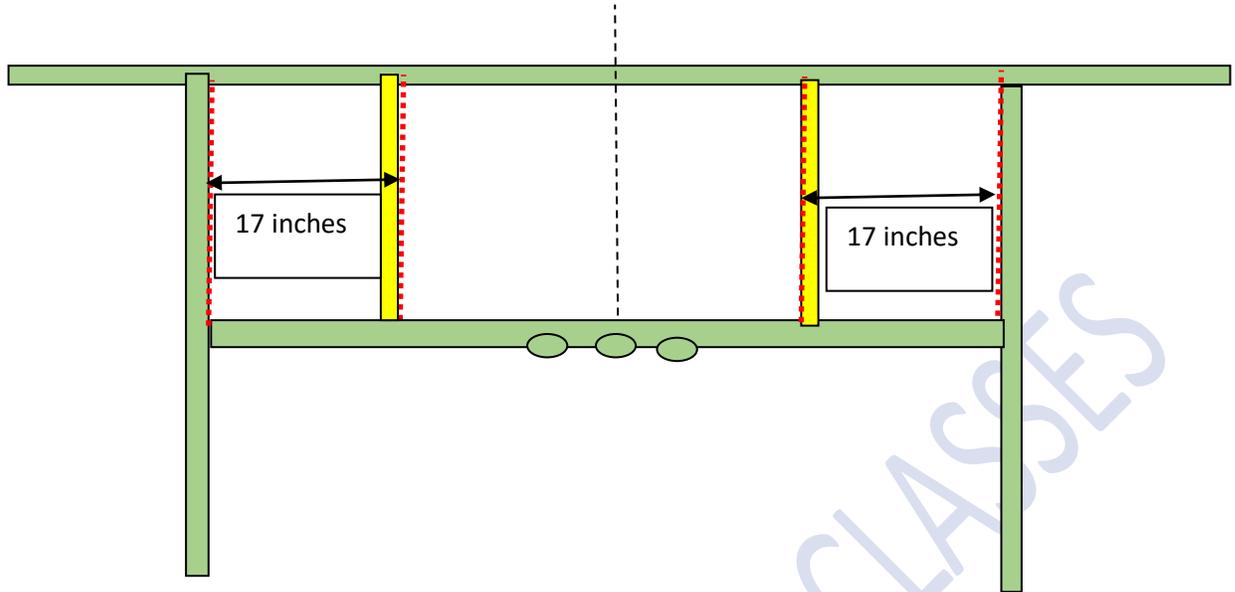
### 4.3. NEW BALL.

- 4.3.1 Each fielding team shall have two new balls for its innings to be used in alternate overs, i.e., one from each end.
- 4.3.2 In a match reduced to 25 overs or less per side before the first innings commences, each team shall have only one new ball for its Innings.

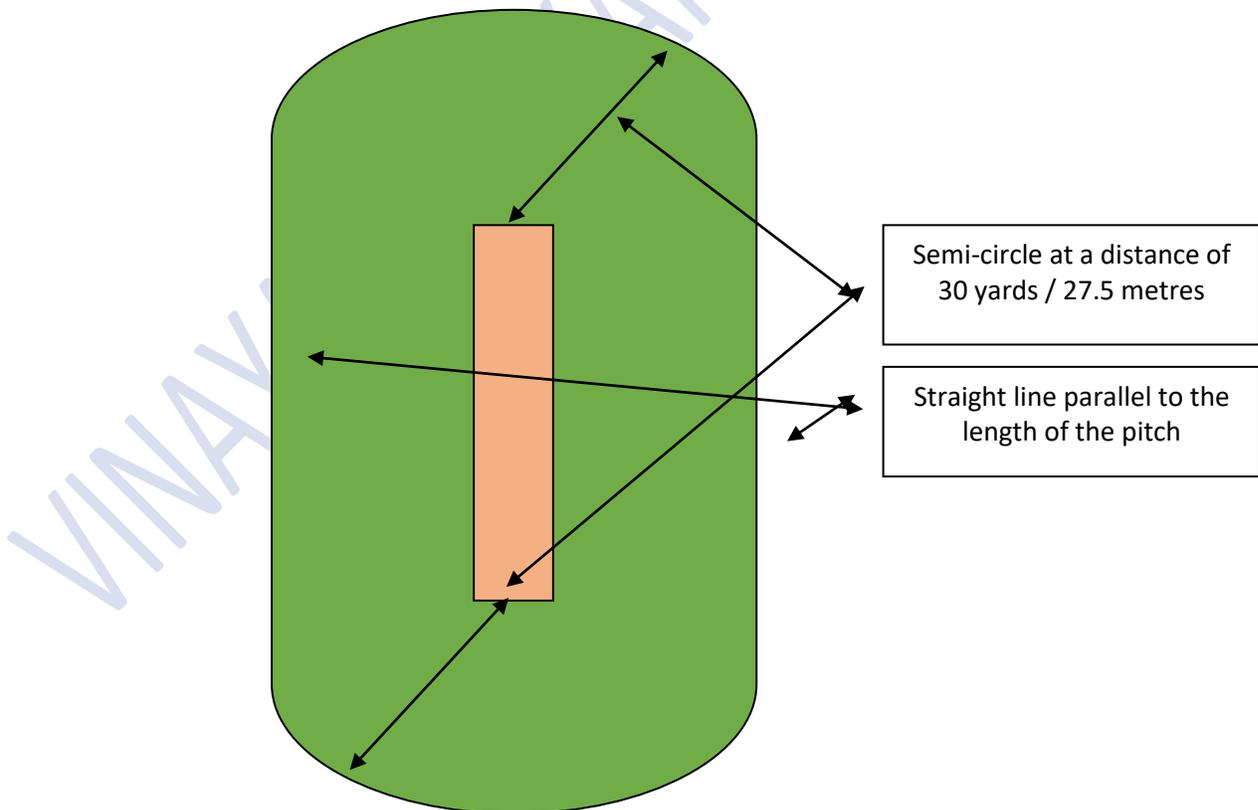
## LAW 7. THE CREASES

### 7.5 ADDITIONAL CREASE MARKINGS – MEN AND BOYS JUNIOR MATCHES

- 6.5 As a guideline to the umpires for the calling of Wides on the offside, two additional wide guidelines will be marked 17 inches from the return crease detailed as under. It shall be marked in white at each end of the pitch.

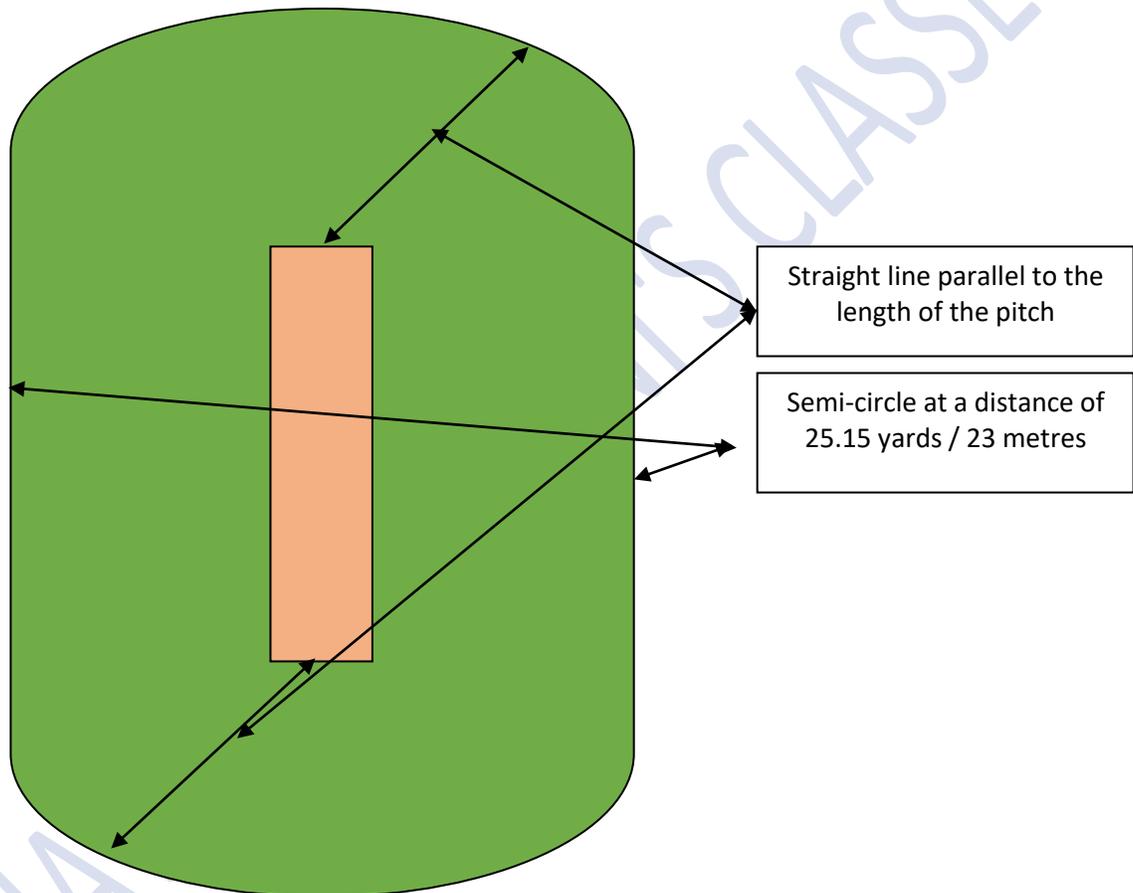


- 6.6 From the centre of the middle stump two semi circles shall be drawn at both ends a distance of 30 yards / 27.5 meters marked with dotted at a distance of 5 yards / 4.5 meters. The ends of the two semi circles shall be joined by a straight line which will be parallel to the length of the pitch.



**7.5. ADDITIONAL CREASE MARKINGS FOR WOMEN'S AND JUNIOR GIRL'S MATCHES**

From the centre of the middle stump two semi circles shall be drawn at both ends a distance of 25.15 yards / 23 meters marked with dotted at a distance of 5 yards / 4.5 meters. The ends of the two semi circles shall be joined by a straight line which will be parallel to the length of the pitch.

**LAW 11. INTERVALS****11.2. DURATION OF INTERVALS:**

11.2.1 There shall be a 45-minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

**11.3. ALLOWANCE FOR INTERVAL BETWEEN INNINGS:**

Law 11.3 of the Laws of Cricket shall not apply.

#### **11.4. CHANGING AGREED TIMES OF INTERVAL:**

- 11.4.1 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier providing that this does not lead to an interval occurring more than 30 minutes prior to the scheduled interval.
- 11.4.2 If the innings of the team batting first is completed more than 30 minutes prior to the scheduled interval a 10-minute break will occur, and the team batting second will commence its innings and the interval will occur as scheduled.
- 11.4.3 Where the innings of the side batting first is delayed or interrupted, the length of the interval will be reduced as follows:
- 11.4.3.1 If up to 15 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval will be reduced by the amount of actual playing time lost.
- 11.4.3.2 If more than 15 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval will be reduced to 30 minutes (subject to (iii) below).
- 11.4.3.3 The prescribed interval timings above may be reduced further by the Match Referee taking into account the intention of not having a prolonged interval after a lengthy interruption close to the conclusion of the innings of the team batting first. However, the minimum interval shall not be less than ten minutes.
- 11.4.4 If at the time of the scheduled interval, the team batting second has lost nine wickets or requires no more than 25 runs to win, play shall continue until a result has been achieved, unless the players otherwise have cause to leave the field of play.

Note: In addition to Laws 11.4.3.1, 11.4.3.2 and 11.4.3.3, the length of the Interval may be reduced by the BCCI Match Referee should exceptional circumstances arise.

#### **11.5. INTERVALS FOR DRINKS**

- 11.5.1 Two drinks break per session shall be permitted, each 1 hour 10 minutes apart. Under conditions of extreme heat, the umpires may permit extra intervals for drinks.
- 11.5.2 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire (subject to the wearing of bibs – refer to the note in Law 24.1.4).
- 11.5.3 Drink's interval cannot be forgone.

### **LAW 12 - START OF PLAY CESSATION OF PLAY**

#### **12.7. HOURS OF PLAY - MEN:**

- 12.7.1 There will be 2 sessions of 3 hours and 30 minutes each, separated by a 45-minute interval between innings.

12.7.2 Hours of play:

- 9.00 a.m. to 12.30 p.m. (First Session)
- 12.30 p.m. to 1.15 p.m. (Lunch)
- 1.15 p.m. to 4.45 p.m. (Second Session)

**12.7. HOURS OF PLAY - WOMEN:**

12.7.1 There will be 2 sessions of 3 hours and 10 minutes each, separated by a 45-minute interval between innings.

12.7.2 Hours of play:

- 09.00 a.m. to 12.10 p.m. (First Session)
- 12.10 p.m. to 12.55 p.m. (Lunch)
- 12.55 p.m. to 4.05 p.m. (Second Session)

All day-night matches will start at 2.30 pm with length of sessions and Interval time being correspondingly changed as per the above timings

**12.8. MINIMUM OVER RATES -**

12.8.1 The minimum over rate to be achieved in One Day Limited Over **Men's Matches** shall be 14.28 overs per hour.

The minimum over rate to be achieved in One Day Limited Over **Women's Matches** shall be 15.79 overs per hour.

12.8.2 The actual over rate shall be calculated at the end of each innings by the umpires. The starting time of the last over of the innings shall be considered as closing time of innings for overrate calculation purpose.

12.8.3 In calculating the actual over rate for each innings, allowances be given for the events occurring before the start of the last over of the innings as follows will:

- 12.8.3.1 The time lost as a result of treatment given to a player by authorised medical personnel on the field of play.
- 12.8.3.2 The time lost as a result of a player being required to leave the field as a result of a serious injury.
- 12.8.3.3 The time taken for all third umpire referrals and consultations and any umpire reviews.
- 12.8.3.4 The time lost as a result of time wasting by the batting side (which may in addition constitute separate offence depending on context and seriousness of incident); and
- 12.8.3.5 The time lost due to all other circumstances that are beyond the control of the fielding side.

12.8.4 In the event of any time allowances being granted to the fielding team under Law 12.8.c.iv above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.

12.8.5 If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above),

the fielding side shall be deemed to have complied with the required minimum over rate.

## **LAW 13 - INNINGS**

### **13.1. NUMBER OF INNINGS:**

A match shall be one innings for each side.

### **13.2. ALTERNATE INNINGS:**

Each side will bat alternatively.

### **13.7. LENGTH OF INNINGS**

#### **13.7.1 Uninterrupted Matches.**

13.7.1.1 Each team shall bat for 50 overs unless all out earlier.

13.7.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 30 minutes. The team batting second shall receive its full quota of 50 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

13.7.1.3 If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

13.7.1.4 If the team fielding second fails to bowl 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

13.7.1.5 Penalties shall apply for slow over rates (refer to the BCCI Code of Conduct).

#### **13.7.2. Delayed or Interrupted Matches - Men**

**13.7.2.1 Delay or Interruption to the Innings of the Team Batting First (see table 1 of Appendix "E" AND Appendix F FOR Women's matches).**

13.7.2.1.1 When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.28 overs per hour for **Men's matches**, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.

playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15.79 overs per hour **Women's matches**, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.

13.7.2.1.2 The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

To constitute a match, a minimum of 20 overs has to be bowled to the side batting second, subject to a result not being achieved earlier.

- 13.7.2.1.3 As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.2, then the first innings is terminated and the provisions of 13.7.b.II below take effect.
- 13.7.2.1.4 A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 14.28 overs per hour. When calculating the length of playing time available for the match, or the length of either inning, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play. If required, the original time shall be extended to allow for one extra over for each team.
- 13.7.2.1.5 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.
- 13.7.2.1.6 Penalties shall apply for slow over rates.

**13.7.2.2 DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING SECOND MEN'S MATCHES (SEE TABLE 4 OF APPENDIX "E" FOR MEN'S AND TABLE 4 OF APPENDIX F FOR WOMEN'S MATCHES)**

- 13.7.2.2.1 When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 14.28 overs per hour **for Men's** and at the rate of **15.79 per hour for Women's matches** respectively, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
- 13.7.2.2.2 In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

- 13.7.2.2.3 To constitute a match, a minimum of 20 overs has to be bowled to the team batting second subject to a result not being achieved earlier.
- 13.7.2.2.4 The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- 13.7.2.2.5 A fixed time will be specified for the close of play by applying a rate of 14.28 overs per hour for **Men's** and **15.79 per hour for Women's matches**. With the exception of drinks intervals, the timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- 13.2.2.6 If the team fielding second 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.
- 13.2.2.7 Penalties shall apply for slow over rates (refer to the BCCI Code of Conduct).

### **13.8 NUMBER OF OVERS PER BOWLER - BOTH MEN'S AND WOMEN'S MATCHES**

- 13.8.1 No bowler shall bowl more than 10 overs in an innings.
- 13.8.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
- 13.8.3 Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 13.8.4 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
- 13.8.5 The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

### **14 - THE FOLLOW-ON BOTH MEN'S AND WOMEN'S MATCHES**

THIS DOES NOT APPLY TO ONE DAY LIMITED OVER MATCHES.

### **15 - DECLARATION AND FORFEITURE BOTH MEN'S AND WOMEN'S MATCHES**

THIS DOES NOT APPLY TO ONE DAY LIMITED OVER MATCHES.

### **LAW 16 – THE RESULT BOTH MEN'S AND WOMEN'S MATCHES**

#### **16.4. PREMATURELY TERMINATED MATCHES - CALCULATION OF THE TARGET SCORE**

### 16.4.1 Interrupted Matches - Calculation of the Target Score

16.4.1.1 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the VJD method. The target set will always be a whole number and one run less will constitute a Tie.

### 16.4.2 Prematurely Terminated Matches

16.4.2.1 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 VJD 'Par Score' determined at the instant of the suspension by the VJD 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.

## 16.10. MATCH POINTS

### 16.10.1 Preliminary matches – Points Table

Sr No	Result of Match	Points
1	Outright Win	Four Points
2	Tie or No result	Two Point each
3	Outright Loss	Zero Points

### 16.10.2 Qualification for Knock out

Qualification for knock out will be circulated separately for each tournament during the season.

### 16.10.3 Net run rate

- I. 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.
- II. 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.
- III. Only those matches where results are achieved will count for the purpose of net run rate calculations.
- IV. Where a match is abandoned, but a result is achieved under VJD System, 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 VJD System having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

## **21 - NO BALL BOTH MEN'S AND WOMEN'S MATCHES**

### **21.19. FREE HIT**

- 21.19.1 In addition to the above, the delivery following a No ball called (all modes of No ball) shall be a free hit for whichever Batter 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 Batter is facing it.
- 21.19.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide.
- 21.19.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:
- 21.19.3.1 There is a change of striker (the provisions of Law 41.2 shall apply), or
- 21.19.3.2 The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.
- 21.19.4 For clarity, the bowler can change his/her mode of delivery for the free hit delivery. In such circumstances Law 21.1 (mode of delivery) shall apply.
- 21.19.5 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

#### **NOTE:**

- a. If the striker wants to change his style of batting from left hand to right hand or vice versa then fielding changes can be permitted.
- b. If a silly point or any other very close in fielder does not want to field in that position, he may be go/sent out for the free hit delivery.
- c. It is important to make a mental note of the fielder's position for every delivery more so if it is a No-ball.

## **24 - FIELDER'S ABSENCE; SUBSTITUTES –**

### **24.2. FIELDER ABSENT OR LEAVING THE FIELD OF PLAY:**

- 24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this clause, is he to be regarded as having left the field of play.
- 24.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during a session of play,
- 24.2.2.1 an umpire shall be informed of the reason for this absence.
- 24.2.2.2 he shall not thereafter come on to the field of play during a session of play without the consent of the umpire. See clause 24.4. The umpire shall give such consent as soon as it is practicable.

24.2.3 If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:

24.2.3.1 The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time). A player's unexpired Penalty time shall be limited to a maximum of 120 minutes **for Men** and 110 **for Women**. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.

24.2.3.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he may bat immediately.

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

24.2.5 On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 120 minutes **for Men** and 110 **for Women**, and that player shall not bowl until all of his Penalty time has been served.

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

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

24.2.7.1 the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his side is now batting.

24.2.7.2 the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he is able to participate, and either takes the field on the resumption of play, or his side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.

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

24.2.9 If a player is seriously injured or any kind of injury (batsman/bowler/fielder) happens on the field of play and requires medical attention, The maximum time allowed for that player to recover from the injury and to be ready to participate in the match is Four minutes. The player has to leave the field if he needs more time to recover

<b>Examples:</b>	Normal hours of play – <b>Men</b>	and	<b>Women's:</b>
1 <sup>st</sup> session	09.00 am to 12.30 pm		09.00 am to 12.10 pm
Interval	12.30 pm to 01.15 pm		12.10 pm to 12.55 pm
2 <sup>nd</sup> Session	01.15 pm to 04.45 pm		12.55 pm to 16.05 pm

- Example -1.** A fielder goes out at 10 am and returns at 11 am. When can he bowl?  
 Absence 10 am to 11 am = 60minutes. (Drink's interval if any is non-playing time. Calculate penal time accordingly)  
 Hence, he can bowl after he has been on the field for 60 minutes of playing time from 11 am. i.e., any time after lunch interval as 12.00 noon to 12.40 pm is lunch interval.
- Example – 2.** A fielder goes out at 09.30 am and returns at 11.45 am. When can she bowl/bat?  
 Absence 09.30 am to 11.45 am = 140 minutes This is limited to 120 minutes max. (less drinks interval if any. Calculate penal time accordingly)  
 That fielder cannot bowl as the 1<sup>st</sup> session ends at 12.30 pm. The fielder has been on the field for 45 minutes from 11.45 am to 12.30 pm, so the fielder can bat after her team is batting for  $120 - 45 = 75$  minutes of playing time from 01.15 am i.e., any time after 02.30.p.m or 5 wickets are down whichever is earlier. The time from 12.30 pm to 01.15 pm being interval between innings is non-playing time.
- Example – 3.** A fielder goes out at 10 am and comes back at 10.30 am and again goes out at 10.50 am and comes at 10.57 am. When can he/ she bowl?  
**Absence from** 10.00 am to 10.30 am = 30 minutes  
**And** 10.50 am to 10.57 am = 7 minutes (not counted, less than 8 minutes)  
**Less** 10.30 am to 10.45 am = 15 minutes (he/she is on the field / playing time)  
 Hence, he/ she can bowl after he/she has been on the field for  $30 + 0(7) - 15 = 15$  minutes of playing time from 10.57 a, i.e., 11.12 am. (Drink's if any is to be considered as non-playing time. Calculate penal time accordingly).

## 28 – THE FIELDER – MEN

### 28.7. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

28.7.1 In addition to the restrictions of limitation on inside fielders, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

#### 28.7.2 The following fielding restrictions shall apply:

28.7.2.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be **30 yards (27.43 metres)** The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer to Law 7 additional crease markings). The fielding restriction areas should be marked by continuous painted white lines or

'dots' at 5-yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

### 28.7.2.2 At the instant of delivery: for men's matches

28.7.2.2.1 Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

28.7.2.2.2 Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive

28.7.2.2.3 Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

28.7.2.3 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

overs	PP1	PP2	PP3	overs	PP1	PP2	PP3	overs	PP1	PP2	PP3
20	4	12	4	30	6	18	6	40	8	24	8
21	4	13	4	31	6	19	6	41	8	25	8
22	5	13	4	32	7	19	6	42	9	25	8
23	5	14	4	33	7	20	6	43	9	26	8
24	5	15	4	34	7	20	7	44	9	26	9
25	5	15	5	35	7	21	7	45	9	27	9
26	5.4	16	5	36	7	22	7	46	9	28	9
27	6	16	5	37	8	22	7	47	10	28	9
28	6	17	5	38	8	23	7	48	10	29	9
29	6	17	6	39	8	23	8	49	10	29	10
		a									

is interrupted during an innings and the table above applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

#### Illustrations:

- I. A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase fielding restrictions

- take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.
- ii. A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.
- 28.7.2.5. At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his/her arm in a large circle.
- 28.7.2.6 The scoreboard shall indicate the current Powerplay in progress.
- g. 28.7.6 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal "No ball".

NOTES: Umpire should be aware that not more than 2 fielders outside the circle does not mean more than 9 inside. If less than 11 players are on the field for any reason, not more than 2, 4 and 3 fielders outside the field restriction area applies for power plays 1, 2 and 3 respectively.

## 28 – THE FIELDER – WOMEN

### 28.7 Restrictions on the placement of fielders

28.7.1 In addition to the restrictions of limitation on onside fielders, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

28.7.2 The following fielding restrictions shall apply:

28.7.2.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer to Law 7 additional crease markings). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

28.7.2.2 At the instant of delivery:

28.7.2.2.1 Powerplay 1 – (block of 10 overs for an uninterrupted match) no more than two (2) fielders shall be permitted outside this fielding restriction area.

In an innings of 50 overs, these are overs 1 to 10 inclusive.

28.7.2.2.2 Powerplay 2 – (block of 5 overs for an uninterrupted match) no more than three (3) fielders shall be permitted outside this fielding restriction area. It shall be taken at the discretion of either of the batters at the wicket.

28.7.2.2.3 In an innings of scheduled duration of between 41 and 50 overs, it may not be completed later than the 40th over. (No equivalent restriction applies to innings of shorter scheduled duration.)

28.7.2.2.4 A batter must nominate her team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over.

28.7.2.2.5 Once a batter has nominated a Powerplay, the decision cannot be reversed.

28.7.2.2.6 Should the batting side choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (e.g., Playing Condition Women's One-day Matches in a 50 over innings with one unclaimed Powerplay, this will begin at the start of the 36th over).

28.7.2.3 During non-Powerplay overs, no more than four (4) fielders shall be permitted outside this fielding restriction area.

28.7.2.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

overs	PP1	PP2	PP3		overs	PP1	PP2	PP3
20-21	4	2	6		35-38	7	4	11
22-24	5	2	7		39-41	8	4	12
25-28	5	3	8		42-44	9	4	13
29-31	6	3	9		45-48	9	5	14
32-34	7	3	10		49	10	5	15

28.7.2.5 Each block of Powerplay Overs must commence at the start of an over.

**Illustrations: Women's matches** - same logic applies for **Men's matches**.

- a. If play is interrupted during an innings and the table above applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

**Example:** A match starts as 50 overs, is interrupted after 12 overs, and reduced to 43 overs. (The first 10 overs have been Powerplays (PP); the next two were not.) The new PP allocation is 9+4, so there are 3 overs left for the batting side. These must start no later than the 38th over in order to be completed by the 40th over.

- b. If play is interrupted during the first Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then the second Powerplay will be assumed to have been taken immediately and will continue until it is completed.

**Example:** A 50 over innings is interrupted after 9.3 overs, and on resumption game has been reduced to 43 overs. Powerplay overs are 9+4. 2nd Powerplay is in progress with 0.3 out of the 4 overs completed, i.e., it applies to overs 10 to 13. The fielding restrictions relating to the second Powerplay take immediate effect on resumption.

- c. If following an interruption, on resumption the total number of Powerplay Overs for the innings has already been exceeded, then there will be no further Powerplay Innings Duration Powerplay 1 Powerplay 2 Powerplay Total deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

**Example:** A 45 over innings is interrupted after 8.3 overs, and on resumption has been reduced to 28 overs. Powerplay overs are 5+3. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

- d. If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay Overs remaining exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over, with fewer than the scheduled number of Powerplay Overs being bowled in the innings.

**Example:** A 41 over innings in which only the 1st Powerplay has been taken is interrupted after 35.1 overs and reduced to 39 overs. Powerplay overs are still 8+4. Powerplay automatically resume at the start of the next over, but only 11 of the 12 scheduled Powerplay overs can be bowled in the innings.

- e. If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay overs remaining exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next

over, with fewer than the scheduled number of Powerplay overs being bowled in the innings.

**Example:** 50 over innings in which only the 1st Powerplay has been taken is interrupted after 29.1 overs and reduced to 32 overs. Powerplay overs are 7+3+3. Powerplays automatically resume for the start of the next over, but only 12 of the 13 scheduled Powerplay overs can be bowled in the innings.

28.7.2.6 At the commencement of the second block of Powerplay overs, the umpire shall signal such commencement to the scorers by rotating his/her arm in a large circle.

28.7.2.7 The scoreboard shall indicate the current Powerplay in progress.

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

#### **41- FAIR AND UNFAIR PLAY BOTH MEN AND WOMEN**

##### **41.6. BOWLING OF DANGEROUS AND UNFAIR SHORT PITCHED DELIVERIES:**

41.6.2 A bowler shall be limited to two (**for men**) and one (**for women**) short pitched ball per over.

41.6.3 A fast-short pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

41.6.4 The umpire at the bowler's end shall advise the bowler and the Batter on strike when each fast-short pitched delivery has been bowled.

41.6.5 In addition, a ball that passes above head height of the Batter, standing upright at the popping crease, that prevents him from being able to hit it with his/her bat by means of a normal cricket stroke shall be called a Wide. See also Law 22.1.1.2.

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

41.6.6 In the event of a bowler bowling more than one fast short-pitched deliveries in an over as defined in Law 41.6.c above, the umpire at the bowler's end shall call and signal "No ball" on each occasion. A differential signal shall be used to signify a fast-short pitched delivery. The umpire shall call and signal 'No ball' and then tap the head with the other hand.

41.6.7 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 Batters at the wicket of what has occurred. This caution shall apply throughout the innings.

- 41.6.8 If there is a second instance of the bowler being No balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his/her final warning for the innings.
- 41.6.9 Should there be any further instance by the same bowler in that innings, the umpire shall:
- a. call and signal "No ball"
  - b. when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
  - c. inform the other umpire for the reason for this action.
  - d. The bowler thus suspended shall not be allowed to bowl again in that innings.
  - e. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
  - f. The umpire shall report the occurrence to the Batters and, as soon as practicable, to the captain of the batting side.
  - g. The umpires shall then report the matter to the Match Referee who shall take such action as is considered appropriate against the bowler concerned.
- 41.6.10 Should the umpires initiate the caution and warning procedures set out in Laws 41.6.a.III, 41.6.J, and 41.7, such cautions and warnings are not to be cumulative.

**Appendix E – Calculations Men’s matches****Table 1:** Calculation sheet for use when a delay or interruptions occur in the First Innings**Time:**

Net playing time available at start of the match	420	(A)
Time innings in progress		(B)
Playing time lost		(C)
Extra time available		(D)
Time made up from reduced interval		(E)
Effective playing time lost $[C - (D + E)]$		(F)
Remaining playing time available $(A - F)$		(G)
G divided by 4.2 (to 2 decimal places)		(H)
Max overs per team $[H/2]$ (round up fractions)		(I)
Maximum overs per bowler $[I / 5]$		
Duration of Powerplay Overs (initial, batting side)		
Rescheduled Playing Hours		
First session to commence or recommence		
Length of innings $[I \times 4.2]$ (round up fractions)		
Rescheduled first innings cessation time $[J + (K - B)]$		
Length of interval		
Second innings commencement time $[L + M]$		
Rescheduled second innings cessation time $[N + K]$		

\* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying Law 13.7.2. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

**Table 2:** Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time		(P)
Rescheduled cut-off time allowing for full use of any extra time provision		(Q)
Minutes between P and Q		(R)
Potential overs to be bowled $[R / 4.2]$ (round up fractions)		(S)
Number of complete overs faced to date in first innings		(T)

If S is greater than T, then revert to Table 1

If S is less than or equal to T, then the first innings is terminated - go to Table 3

**Table 3:** Calculation sheet for the start of the Second Innings

Maximum overs to be bowled:

(If first innings was terminated, S from Table 2)	
Scheduled length of innings: $[A \times 4.2]$ (round up fractions)	
Start time	
Scheduled cessation time $[C + B]$	
Overs per bowler and fielding restrictions	
Maximum overs per bowler $[A / 5]$	
Duration of Powerplay overs (initial, batting side)	

**Table 4:** Calculation sheet for use when interruption occurs after the start of the Second Innings**Time:**

Time at start of innings		(A)
Time at start of interruption		(B)
Time innings in progress		(C)
Restart time		(D)
Length of interruption $[D - B]$		(E)
Additional time available: (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings)		(F)
Total playing time lost $[E - F]$		(G)
<b>Overs</b>		
Maximum overs at start of innings		(H)
Overs lost $[G / 4.2]$ (rounded down)		(I)
Adjusted maximum length of innings $[H - I]$		(J)
Rescheduled length of innings $[J \times 4.2]$ rounded up		(K)
Amended cessation time of innings $[D + (K - C)]$		(L)
Overs per bowler and Fielding Restrictions		
Maximum overs per bowler $[J / 5]$		
Duration of Powerplay overs (initial, batting side)		

**Appendix F – Calculations – Women’s matches****Table 1:** Calculation sheet for use when a delay or interruptions occur in the First Innings**Time :**

Net playing time available at start of the match	380	(A)
Time innings in progress		(B)
Playing time lost		(C)
Extra time available		(D)
Time made up from reduced interval		(E)
Effective playing time lost [C – (D + E)]		(F)
Remaining playing time available (A - F)		(G)
G divided by 3.8 (to 2 decimal places)		(H)
Max overs per team [H/2] (round up fractions)		(I)
Maximum overs per bowler [I / 5]		
Duration of Powerplay Overs (initial, batting side)		
Rescheduled Playing Hours		
First session to commence or recommence		
Length of innings [I x 3.8] (round up fractions)		
Rescheduled first innings cessation time [J + (K – B)]		
Length of interval		
Second innings commencement time [L + M]		
Rescheduled second innings cessation time [N + K]		

\* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying clause 13.7.b. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

**Table 2:** Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time		(P)
Rescheduled cut-off time allowing for full use of any extra time provision		(Q)
Minutes between P and Q		(R)
Potential overs to be bowled [R / 3.8] (round up fractions)		(S)
Number of complete overs faced to date in first innings		(T)

If S is greater than T, then revert to Table 1

If S is less than or equal to T, then the first innings is terminated - go to Table 3

**Table 3:** Calculation sheet for the start of the Second Innings

Maximum overs to be bowled:

(If first innings was terminated, S from Table 2)	
Scheduled length of innings: $[A \times 3.8]$ (round up fractions)	
Start time	
Scheduled cessation time $[C + B]$	
Overs per bowler and fielding restrictions	
Maximum overs per bowler $[A / 5]$	
Duration of Powerplay overs (initial, batting side)	

**Table 4:** Calculation sheet for use when interruption occurs after the start of the Second Innings**Time:**

Time at start of innings		(A)
Time at start of interruption		(B)
Time innings in progress		(C)
Restart time		(D)
Length of interruption $[D - B]$		(E)
Additional time available: (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings)		(F)
Total playing time lost $[E - F]$		(G)
<b>Overs</b>		
Maximum overs at start of innings		(H)
Overs lost $[G / 3.8]$ (rounded down)		(I)
Adjusted maximum length of innings $[H - I]$		(J)
Rescheduled length of innings $[J \times 3.8]$ rounded up		(K)
Amended cessation time of innings $[D + (K - C)]$		(L)
Overs per bowler and Fielding Restrictions		
Maximum overs per bowler $[J / 5]$		
Duration of Powerplay overs (initial, batting side)		

### 3. MEN'S AND WOMEN'S T20 PLAYING CONDITIONS – SALIENT FEATURES

These are the changes or additions for the laws of cricket. These have to be read with the MCC laws and the BCCI Multiday and One day Men's and Women's playing conditions. The MCC laws/ BCCI Multi day and One day Playing conditions which are not mentioned here are applicable as they are. (Replace BCCI by ICC and Association by country wherever relevant for ICC playing conditions).

## 4 THE BALL

### 4.2 Approval and control of balls

4.2.1 The Host Association shall provide cricket balls of an approved standard and spare used balls for changing during a match, which shall also be of the same brand.

- a. Senior Men and Women's T-20 league – White Kookaburra Turf
- b. Senior Women's T-20 Challenger Trophy – White Kookaburra Turf
- a. Women's U23 T-20 Challenger Trophy – White SG TEST LE
- c. Women's U23 T-20 league – White SG TEST LE
- d. Women's U19 T-20 league – White SG TEST LE
- e. (Women's U19 T-20 Challenger Trophy – White SG TEST LE

### 4.3 New ball

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

## LAW 11 – INTERVALS

### 11.1. AN INTERVAL:

11.1.1 The intervals are.

- i. Interval Between Innings
- ii. Any other agreed interval

11.1.2 Only these intervals shall be considered as scheduled breaks for the purposes of clause 24.2.6 (Fielder's absence).



### 11.2. DURATION OF INTERVALS:

There shall be a 20-minute (15 minutes for **Women's**) interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

### 11.3. ALLOWANCE FOR INTERVAL BETWEEN INNINGS:

Law 11.3 of the Laws of Cricket shall not apply

**11.4. CHANGING AGREED TIMES OF INTERVAL:**

- 11.4.1 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or rescheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The minimum time for the interval will be 10 minutes.
- 11.4.2 However, following a lengthy delay or interruption prior to the completion of the innings of the team batting first, the Match Referee may, at his/her discretion, reduce the interval between innings from 20 minutes (15 minutes for **Women's**) to not less than 10 minutes.
- 11.4.3 Such discretion should only be exercised after determining the adjusted overs per side based on a **20-minute interval for Men's** and **15 minutes for Women's** matches. If having exercised this discretion, the rescheduled finishing time for the match is earlier than the latest possible finishing time, then these minutes should be deducted from the length of any interruption during the second innings before determining the overs remaining

**11.5. INTERVALS FOR DRINKS**

- 11.5.1 No drinks interval shall be permitted.
- 11.5.2 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire (subject to the wearing of bibs – refer to the note in clause 24.1.4).

**LAW 12 - START OF PLAY CESSATION OF PLAY****12.7. HOURS OF PLAY MEN'S MATCHESMATCHES:**

- 12.7.1 There will be 2 sessions of 1 hours and 25 minutes each, separated by a 20-minute interval between innings for Men's matches. If one match is to be played, the start time may change.
- 12.7.2 Normal Hours of play for Men's matches:

	Double header		Night Game
	Match 1	Match 2	
First Session	08.30 am to 09.55 am	1.00 pm to 2.25 pm	12.00 pm to 01.25 pm
Break	09.55 am to 10.15 am	2.25 pm to 2.45 pm	01.25 pm to 01.45 pm
Second session	10.15 am to 11.40 am	2.45 pm to 4.10 pm	01.45 pm to 03.10 pm

**HOURS OF PLAY WOMEN'S MATCHES:**

- i. There will be 2 sessions of 1 hours and 15 minutes each, separated by a 15-minute interval between innings.
- ii. Hours of play: Women's T20 matches

Session	Double header	
	Match 1	Match 2
First	08.30 am to 09.45 am	3.30 pm to 4.45 pm
Break	09.45 am to 10.00 am	4.45 pm to 5.00 pm
Second	10.00 am to 11.15 am	5.00 pm to 6.15 pm

**12.8. MINIMUM OVER RATES**

- 12.8.1 The minimum over rate to be achieved in T20 Limited Over **Men's Matches** shall be 14.11 overs per hour.
- 12.8.1 The minimum over rate to be achieved in T20 Limited Over **Women's Matches** shall be 16 overs per hour.
- 12.8.2 The actual over rate shall be calculated at the end of each innings by the umpires. The starting time of the last over of the innings shall be considered as closing time of innings for overrate calculation purpose.
- 12.8.3 In calculating the actual over rate for each innings, allowances will be given for the events happening before the start of the last over as follows:
  - 12.8.3.1 The time lost as a result of treatment given to a player by authorised medical personnel on the field of play.
  - 12.8.3.2 The time lost as a result of a player being required to leave the field as a result of a serious injury.
  - 12.8.3.3 The time taken for all third umpire referrals and consultations and any umpire reviews.
  - 12.8.3.4 The time lost as a result of time wasting by the batting side (which may in addition constitute separate offence depending on context and seriousness of incident).
  - 12.8.3.5 in the case of an innings that has been reduced due to any delay or interruption in play, an additional allowance of 1 minute for every full 3 overs by which the innings is reduced will be granted.
  - 12.8.3.6 an additional allowance of 1 minute will be given for each of the 6th, 7th, 8th, and 9<sup>th</sup> wickets taken during an innings.
  - 12.8.3.7 The time lost due to all other circumstances that are beyond the control of the fielding side.
- 12.8.4 In the event of any time allowances being granted to the fielding team under Law 12.8.c.iv above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.
- 12.8.5 If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.

## 13 - INNINGS

### 13.6. DURATION OF MATCH

13.6.1 All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. All matches shall be of one day's scheduled duration.

### 13.7. LENGTH OF INNINGS

#### 13.7.1 Uninterrupted Men's and Women's Matches.

- 13.7.1.1 Each team shall bat for 20 overs unless all out earlier.
- 13.7.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall not be extended, and second session shall commence at schedule time provided there is a minimum 10-minute interval between innings. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- 13.7.1.3 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- 13.7.1.4 If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- 13.7.1.5 Penalties shall apply for slow over rates (refer to the BCCI Code of Conduct).

#### 13.7.2 Delayed or Interrupted Men's Matches

- 13.7.2.1 Delay or Interruption to the Innings of the Team Batting First (see table 1 of Appendix "G" for Men's and "H" for Women's matches)
  - 13.7.2.1.1 When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of **14.11 overs per hour for Men's** and **16 overs for Women's matches**, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.
  - 13.7.2.1.2 The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs has to be bowled to the side batting second, subject to a result not being achieved earlier.
  - 13.7.2.1.3 As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by **4.25 for Men's** and **3.75 for Women's matches**, then the first innings is terminated and the provisions of 13.7.2.2 below take effect.
  - 13.7.2.1.4 A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a

rate of **14.11 overs per hour for Men's** and **16 overs per hour for Women's matches**. When calculating the length of playing time available for the match, or the length of either inning, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play. If required, the original time shall be extended to allow for one extra over for each team.

13.7.1.2.5 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.

13.7.1.2.6 Penalties shall apply for slow over rates.

**13.7.1.2.2 DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING SECOND (SEE TABLE 2 OF APPENDIX "G" FOR MEN'S AND "H" FOR WOMEN'S MATCHES)**

13.7.2.2.1 When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of **14.11 overs per hour for men's** and **16 overs per hour for women's matches**, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

13.7.2.2.2 In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

13.7.2.2.3 To constitute a match, a minimum of 5 overs has to be bowled to the team batting second subject to a result not being achieved earlier.

13.7.2.2.4 The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

13.7.2.2.5 A fixed time will be specified for the close of play by applying a rate of **14.11 overs per hour for Men's** and **16 overs per hour for Women's matches**. With the exception of drinks intervals, the timing and duration of all relative delays, extensions in

playing hours and interruptions in play, will be taken into consideration in specifying this time.

13.7.2.2.6 If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

13.7.2.2.7 Penalties shall apply for slow over rates (refer to the BCCI Code of Conduct).

### **13.8. NUMBER OF OVERS PER BOWLER FOR MEN'S AND WOMEN'S MATCHES**

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

13.8.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second.

13.8.2.1 for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

13.8.2.2 for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

13.8.3 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

13.8.4 The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

### **14 - THE FOLLOW-ON FOR MEN'S AND WOMEN'S MATCHES**

THIS DOES NOT APPLY TO ONE DAY LIMITED OVER MATCHES.

### **15 - DECLARATION AND FORFEITURE FOR MEN'S AND WOMEN'S MATCHES**

THIS DOES NOT APPLY TO ONE DAY LIMITED OVER MATCHES.

### **16 – THE RESULT FOR MEN'S AND WOMEN'S MATCHES**

#### **16.1. A WIN - one-innings match**

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

16.1.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 16.2), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

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

## 16.2 BCCI Match Referee awarding a match

- 16.2.1 A match shall be lost by a side which either

16.2.1.1 concedes defeat or

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

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

- 16.2.3 If action as in clause 16.2.2 above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clauses 13.7.2 (Delayed and Interrupted Matches) and 11.4 (Changing agreed times for intervals) above.

In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action being taken against the captain and team responsible under the BCCI Code of Conduct.

## 16.3 All other matches – A Tie or Draw

### 16.3.1 A Tie

The result of a match shall be a Tie when all innings have been completed and the scores are equal.

If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen. In the event of a tied match the teams shall compete in a Super Over to determine the winner. If super over is tie then unless exceptional circumstances arise subsequent super overs shall be played until there is a winner. Should it be not possible to complete the super overs needed to determine the winner the match shall be tied. Refer to Appendix G.

### 16.3.2 No Result

See 16.1.3 above.

## 16.4. PREMATURELY TERMINATED MATCHES - CALCULATION OF THE TARGET SCORE

### 16.4.1 Interrupted Matches - Calculation of the Target Score

- 16.4.1.1 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be

calculated using the VJD method. The target set will always be a whole number and one run less will constitute a Tie.

#### 16.4.2 Prematurely Terminated Matches

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

### 16.10. MATCH POINTS

Preliminary matches – Points Table

Sr No	Result of Match	Points
1	Outright Win	Four Points
2	Tie or No result	Two Point each
3	Outright Loss	Zero Points

#### 16.10.2 Qualification for Knock out

Qualification for knock out will be circulated separately for each tournament during the season.

#### 16.10.3 Net run rate

- A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.
- In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- Only those matches where results are achieved will count for the purpose of net run rate calculations.
- Where a match is abandoned, but a result is achieved under VJD System, 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 VJD System having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

## LAW 24 FIELDER'S ABSEENCE, SUBSTITUTES MEN'S AND WOMEN'S MATCHES

### 24.2. FIELDER ABSENT OR LEAVING THE FIELD OF PLAY:

- 24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this clause, is he to be regarded as having left the field of play.
- 24.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during a session of play,
- 24.2.2.1 an umpire shall be informed of the reason for this absence.
- 24.2.2.2 he shall not thereafter come on to the field of play during a session of play without the consent of the umpire. See clause 24.4. The umpire shall give such consent as soon as it is practicable.
- 24.2.3 If a player is absent from the field for **longer** than 8 minutes, the following restrictions shall apply to their future participation in the match.
- 24.2.3.1 The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time). A player's unexpired Penalty time shall be limited to a maximum of **40 minutes for Men** and **35 minutes for Women**. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.
- 24.2.3.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he may bat immediately.
- 24.2.4 If the player leaves the field before having served all of his Penalty time, the balance is carried forward as unserved Penalty time.
- 24.2.5 On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 40 minutes **for Men** and **35 minutes for Women**, and that player shall not bowl until all of his Penalty time has been served.
- 24.2.6 For the purposes of clauses 24.2.3.1 and 24.2.3.2, playing time shall comprise the time play is in progress excluding intervals, intervals between innings. For clarity, a player's Penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings.
- 24.2.7 If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,
- 24.2.7.1 the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his side is now batting.
- 24.2.7.2 the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he is able to participate, and either takes the

field on the resumption of play, or his side is now batting. Stoppage time before an umpire has

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

### 24.3 PENALTY TIME NOT INCURRED:

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

24.3.1 he/she has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.

24.3.2 in the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.

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

**Examples:** Normal hours of play (Night match):

06.30 pm to 07.55 pm 1<sup>st</sup> session

08.15 pm to 09.40 pm 2<sup>nd</sup> Session

(With 07.55 pm to 08.15 pm interval between innings).

**Example -1.** A fielder goes out at 6.45pm and returns at 7.00 pm. When can he/she bowl?

Absence 6.45 pm to 07.00 pm = 15 minutes.

Hence, he/she can bowl after he/she has been on the field for 15 minutes of playing time from 07.00 pm. i.e., any time after 07.15 pm.

**Example – 2.** A fielder goes out at 6.30 pm and returns at 7.30 pm. When can he bowl/ bat?

Absence 6.30 pm to 7.30 pm = 60 minutes = 40 minutes max limit.

He cannot bowl as the 1<sup>st</sup> session ends at 7.55 pm. He can bat after his team is batting for 15 minutes. He has been on the field from 7.30 pm to 7.55 pm so remaining 15 minutes of penal time is carried over so he can bat at any time after 8.30.p.m or 5 wickets are down whichever is earlier. The time from 7.55 ppm to 8.15 pm being interval between sessions is non-playing time. For women's the maximum limit of penal time is 35 minutes.

**Example – 3.** A fielder goes out at 6.15 pm and comes back at 6.45 pm and again goes out at 7.05 pm and comes at 7.12 pm. When can he/she bowl?

Absence 6.15 pm to 6.45 pm = 30 minutes

And 7.05 pm to 7.12 pm = 7 minutes (not counted less than 8 minutes)

Less 6.45 pm to 7.05 pm = 20 minutes (he/she is on the field / playing time)

He/She can bowl after he/she has been on the field  $30 + 0(7) - 20 = 10$  minutes of playing time from 7.12 pm, i.e., 7.22 pm.

**LAW 28 - THE FIELDER FOR MEN'S AND WOMEN'S MATCHES****28.7. Restrictions on the placement of fielders.**

- 28.7.1 In addition to the restrictions contained in Law 28.4 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.
- 28.7.2 Subject to 28.7.6 below these fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).
- 28.7.3 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres) for **men's** game and 25.15 yards (23 metres) for **Women's** matches. The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
- 28.7.4 During the powerplay overs **only two** fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- 28.7.5 During non-powerplay overs, no more than **five (men)** and **four (women)** fielders and shall be permitted outside this fielding restriction area as in "c" at the instant of delivery.
- 28.7.6 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Total overs in innings	Number of overs for which fielding restrictions in Laws
5 - 8	2
9 - 11	3
12 - 14	4
15 - 18	5
19 - 20	6

- 28.6.7 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- 28.7.7 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal "No ball".

**LAW 41 UNFAIR PLAY – MEN AND WOMEN**

- 41.6.2 A bowler shall be limited to one fast short-pitched deliveries per over.
- 41.6.3 A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- 41.6.4 The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- 41.6.5 In addition, a ball that passes above head height of the batsman, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide. See also clause 22.1.1.2
- 41.6.5.1 For the avoidance of doubt any fast short pitched delivery that is called a Wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
- 41.6.6 In the event of a bowler bowling more than one fast short-pitched deliveries in an over as defined in clause 41.6.3 above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'No ball' and then tap the head with the other hand.
- 41.6.7 If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- 41.6.8 If there is a second instance of the bowler being No balled in the innings for bowling more than one fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- 41.6.9 Should there be any further instance by the same bowler in that innings, the umpire shall:
- call and signal No ball
  - when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
  - inform the other umpire for the reason for this action.
  - The bowler thus suspended shall not be allowed to bowl again in that innings.
  - If applicable, the over shall be completed by another bowler, who shall neither have
  - bowled any part of the previous over, nor be allowed to bowl any part of the next over.
  - The umpire shall report the occurrence to the batsmen and, as soon as practicable,
  - to the captain of the batting side.
  - The umpires may then report the matter to the BCCI Match Referee who shall take
  - such action as is considered appropriate against the bowler concerned.
- 41.6.10 Should the umpires initiate the caution and warning procedures set out in clauses 41.6.1.3, 41.6.9, and 41.7, such cautions and warnings are not to be cumulative.

**Appendix G – Calculations Men’s matches****Table 1:** Calculation sheet for use when a delay or interruptions occur in the First Innings  
**Time:**

Net playing time available at start of the match	170	(A)
Time innings in progress		(B)
Playing time lost		(C)
Extra time available		(D)
Time made up from reduced interval		(E)
Effective playing time lost $[C - (D + E)]$		(F)
Remaining playing time available $(A - F)$		(G)
G divided by 4.25 (to 2 decimal places)		(H)
Max overs per team $[H/2]$ (round up fractions)		(I)
Maximum overs per bowler $[I / 5]$		
Duration of Powerplay Overs (initial, batting side)		
Rescheduled Playing Hours		
First session to commence or recommence		
Length of innings $[I \times 4.25]$ (round up fractions)		
Rescheduled first innings cessation time $[J + (K - B)]$		
Length of interval		
Second innings commencement time $[L + M]$		
Rescheduled second innings cessation time $[N + K]$		

\* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying Law 13.7.b. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

**Table 2:** Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time		(P)
Rescheduled cut-off time allowing for full use of any extra time provision		(Q)
Minutes between P and Q		(R)
Potential overs to be bowled $[R / 4.25]$ (round up fractions)		(S)
Number of complete overs faced to date in first innings		(T)

If S is greater than T, then revert to Table 1

If S is less than or equal to T, then the first innings is terminated - go to Table 3

**Table 3:** Calculation sheet for the start of the Second Innings  
Maximum overs to be bowled:

(If first innings was terminated, S from Table 2)	
Scheduled length of innings: $[A \times 4.25]$ (round up fractions)	
Start time	
Scheduled cessation time $[C + B]$	
Overs per bowler and fielding restrictions	
Maximum overs per bowler $[A / 5]$	
Duration of Powerplay overs (initial, batting side)	

**Table 4:** Calculation sheet for use when interruption occurs after the start of the Second Innings

**Time:**

Time at start of innings		(A)
Time at start of interruption		(B)
Time innings in progress		(C)
Restart time		(D)
Length of interruption $[D - B]$		(E)
Additional time available: (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings)		(F)
Total playing time lost $[E - F]$		(G)
<b>Overs</b>		
Maximum overs at start of innings		(H)
Overs lost $[G / 4.25]$ (rounded down)		(I)
Adjusted maximum length of innings $[H - I]$		(J)
Rescheduled length of innings $[J \times 4.25]$ rounded up		(K)
Amended cessation time of innings $[D + (K - C)]$		(L)
Overs per bowler and Fielding Restrictions		
Maximum overs per bowler $[J / 5]$		
Duration of Powerplay overs (initial, batting side)		

**Appendix H – Calculations Women’s matches****Table 1:** Calculation sheet for use when a delay or interruptions occur in the First Innings**Time :**

Net playing time available at start of the match	150	(A)
Time innings in progress		(B)
Playing time lost		(C)
Extra time available		(D)
Time made up from reduced interval		(E)
Effective playing time lost $[C - (D + E)]$		(F)
Remaining playing time available $(A - F)$		(G)
G divided by 3.75 (to 2 decimal places)		(H)
Max overs per team $[H/2]$ (round up fractions)		(I)
Maximum overs per bowler $[I / 5]$		
Duration of Powerplay Overs (initial, batting side)		
Rescheduled Playing Hours		
First session to commence or recommence		
Length of innings $[I \times 3.75]$ (round up fractions)		
Rescheduled first innings cessation time $[J + (K - B)]$		
Length of interval		
Second innings commencement time $[L + M]$		
Rescheduled second innings cessation time $[N + K]$		

\* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying clause 13.7.b. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

**Table 2:** Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time		(P)
Rescheduled cut-off time allowing for full use of any extra time provision		(Q)
Minutes between P and Q		(R)
Potential overs to be bowled $[R / 3.75]$ (round up fractions)		(S)
Number of complete overs faced to date in first innings		(T)

If S is greater than T, then revert to Table 1

If S is less than or equal to T, then the first innings is terminated - go to Table 3

**Table 3:** Calculation sheet for the start of the Second Innings

Maximum overs to be bowled:

(If first innings was terminated, S from Table 2)	
Scheduled length of innings: $[A \times 3.75]$ (round up fractions)	
Start time	
Scheduled cessation time $[C + B]$	
Overs per bowler and fielding restrictions	
Maximum overs per bowler $[A / 5]$	
Duration of Powerplay overs (initial, batting side)	

**Table 4:** Calculation sheet for use when interruption occurs after the start of the Second Innings**Time:**

Time at start of innings		(A)
Time at start of interruption		(B)
Time innings in progress		(C)
Restart time		(D)
Length of interruption $[D - B]$		(E)
Additional time available: (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings)		(F)
Total playing time lost $[E - F]$		(G)
<b>Overs</b>		
Maximum overs at start of innings		(H)
Overs lost $[G / 3.75]$ (rounded down)		(I)
Adjusted maximum length of innings $[H - I]$		(J)
Rescheduled length of innings $[J \times 3.75]$ rounded up		(K)
Amended cessation time of innings $[D + (K - C)]$		(L)
Overs per bowler and Fielding Restrictions		
Maximum overs per bowler $[J / 5]$		
Duration of Powerplay overs (initial, batting side)		

**APPENDIX I****Procedure for the Super Over**

The following procedure shall apply for a Super Over to determine the winner of a tied match. All relevant Playing Conditions for the match other than those mentioned herein shall apply to the Super Over.

- 1** A Super Over involves each team facing an over of six balls and the winner shall be the team scoring the greater number of runs, irrespective of the number of wickets lost.
- 2** The loss of two wickets shall end the batting team's one over innings.
- 3** If the Super Over is a tie, subsequent Super Overs shall be played until a winner is determined unless the match is abandoned or curtailed as per clause 23.
- 4** Subject to weather conditions, the Super Over shall take place on the scheduled day of the match at a time to be determined by the Match Referee. In normal circumstances it shall commence 5 minutes after the conclusion of the match.
- 5** The Super Over shall be played until completion, but if there are any delays or interruptions during the Super Over, extra time (taken from the start of the first Super Over) is allocated to complete the Super Over or any subsequent Super Overs. The amount of extra time allocated to the Super Over is the greater of.
  - a) the gap between the time at which the match ended and the time the original match would have been scheduled to finish had the entire extra time provision been utilised, or
  - b) 20 minutes.
- 6** Should play be delayed prior to or during the Super Over(s) once the playing time lost exceeds the extra time allocated, the Super Over(s) shall be abandoned (see paragraph 22 below).
- 7** The Super Over shall take place on the pitch allocated for the match, unless otherwise determined by the umpires in consultation with the Ground Authority and the Match Referee.
- 8** Only nominated players in the match (including Concussion Replacements) may participate in the Super Over. Any penalty time being served in the match shall be carried forward to the Super Over.
- 9** The umpires shall stand at the same end at which they finished the match.
- 10** The team batting second in the match shall bat first in the Super Over.
- 11** Each team shall be allowed to have one player review during the Super Over.
- 12** The captain of the fielding team (or his nominee) shall select the ball with which the fielding team shall bowl from the box of spare balls provided by the umpires (which shall include the balls used in the match, but no new balls). The team fielding second may then choose to use the same ball as chosen by the team bowling first or choose another ball from the same box. If the ball needs to be changed, the relevant Playing Conditions as they apply in the match shall apply.
- 13** The fielding side shall choose the end from which it is to bowl its one over.
- 14** The Super Over shall be played with the same fielding restrictions as would be applicable for the last over in an uninterrupted match.

**15** The interval between the two overs in the Super Over shall be 5 minutes.

**TIED SUPER OVER – REPEATING THE SUPER OVER**

- 16** If the Super Over is tied, then subsequent Super Overs shall be played until there is a winner (subject to paragraph 26).
- 17** In normal circumstances any subsequent Super Over shall start 5 minutes after the previous Super Over ends.
- 18** The team batting second in the previous Super Over shall bat first in the subsequent Super Over.
- 19** The balls selected for use by each team in the previous Super Over shall be used again by the same team in any subsequent Super Over(s).
- 20** The fielding side shall bowl its over in a subsequent Super Over from the opposite end from which it bowled in the previous Super Over.
- 21** Any Batter dismissed in any previous Super Over shall be ineligible to bat in any subsequent Super Over. So also, any bowler who bowled in the previous Super Over shall be ineligible to bowl in the subsequent Super Over.
- 22** In all other ways the procedure for a subsequent Super Over shall be the same as for the initial Super Over.

**SUPER OVER UNABLE TO BE COMPLETED**

- 23** Where the Super Over or subsequent Super Overs are abandoned for any reason prior to completion then the match shall be declared a tie and points allocated as in Clause 16.11.1.
- 24** In circumstances where there are unavoidable time constraints Match Referee may limit the number of possible Super Overs and shall advise both captains accordingly prior to the start of the first Super Over.

**EXAMPLES - EXTRA TIME AVAILABLE FOR THE SUPER OVER**

**Example 1:** The match is scheduled to finish at 10.20pm, with 60 minutes of extra time available to be used. The scheduled cut-off time, if, all the available extra time is used would be 11.20pm. The match runs over time and finishes in a tie at 10.35pm. The Super Over is scheduled to start 5 minutes later at 10.40pm. The extra time available to complete the Super Over would be 45 minutes (as per paragraph 5(a) above).

- The Super Over starts on time but is interrupted at 10.50pm for 10 minutes (leaving 35 minutes of extra time still available).
- Play resumes at 11.00pm with a tied Super Over occurring.
- The second super over is being played but is interrupted at 11.15pm.
- Play does not resume within 35 minutes (being the amount of extra time still available), therefore the Super Over procedure is abandoned, and the match is a tie.

**Example 2:** The same match is scheduled to finish at 10.20pm, but with 30 minutes of extra time available to be used. The scheduled cut-off time if all the available extra time is used would be 10.50pm. The match runs over time and finishes in a tie at 10.35pm. The

Super Over is scheduled to start 5 minutes later at 10.40pm. The extra time available to complete the Super Over would be 20 minutes (as per paragraph 5(b) above).

**APPENDIX – J: GUIDELINES FOR APPLYING PLAYING CONDITIONS AND  
THE USE OF LIGHT METER**

- 1.1 The umpires shall use light meter readings as a guideline for determining whether the light is unfit/fit for play.
- 1.2 Light meter readings may be used by the umpires:
- At any time to determine whether there has been a deterioration or improvement in the light. As benchmarks for the remainder of a stoppage in the match.
  - The terms 'unsuitable' or 'unfair' are not valid reasons for suspending play. Conditions need to be 'safe' to continue playing and 'unsafe' to suspend play. Umpires should only suspend play when conditions are dangerous.
- 1.3 In practice the processes will work as follows:
- On the first occasion when bad light is approaching in a match, the umpires shall consult.  
Unless the conditions have suddenly become unsafe with light deteriorating quickly (in which case the umpires shall stop play immediately), this first consultation will normally result in the umpires agreeing to re-evaluate again at a later stage - should the light conditions deteriorate.  
NB. A light reading may be taken at this stage to assist the umpires in assessing whether the light is deteriorating or not. (For clarification, this reading, if taken, has nothing to do with any sort of benchmark related to suspension or resumption of play)
  - This initial consultation should also alert the fielding captain to reassess his/her bowling options, if necessary. Unless conditions are unsafe, the umpires will issue a clear instruction that play is to continue.
  - After this first consultation, if either of the umpires then considers that the light has deteriorated further, and it is now unsuitable for play, the umpires shall consult again.
  - A further light reading shall be taken to check that the light has in fact deteriorated. The umpires shall again determine whether the conditions are unsafe for play, taking into account the bowler who is bowling at the time.  
NB. In an ideal situation this might be the best time to suspend play.
  - However other issues may arise:  
If a fast/fast medium bowler is bowling and the umpires are of the view that the light is unfit for this type of bowling but would be satisfactory for a medium/slow bowler, they shall inform the fielding captain.
  - If the fielding captain chooses not to change the bowler, then the umpires shall suspend play. A light reading shall be taken at this point, which will act as the benchmark for all future light decisions in respect of fast/fast medium bowlers.
  - If the fielding captain changes the bowler to a medium/slow bowler, the umpires have another decision to make and shall probably allow play to continue again.

- h. If either of the umpires decides that the light has deteriorated further, to the extent that it is now unsafe for medium/slow bowlers, then the umpires shall again consult. If the umpires agree that the light is unfit for play, then play will be suspended, and the light reading is taken as the future benchmark for medium/slow bowlers. A light reading shall be taken at this point, which will act as the benchmark for all future light decisions in respect of medium/slow bowlers.
- i. Light meters should be used only to assist the umpires in their decision-making. They are to be used only as a guide once a previous benchmark has already been set.
- j. Setting a “soft” benchmark early in the match could make getting a result and playing longer, much more difficult at the end.
- n. Approaches to consider when deciding whether to come off for bad light.
  - i. The first time that play is suspended for bad light – that reading becomes the benchmark (guide) for the match. That is the time to push the boundaries hard, every time.
  - ii. There should be visible proof of light affecting the fielder’s ability to see the ball – not just one occurrence and it should be genuine and not game tactic related.
  - iii. Grounds are different – Each ground is different. So, readings at each ground will be different.

Umpiring Technique – judgment. Factors to consider when judging the light (for Batters)

- i. Type of bowling (fast or slow)
- ii. Are the Batters hitting boundaries and scoring freely?
- iii. Factors to consider when judging the light (for all players - unsafe to continue)
- iv. Standing at square leg - do you lose the ball in the “V” as it is delivered to the Batter
- v. Are the fielders losing the ball in the background?
- vi. Are lights in and around the ground really bright?

Teamwork

- i. Use only one (1) light meter - the same one between umpires for the match
- ii. Use signals to know when to consult and to communicate dropping or improving light
- iii. Keep consultations brief (30 seconds maximum)
- iv. A mid over suspension of play may deny the fielding captain from changing his/her bowlers from fast to slow to extend the possibility of playing. If the light drops sharply during an over - you do not have to wait until the end of the over.

Maximize play where possible by keeping the fielding captain in the loop with your thoughts. “we are not too far away from considering the light”.

Standing near the centre of the pitch, record readings from both ends and in the same spot for consistency - write the readings down.

When the on-field umpires are finding it difficult to pick up the ball, this is considered the correct time for the umpires to confer and consider the light and discuss the options. Both on field umpires must agree to suspend play. If only one on field umpire believes that play should be suspended, then play should continue.

Once the umpires have made the decision to suspend play there should be no further debate with the fielding captain. When umpires have made decisions - clear information is to be given to both captains; the ground authorities; and the official broadcasters.

The umpires should still endeavour to ensure that:

- 16.5 Playing time is maximized within the parameters set out in the Laws and the playing conditions.
- 16.6 Umpires should not suspend play as soon as conditions become less than perfect, but only when the conditions are unsafe for play to continue.

### **Appendix K – Umpire Review – Third Umpire**

#### **1 General**

- a. Wherever there is a provision of live or delayed telecast of the match, the BCCI will appoint a third umpire.
- b. The host association will ensure that a separate room is provided for the third umpire and that he/she has access to a television monitor and direct sound link with the television control broadcast director to facilitate as many replays as is necessary to assist him in making a decision.
- c. The third umpire shall call for as many replays from any camera angle as is necessary to reach a decision.
- d. The third umpire shall only have access to TV replays. Use of other technology which may be in use by the broadcaster for telecast purposes (Ball tracking, stump microphone, Ultra-edge etc.) shall not be permitted.

#### **2. Umpire Review – Third Umpire**

In the circumstances detailed in paragraphs 2.1, 2.2 below, the on-field umpire shall have the discretion to refer the decision to the third umpire or, in the case of paragraphs 2.3, 2.4, 2.5 and 2.6, to consult with the third umpire before making the decision.

Players may not appeal to the on-field umpires to use the Umpire Review. Breach of this provision may constitute dissent and the player may be subject to disciplinary action under the BCCI Code of Conduct for Players and Player Support Personnel.

##### **A. Run Out, Stumped, Bowled and Hit Wicket Decisions**

- i. The relevant on-field umpire shall be entitled to refer an appeal for run-out, stumped, bowled, or hit wicket to the third umpire.
- ii. An on-field umpire wishing to refer a decision to the third umpire shall signal to the third umpire by making the shape of a TV screen with his/her hands.
- iii. In the case of a referral for a bowled, hit wicket or stumped decision, the third umpire shall first check the fairness of the delivery (all modes of No ball except for the bowler using an Illegal Bowling Action). If the delivery was not a fair delivery the third umpire shall indicate that the Batter is Not out and advise the on-field umpire to signal No ball. See also paragraph 2.5 below.
- iv. Additionally, if the third umpire finds the Batter is Out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he/she shall notify the on-field umpire so that the correct decision is made.
- v. If the third umpire decides that the Batter is Out, a red light shall be displayed; if the third umpire decides that the Batter is Not out, a green light shall be displayed. Should the third umpire be temporarily unable to respond, a white

light (where available) shall remain illuminated throughout the period of interruption to signify to the on-field umpires that Umpire Reviews are temporarily unavailable, in which case the decision shall be taken by the on-field umpire. As an alternative to the red/green light system, the big replay screen (where available) may be used for the purpose of conveying the third umpire's decision.

#### **B. Caught and Obstructing the Field Decisions**

- i. Where the bowler's end umpire is unable to decide upon a Fair Catch or a Bump Ball, or if, on appeal from the fielding side, the Batter obstructed the field, he/she shall first consult with the striker's end umpire.
- ii. Should both on-field umpires require assistance from the third umpire to make a decision, the bowler's end umpire shall first take a decision on-field after consulting with the striker's end umpire, before consulting by two-way radio with the third umpire. Such consultation shall be initiated by the bowler's end umpire to the third umpire by making the shape of a TV screen with his/her hands, followed by a Soft Signal of Out or Not out made with the hands close to the chest at chest height. If the third umpire advises that the replay evidence is inconclusive, the on-field decision communicated at the start of the consultation process shall stand.
- ii. The third umpire shall determine whether the Batter has been caught, whether the delivery was a Bump Ball, or if the Batter obstructed the field. However, in reviewing the television replay(s), the third umpire shall first check the fairness of the delivery for all decisions involving a catch (all modes of No ball except for the bowler using an Illegal Bowling Action) and whether the Batter has hit the ball. If the delivery was not a fair delivery or if it is clear to the third umpire that the Batter did not hit the ball, he/she shall indicate to the bowler's end umpire that the Batter is Not out Caught, and in the case of an unfair delivery, advise the bowler's end umpire to signal No ball. See also paragraph 2.5 below.
- iii. Additionally, if it is clear to the third umpire that the Batter is Out by another mode of dismissal (excluding LBW), or Not out by any mode of dismissal (excluding LBW), he/she shall notify the bowler's end umpire so that the correct decision can be made.
- iv. The third umpire shall communicate his/her decision as set out in paragraph 2.1.5.

#### **C. Boundary Decisions**

16.6.1 The bowler's end umpire shall be entitled to refer to the third umpire for a decision on:

- a. whether a four or six has been scored.
- b. whether a fielder had any part of his/her person in contact with the ball when he/she touched the boundary; or
- c. whether the fielder had any part of his/her person in contact with the ball when he/she had any part of his/her person grounded beyond the boundary.

16.6.2 A decision shall be made immediately and cannot be changed thereafter.

16.6.3 If the television evidence is inconclusive as to whether or not a boundary has been scored, the default presumption shall be in favour of no boundary being awarded.

16.6.4 Where the bowler's end umpire wishes to use the assistance of the third umpire in this circumstance, he/she shall communicate with the third umpire by use of a two-way radio and the third umpire shall convey his/her decision to the bowler's end umpire by the same method.

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

**D. Batters Running to the Same End**

- i. Where both Batters have run to the same end and the on-field umpires are uncertain over which Batter made his/her ground first, the on-field umpires may consult with the third umpire.
- ii. The procedure set out in paragraph 2.3.4 shall apply.

**E. No Balls**

- i. If the bowler's end umpire is uncertain as to the fairness of the delivery following a dismissal, either affecting the validity of the dismissal or which Batter is dismissed, he/she shall be entitled to request the Batter to delay leaving the field and to check the fairness of the delivery with the third umpire. Communication with the third umpire shall be by two-way radio.
- ii. The third umpire shall check all modes of No ball except for the bowler using an Illegal Bowling Action. The third umpire shall apply Law 21.5 when deciding whether a No ball should have been called (and must therefore be satisfied that none of the three conditions in Law 21.5 have been met before calling a No ball).
- iii. If the delivery was not a fair delivery, the bowler's end umpire shall indicate that the Batter is Not out and signal No ball (except in the case of a dismissal for obstructing the field, which may still be effected despite a No ball being called, in which case the bowler's end umpire shall indicate that the relevant Batter is Out and additionally call a No ball).
- iv. If a No ball is called following the check by the third umpire, the batting side shall benefit from the reversal of the dismissal and the one run for the No ball but shall not benefit from any runs that may subsequently have accrued from the delivery had the on-field umpire originally called a No ball. Where the Batters crossed while the ball was in the air before being caught, the Batters shall remain at the same ends as if the striker had been dismissed, but no runs shall be credited to the striker even if one (or more) runs were completed prior to the catch being taken.

**F. Cameras on or Over the Field of Play (Spider Cam)**

- i. The on-field umpires shall be entitled to refer to the third umpire for a decision as to whether the ball has at any time during the normal course of play come

into contact with any part of the camera, its apparatus or its cables above the playing area, as contemplated in Law 20.1.3.

- ii. Where an on-field umpire wishes to use the assistance of the third umpire in this circumstance, he/she shall communicate with the third umpire by use of a two-way radio and the third umpire shall convey his/her decision to the bowler's end umpire by the same method.
- iii. A decision shall be made immediately and cannot be changed thereafter. If the television evidence is inconclusive as to whether or not the ball has come into contact with any part of the camera, its apparatus or its cables above the playing area, the default presumption shall be in favour of no contact having been made.
- iv. The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows the ball to have been in contact with any part of the camera or its cables above the playing area as envisaged under this paragraph.

### 3 Interpretation of Playing Conditions

- A. When using a replay to determine the moment at which the wicket has been put down (as per Law 29.1), the third umpire shall deem this to be the first frame in which one of the bails is shown (or can be deduced) to have lost all contact with the top of the stumps and subsequent frames show the bail permanently removed from the top of the stumps.
- B. Where LED Wickets are used (as provided for in paragraph 3.8.1.6) the moment at which the wicket has been put down (as per Law 29.1) shall be deemed to be the first frame in which the LED lights are illuminated, and subsequent frames show the bail permanently removed from the top of the stumps.

### PRACTICAL TIPS

1. Note that the referral is to be done **before you give a decision**.
2. **Note also that umpire referring a decision is different than umpire's decision being referred under DRS. In domestic matches there will be no DRS.**
3. Since technology is available make maximum use of it.
4. Referral for Run Out, Stumped, Bowled and Hit Wicket Decisions are to be made by drawing a TV screen and the decision will be given by third umpire on big screen or illuminating lights.
5. Red light for out, green light for not out.
6. Caught, boundary, no ball (only when a Batter is dismissed), run-out, Batters running at the same end and Obstructing the Field Decisions are referred by way of two-way communication.
7. Whenever out/not-out decisions are referred a soft signal must be made by the on-field umpire referring the decision.
8. The communication is to be clear. Like, when communicating not a boundary say, "Runs runs, runs, runs", boundary four say "boundary four" and boundary six by "boundary six".
9. Communication with the director is to be very clear on what is being referred.
10. Third umpire should be in the know of the tools available for review, their usage, camera angles and standard phases to be used for communication such as

- a. **Front on or Stump vision** – straight view
- b. **Side on** – side angle for No ball.
- c. **Zoomer or Magnifier**
- d. **Ultra-motion** – 1000 frames per second.
- e. **Spin Vision** – super slow motion.
- f. **Hot spot and or sniko metre-** (not used in domestic matches)
- g. **Rock and roll** – to oscillate the picture back and forward
- h. **Real time replay** – Play Normal video.

**11. Referral protocol for on-field umpire**

- a. Call and signal dead ball and collect the ball.
- b. On-field umpires to consult in cases of – clean catch. bump ball, Batters running to the same end.
- c. Make a TV signa lot use two-way communication as applicable in 4 & 6 above.
- d. Communication is to be short, clear, and precise.
- e. Give decision if need be.
- f. Throughout watch the players movement and be watchful of on-field happenings.
- g. Hand over the ball and continue the game.

**12. Referral protocol for third umpire – general for all referrals.**

- a. Initial contact with the third Umpire – use names - xxx to xxx.
- b. Copy/Copied to be used when acknowledging a response from the director/Colleague.
- c. If you want the director to wait a while, use the word “stand by”.
- d. Clearly communicate with the director for what the referral is and start with No ball check.
- e. Use as many replays and tools listed in 13 below as possible to arrive at a decision.
- f. Don’t hurry and at the same time take too long a time.
- g. Before deciding to ask the director if he/she has any other angle and for best angle.
- h. Once decided, inform the director accordingly “ready to make my decision”.
  - i. Spell clearly “out” or “not-out”. More so if big screen is to be used.
  - ii. If lights are to be used wait till the director asks you to signal.
  - iii. If on-field umpire is to signal, ask the on-field umpire to standby till the director informs that he/she is good to go – that is when he/she is on camera.
- i. Thank the director.

**13. Referral protocol for third umpire – specific referrals**

**a. Clean catch**

- a. Third umpire (name) to director (name)
- b. Referral for clean catch. Start with side on replay for No ball followed by your best angle.
- c. Can I have spin vision.
- d. Can I have ultra-motion.
- e. Can I have real time replay.
- f. Can I have the ball into the hands zoomed in.
- g. Can I have reverse slip angle.
- h. Rock and roll as the ball enter the hand.
- i. Do you have any other angle?

**b. Bump catches**

- a. Third umpire (name) to director (name)
- b. Referral for bump ball. Start with side on replay for No ball followed by spin vision.
- c. Rock and roll as the ball hits the bat.
- d. Freeze and zoom as the ball hits the bat.
- e. Can I have mid-wicket angle.
- f. Can I have side on replay.
- g. Do you have any other angle?

**c. Stumping**

- a. Third umpire (name) to director (name)
- b. Referral for stumping. Start with side on replay for No ball followed by side on replay for stumping.
- c. Want to check the breaking of (putting down) the wicket.
- d. Can I have the opposite side on replay.
- e. Can I have stump camera replay.
- f. Rock and roll at the time of bails coming off.
- g. Freeze the replay at the time bail separated from top of the stumps.
- h. Do you have any other angle?



**d. Run out**

- a. Third umpire (name) to director (name)
- b. Referral for run out. Start with side on replay on replay for run out.
- c. Want to check the breaking of (putting down) the wicket.
- d. Can I have the opposite side on replay.
- e. Can I have stump camera replay.
- f. Rock and roll at the time of bails coming off.
- g. Freeze the replay at the time bail separated from top of the stumps. Use Zoomer if necessary.
- h. Do you have any other angle?

**e. Boundary**

- i. Third umpire (name) to director (name)
- ii. Referral for boundary check. Start with elevated camera angle first.
- iii. Can I have the rock and roll replay as the fielder touches/ releases the ball.
- iv. Can I have reverse angle.
- v. Do you have any other angle?

**f. Front Foot fault No ball. (Only when a Batter is dismissed).**

- i. Third umpire (name) to director (name).
- ii. Referral for No ball side on replay.
- iii. Can I have opposite (reverse) side on replay.
- iv. Can I have stump camera.
- v. Can you freeze the replay as the heel (toe for spinners) lands?
- vi. Rock and roll replay as the heel (toe for spinners) lands.

**14. Common phrases used by third umpire to on-field umpires**

- a. Copied or copy that – for having understood what is said.
- b. Stand by – requesting to wait.
- c. Checking now – while checking the replays.
- d. Please repeat – if not understood clearly.
- e. Umpire name- you are on screen now, make your decision- if it is to be done by him.
- f. OK or good to start – at the beginning of play in a session when play is to be called.
- g. Stand by signal now- if No ball or boundary to be signalled.

**15. Third umpire has to be proactive in communication**

- a. With the Director
  - i. Ascertain from the on-field umpires and inform the director when drinks will be taken at least an over earlier. – drinks next over or if a wicket falls during the over.
  - ii. Ascertain from the Director and inform the on-field umpires when it is good to call “play”, make signal – out/not out, boundary etc as and when the occasion arises.
  - iii. Ascertain from the on-field umpires and inform the director when the game will restart after an interval or interruption. Overs to be bowled in the day or new innings.
  - iv. Inform on-field umpires when it is boundary or not. If close, ask them to refer.
  - v. Make note of the allowances to be allowed in an innings. Calculate over rate. In doing so be precise with timings and reason there off.
  - vi. Keep colleagues in good humour. Complement for good decisions.
  - vii. Do not point out their mistakes or short comings during the session.
16. Striker is out Bowled. The ball after putting down the wicket crosses the boundary. The umpire asks the Striker to wait for checking No ball which he/she has doubt. If it is found to be a No ball by the third umpire. What action you take?  
*Revoke the decision of out. Signal No ball. Do not allow 4 runs for the ball crossing boundary, which would have accrued had you call ed No ball in the first instance.*
17. Striker hits a fair delivery in the air. Before the ball is caught, they complete one run and are attempting the second. Umpire asks the striker to wait as he/she has doubt about No ball. The third umpire notices that there is no foot fault but there are three fielders behind the popping crease at the instant of delivery and communicates accordingly. What action do you take?  
*Revoke the decision of out. Signal No ball. Do not allow the completed run. Non-striker to face next delivery as they have not crossed for the second run (crossing of first run stands).*
18. If third umpire notices that there are more than 2 fielders behind the popping crease at the instant of delivery and the on-field umpires fail to call No ball. Only if a Batter is dismissed from that delivery, be proactive and request the umpires to refer for No ball.
19. In the above case if a Batter is not dismissed, quietly draw the attention of the on-field umpires through walkie talky before the bowler starts his/her run up or ball comes into play for the next delivery so that unfair act does not continue.
20. A ball is being fielded near the boundary. As third umpire you notice or have doubt that the fielder has touched the boundary or has crossed while in contact with the ball. What you do?  
*Be proactive. If you are sure, inform that it is, boundary 4 or 6 immediately do not wait for the formality of referral. If you are in doubt request the on-field umpire to refer if they do not.*

## Appendix L

### Umpire Review – When Match Referee acting as Third Umpire

#### 1 General

In all Multi Day Matches, where there is no provision for live or delayed telecast, but the match is covered by static cameras by BCCI, the Match Referee will act as third umpire.

#### 2 Umpire Review – When Match Referee acting as Third Umpire

- i. In the circumstances detailed in paragraphs 2.1 below, the on-field umpire shall have the discretion to refer the decision to the third umpire before making the decision.
- ii. Players may not appeal to the on-field umpires to use the Umpire Review. Breach of this provision may constitute dissent and the player may be subject to disciplinary action under the BCCI Code of Conduct for Players and Player Support Personnel.

##### A. Run Out, Stumped and Hit Wicket Decisions

- i. The relevant on-field umpire shall be entitled to refer an appeal for run-out, stumped or hit wicket to the third umpire.
- ii. An on-field umpire wishing to refer a decision to the third umpire shall signal to the third umpire by making the shape of a TV screen with his/her hands.
- iii. In the case of a referral of a hit wicket or stumped decision, the third umpire shall first check the fairness of the delivery (Only with respect to foot faults or bowler breaking the wicket). If the delivery was not a fair delivery the third umpire shall indicate that the Batter is Not out and advise the on-field umpire to signal No ball. See also paragraph 2.2 below.
- iv. If the third umpire decides that the Batter is Out, a red light shall be displayed; if the third umpire decides that the Batter is Not out, a green light shall be displayed. Should the third umpire be temporarily unable to respond, a white light (where available) shall remain illuminated throughout the period of interruption to signify to the on-field umpires that Umpire Reviews are temporarily unavailable, in which case the decision shall be taken by the on-field umpire. As an alternative to the red/green light system, red/green flags may be used for the purpose of conveying the third umpire's decision.
- v. In a match where only static cameras are used, when viewing a Stumping or Hit wicket referral, if the BCCI Match Referee has conclusive evidence of the Wicket-keeper's encroachment, he/she shall advise the striker's end umpire to signal a No ball, and the striker shall not be dismissed.
- vi. Also, when viewing a Stumping or Hit wicket referral, if the BCCI Match Referee finds that the Batter is bowled then he/she must convey his/her decision as out Bowled (Lights/Flags).

##### B. No Balls

- i. If the bowler's end umpire is uncertain as to the fairness of the delivery (only with respect to foot faults and bowler breaking the wicket) following a dismissal, either affecting the validity of the dismissal or which Batter is dismissed, he/she shall be entitled to request the Batter to delay leaving the field and to check the fairness of the delivery (only with respect to foot fault and bowler breaking the wicket) with the third umpire. Communication with the third umpire shall be by two-way radio.

- ii. The third umpire shall check for No ball (only with respect to foot faults and bowler breaking the wicket). The third umpire shall apply Law 21.5 when deciding whether a No ball should have been called (and must therefore be satisfied that none of the three conditions in Law 21.5 have been met before calling a No ball).
- iii. If the delivery was not a fair delivery, the bowler's end umpire shall indicate that the Batter is Not out and signal No ball (except in the case of a dismissal for obstructing the field, which may still be effected despite a No ball being called, in which case the bowler's end umpire shall indicate that the relevant Batter is Out and additionally call a No ball).
- iv. If a No ball is called following the check by the third umpire, the batting side shall benefit from the reversal of the dismissal and the one run for the No ball, but shall not benefit from any runs that may subsequently have accrued from the delivery had the on-field umpire originally called a No ball. Where the Batters crossed while the ball was in the air before being caught, the Batters shall remain at the same ends as if the striker had been dismissed, but no runs shall be credited to the striker even if one (or more) runs were completed prior to the catch being taken.

### C. Interpretation of Playing Conditions

- i. When using a replay to determine the moment at which the wicket has been put down (as per Law 29.1), the third umpire shall deem this to be the first frame in which one of the bails is shown (or can be deduced) to have lost all contact with the top of the stumps and subsequent frames show the bail permanently removed from the top of the stumps.
- ii. Where LED Wickets are used (as provided for in paragraph 3.8.1.6) the moment at which the wicket has been put down (as per Law 29.1) shall be deemed to be the first frame in which the LED lights are illuminated, and subsequent frames show the bail permanently removed from the top of the stumps.

### PRACTICAL TIPS

1. The following tools are available in Analyzer software that we use in domestic matches covered by static cameras.
  - a. Wicket to wicket mat – for LBW decisions – Pitching and Impact
  - b. Slow motion replay - 5 to 100% of the original recording.
  - c. Frame by frame forward/ backward movement. – Recording 24 or 25 frames/second.
  - d. Grey scale.
2. Always request the analyst to capture the video from the movement the bowler starts his/her run up and end when the bowler passes the Umpire for the next delivery unless there is some event to capture.
3. During the game always keep split screen – one straight and the other side camera – to observe the proceedings and also to check foot fault No ball.
4. To tag an appeal note down the delivery number, the time and camera number to facilitate retrieval of side camera videos later.
5. While checking for run out or stumping look for the starting point of shadow of the bat or foot as a guide when available.

## APPENDIX - M

### ICC CONCUSSION REPLACEMENTS – PROCEDURE (PLEASE REFER LAW under PC 1.2.7 and 1.2.8 also)

To suit to local matches / tournaments the ICC Match referee may be replaced by Match referee/ Umpires officiating the game and the Team Medical Representative by the Coach or Physio or the Manager of the team.

#### OBJECTIVES

1. Allows batting and/or bowling replacement to a player who has sustained **head or neck injury** during an international match.
2. Enables concussed player to receive **best possible treatment** after sustaining a concussion.
3. Allows batting and/or bowling replacement to a player who has sustained **head or neck injury** during an international match.

#### CONCUSSION ASSESSMENT

**Match Day Doctor:** May assist the Team Medical Representative to diagnose and treat a concussion; subject to request from **Team Medical Representative** or **Team Management**.

**Team Medical Representative:**

1. Makes formal and final determination whether a player has sustained a concussion or suspected concussion or not.
2. Diagnoses and manages concussion in accordance to the **Concussion Management Guidelines**

#### CONCUSSION ASSESSMENT –GAME MANAGEMENT

**On- Field Umpire(s):**

1. Stand close to the injured player and Team Medical Representative performing the concussion assessment and provide updates to TV Umpire by two-way radio as necessary.
2. Inquire the Team Medical Representative performing the concussion assessment, if the player is willing to continue.

**TV Umpire:** Prompt the On-Field Umpire(s), every 1 minute out of the **4minutes permitted under medical allowance**.

**4th Umpire:** If applicable, inform the next Batter to be ready to commence his innings

#### CONCUSSION REPLACEMENT ELIGIBILITY

1. **Either Team** may be eligible to request for a Concussion Replacement.
2. **Concussion or suspected concussion incident** must have taken place on the **field of play** during the relevant match.
3. For clarity, **a player concussed from an accident** at the team hotel **after a day's play, during the warm-up, or in the dressing room during the lunch interval** is not eligible for a Concussion Replacement.
4. **Team Medical Representative** must diagnose the injured player with a **concussion or a suspected concussion**

5. Subject to **eligibility of player for concussion replacement** and **Team's wish to replace a concussed player**.

6. The team submits a written request for replacement, on **standard ICC form** (appended at the end), to **ICC Match Referee**, within **36 hours of the incident**, detailing **information below**:

- a. **Name of concussed player** to be replaced.
- b. **Description of incident** that caused the concussion.
- c. **Symptoms, assessment type, and diagnosis**.
- d. **Name of concussion replacement** nominated

#### **NOMINATING CONCUSSION REPLACEMENT**

- a. Concussion Replacement nominated must be **eligible to play for that team** under ICC Player Eligibility regulations.
- b. Concussion Replacement **need not be nominated prior to the toss**, to be eligible to be nominated as Concussion Replacement.
- c. Concussion Replacement nominated should be **as close as is practical to 'like-for-like'** for the replaced player.
- d. If a team wishes not to replace a concussed player, he may be withdrawn from the match, without activating a concussion replacement.
- e. However, a concussed player once replaced, cannot take any further part in that match, even if a subsequent assessment clears him of concussion.
- f. More than one Concussion Replacements may be activated by a team in any given match, if the conditions requiring for Concussion Replacement eligibility have been met

#### **APPROVING CONCUSSION REPLACEMENT**

1. **ICC Match Referee must approve** the Concussion Replacement, before that player can **bat or bowl** in the match. ICC Match Referee considers the following when approving or rejecting the concussion replacement:

2. ICC Match Referee should look to **approve an appropriate replacement player** as the Concussed player is entitled for replacement and will take no further part in the match.

3. The abilities of the Concussion Replacement: Should not provide his/her team **with excessive advantage**.

4. **Substantially change selection balance** of his/her team with respect to number of batters, all-rounders, pace bowlers, and/or spin bowlers.

5. ICC Match Referee should **assess the likely role of the replaced player** in the remainder of the match when considering a like-for-like replacement, immediately as is practical following the request:

- a. A team with only a batting innings left in the Test Match, and its fast bowler eligible for replacement; a spin bowler of similar batting ability is acceptable to replace the fast bowler.

- b. A team with only a bowling innings left in the Test Match on a deteriorating pitch, and its fast bowler eligible for replacement; only a fast bowler is acceptable to replace the fast bowler, and not a spinner.

6. **ICC Match Referee may impose restrictions** upon involvement of a concussion replacement further into the match, if he believes that by his inclusion to perform his normal role, would excessively advantage his team.

7. **ICC Match Referee's decision is final** in relation to any concussion replacement request and neither team shall have any right of appeal. a. Resume the innings of the concussed player.

b. Serve any outstanding Penalty Time accrued by the concussed player.

c. Assume any bowling warnings the concussed player may have been given (e.g., For following through in the danger area)

### **Playing Role of the Concussion Replacement**

Once a Concussion Replacement has been approved, that player can play any role in the game (while observing any restrictions placed on his involvement by the Match Referee).

The replacement is considered a unique player in the match. He does not have to;

The replacement can bat anywhere in the order.

In a limited-overs match, the replacement can only bowl the remaining overs yet to be bowled by the concussed player, up to the maximum overs allowed per bowler.

### **CONCUSSION REPLACEMENT –SCORING & STATISTICS**

1. Concussed player:

a. Recorded as having played the match.

b. Individual statistics are recorded separately from the replacement player.

2. Replacement player:

a. Recorded as having played in the match.

b. Individual statistics are recorded separately from the Concussed player.

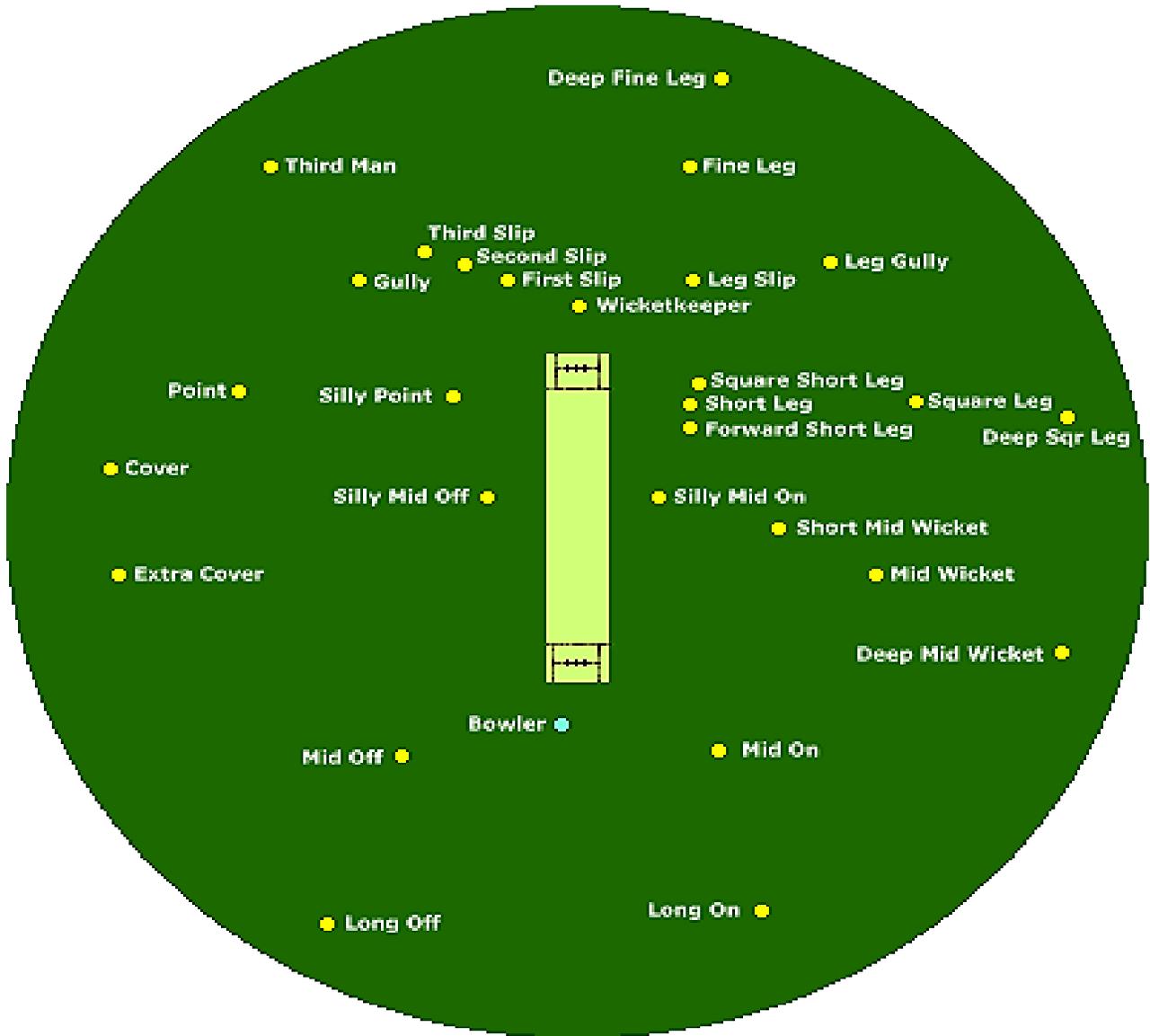
#### **Note:**

Concussion replacement can be allowed when two fielders collide during fielding and has or have sustained head or neck injury.

If a pure Batter is hit on the head while batting in the first innings, Match referee or the umpires may permit him to be replaced with an allrounder with the restriction that he cannot bowl in the match.

APPENDIX -N

Standard field placements



**ANSWERS TO ALL PRACTICE PAPERS**  
**PRACTICE PAPER - 1 - ANSWERS**

1. Can the captains exchange the list of nominated players at the time of toss?

**Answer:** No. Captains to nominate the players in writing to one of the umpires before the toss.

2. Can a team play with 14 players? If yes, when and is there any restriction?

**Answer:** Yes, by agreement the team can play with 14 players but not more than 11 fielders may field at any time.

3. In the absence of the captain who can deputise for him. Can the Manager of the team nominate the players?

**Answer:** In the absence of the captain, the deputy shall act for the captain in discharging his duties. The deputy shall be one of the nominated players. The manager of the team can nominate the players.

4. What are the restrictions on the replacement player as per law?

**Answer:** The replacement will inherit all the sanctions and warnings of the replaced player. If the replaced player has already batted the replacement player cannot bat in that innings. If the replaced player is batting or has not batted at the time he is replaced, the replacement player can either continue his innings immediately or come into bat at a later time. In limited over matches the quota of per bowler will apply jointly.

5. Before the start of the match two umpires are appointed, one for each team. Is it correct? If not, what is correct?

**Answer:** Incorrect. Two umpires are appointed, one for each end.

6. Can the appointed umpires be changed? If yes, can the new appointed umpire stand at both ends?

**Answer:** Yes, Umpire can be changed only if, taken ill or injured or in exceptional circumstances. In case of change, the replacement umpire to act only as striker's end, Unless, both captains agree on his taking full responsibility.

7. Can you suspend the game even if, both the captains wish to continue with the game in unfavorable conditions?

**Answer:** Yes. The umpires are the sole judges of Ground, weather and light conditions (GWL). It is solely for the umpires to decide Ground Weather & Light (GWL) are dangerous and unreasonable for play to take place or not. The captains have no say in this.

8. In your opinion, the light is not good for play to continue the game, but your partner says it is good. What action do you take?

**Answer:** The game shall be suspended immediately. If either umpire considers that the conditions of ground, weather or light are either dangerous or unreasonable, the umpires shall immediately suspend play or not allow play to continue or resume.

9. Game is suspended for adverse ground conditions. You feel that the conditions have improved, and the game can be started but your partner opines that we should wait for some more time. What you do?

**Answer:** The game will continue to be suspended until both the umpires agree that the conditions are fit to recommence. If either umpire considers that the conditions of ground, weather or light are either dangerous or unreasonable, the umpires shall immediately suspend play or not allow play to continue or resume.

10. Both of you umpires opine that the light is bad but the two Batters at the wicket wish to continue the game as only 10 runs are required to win the match. What do you do?

**Answer:** The game shall be suspended immediately as it will be dangerous or unreasonable for play to continue. Umpires are the sole judges of GWL, and players have no say on this.

11. When do you consider the ground to be fit for play?

**Answer:** The ground shall be regarded to be fit for play if, it is not so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement or the Batters of the ability to play their strokes or to run between the wickets.

12. Who is the judge of GWL conditions?

**Answer:** Umpires are the sole judges of GWL conditions.

13. What are the duties of an Umpire at the Striker's end during the match?

**Answer:** The duties of Striker's end umpire during the match are:

- Count the balls as assistance to your partner.
- Be in readiness to assist your partner in case of need.
- Answer appeals for.
  - Stumped,
  - Hit wicket and
  - Run out at his/her end.
- Call & signal no-ball for infringements – more than 2 on leg side behind the popping crease & others.
- Call and signal Dead ball when necessary.
- Assist your partner in cases of short pitched deliveries and waist high non-pitching deliveries.
- Be alert and call and signal short runs at your end. Then convey it to Umpire at the bowler's end.

14. What are the duties of the bowler's end umpires during the match?

**Answer:** The duties of bowler's end umpire during the match are:

- Count the balls, call clearly & loudly "over" after 6 valid / legitimate deliveries.
- Call & signal No-ball, Wide-ball, Dead ball etc. loudly and clearly as and when they occur / required.
- Answer appeals for Bowled, Caught, Hit the ball twice, LBW, Obstructing the field, run out at your end, and timed out.
- Take possession of the match ball during interruptions and intervals.
- Inspect the ball regularly but at irregular intervals.
- Ensure that the game is played strictly in accordance with the Laws.
- Intervene for unfair play after calling & signalling dead ball if required.
- Be alert and call and signal short runs at your end. If short run occurs at the striker's end, make the final signal to the scorer, and inform the number of runs to be scored.
- Call "Time" at appropriate time.

15. What are the pre-match duties of umpires?

**Answer:** The pre-match duties of umpires are:

- **Consultation with the Captains.**
  - Exchange pleasantries
  - Determine the Balls to be used during the match.
  - Inform special conditions of play (short pitched balls, Overs etc.),
  - Hours of play and Timings for intervals.
  - Watch to be followed with stand by watch.
  - The boundary of the field and allowances.
  - How to treat the obstacles, Animals, and unauthorised persons within the boundary.
  - The use of covers.
  - Any other point.
- **Meet the scorers.**
  - Ascertain their seating
  - Synchronise watches.
  - Agree on signals and their acknowledgement.
  - Check hours of play.
  - Inform the agreements made with the captains.
- **Other duties before the match.**
  - Check the match balls – new & old.
  - Check the crease markings & pitching of the wickets and boundary markings.
  - Check placement of sight screens.

NOTE: (They should be wholly outside the boundary line),

- Check implements of the game.  
(The ball, The Bat, Stumps & Bails).
- Ensure WK gloves confirm to the Laws.
- Pre-decide the end you are taking.
- Walk in together 5 minutes before  
the start with the match ball.
- Check the alignment of stumps.
- **BOWLER.**
  - Receive cap and or sweater if, any.
  - Ascertain the mode of delivery to inform the Batter– over or round  
and left or right arm.
- **BATTER.**
  - Give guard – one leg, two legs, middle stump, or off stump.
  - Inform the mode of delivery – better with action from the same side  
and same hand.
  - Ensure readiness of – colleague, Scorers, Batters, and Fielders.
  - Position yourself at bowler’s end – in line with stumps at 6-8 feet  
behind the stumps.
  - At the appropriate time call “Play” loudly so that it is heard by one and  
all on the field after signalling to the scorer & partner.

16. How do you signal the following to the Scorer?

a. Leg Byes.

**Answer:** By touching the raised knee with the hand.

b. 5 Penalty runs to the Batting side.

**Answer:** By repeated tapping of one shoulder with opposite hand.

c. 5 Penalty runs to the fielding side.

**Answer:** By placing one hand on the opposite shoulder.

d. Boundary four.

**Answer:** By waving an arm from side-to-side and finishing with the arm across the chest.

e. No ball.

**Answer:** By extending one arm horizontally.

f. Penalty under level 3 and 4.

**Answer: Part 1 for both** - By putting one arm out to the side of the body and repeatedly raising it and lowering it.

**Part 2 for level 3** - by raising both hands, all fingers spread, to shoulder height, palms facing towards the scorers.

**Part 2 for level 4**- by raising an index finger, held at shoulder height, to the side of the body

17. What are the weight and size of a new ball?

**Answer:** The ball when new, shall weigh not less than 5.5 ounces/155.9 gms nor more than 5.75 ounces/163 gms and shall measure not less than 8.81 in/22.4 cms nor more than 9 in/ 22.9 cm in circumference.

18. When a new ball can be claimed by the Captain in a 5 day's game?

**Answer:** The captain can claim the new ball at the start of the innings and after minimum 80 full overs are bowled with the old one excluding the part over if any.

19. When an Umpire has to take possession of the match ball during a game?

**Answer:** The umpire shall take possession of the match ball:

- At the fall of wicket or retirement of the batter.
- At the start of interval and interruption.
- When umpires leave their position for consultation.
- At the conclusion of the match.

20. Is there any limit to the size of the bat? If So, what are they?

**Answer:** Yes. They are as below:

- a. Overall length should not be more than 38.00 inches or 96.5 cm.
- b. Width at its widest part not more than 04.25 inches or 10.8 cm.
- b. Handle should not exceed 52% of overall length of the Bat. (not applicable for size 6 & below). Blade coverings should not be more than 00.012 inches or 0.3 mm thick.
- c. Repair material (RM) max.00.04 inches or 0.1 cm in thickness.
- d. Repair Material shall not exceed 00.79 inches or 2.00 cm in each direction beyond the damaged area.
- e. Toe guards should not be more than 00.35 inches or 0.89 cm. in thickness.
- f. Toe insert should not extend more than 02.5 inches or 6.35 cm up the blade.

21. What material can be used to strengthen the surface of the bat?

**Answer:** For protection of surface damage, material that is not rigid at the time of application or later may be placed on the surface.

22. When do you consider that the ball has contacted the bat?

**Answer:** The ball is considered to have contacted the bat when the ball touches:

- i. The bat itself.
- ii. The batter's hand holding the bat.

iii. Any part of a glove worn on the Batter's hand holding the bat.

23. What is the stipulated maximum length of the handle of a normal Bat?

**Answer:** The length of the handle shall not exceed 52% of the total length of the bat.

VINAYAK KULKARNI'S CLASSES

**PRACTICE PAPER - 2 – ANSWERS**

1. What is a pitch?

**Answer:** The pitch is a rectangular area of the ground 66 feet in length and 10 feet in width. It is bounded at either end by the bowling creases and on either side by two imaginary lines, each parallel to the imaginary line joining the centers of two middle stumps and five feet from it.

2. Who is responsible for selection, preparation and maintenance of the match pitch?

**Answer:** Before the match the Ground authorities shall be responsible for selection and preparation of the pitch. During the match, the umpires shall control its use and maintenance.

3. Can a match pitch be changed? If so, how?

**Answer:** The pitch shall not be changed in a match, unless umpires decide that it is too dangerous or unreasonable for play to continue and then, only with the consent of both the captains.

4. Popping crease is marked to a minimum of ..... on either side .....

**Answer:** Popping crease is marked to a minimum of **6 feet** on either side **of the imaginary lines joining the centres of two middle stumps.**

5. Define bowling, popping and return creases.

**Answer:**

**Bowling crease:** The bowling crease, which is the back edge of the crease marking, is the line that marks the end of the pitch, as in Law 6.1 (Area of pitch). It shall be 8 ft. 8 in/2.64 m in length.

**Popping crease:** The popping crease is the back edge of the crease marking, 4ft/1.22m in front of and parallel to the bowling crease. Marked to a minimum of 6ft/1.83m on either side of the imaginary line joining the centres of two centre stumps and is deemed to be unlimited in length.

**Return crease:** The return crease which is the back edge of the crease marking shall be at right angles to the popping crease at a distance of 4ft 4in / 1.32m on either side of the imaginary line joining the centre of two centre stumps. It is marked to a minimum of 8ft / 2.44m behind the popping crease and is deemed to be unlimited in length.

6. What constitutes a wicket? How are they pitched in a 1<sup>st</sup> class match?

**Answer:** A Wicket constitutes of 3 wooden stumps with two wooden bails on top. Two sets of wickets shall be pitched opposite and parallel to each other in the centres of the bowling creases. Each set shall be 9 in/22.86 cm wide.

7. Can a match proceed with bails only at one end?

**Answer:** No, if bails are dispensed, they will be removed from both the ends.

8. When do you allow the rolling during a match?

**Answer:** Rolling is permitted at the request of batting captain at the start of each innings other than first innings of the match and also at the start of each day's play other than the first day for a maximum of 7 minutes. Additionally, after toss, if, there is a delay on the same day the captain may request the pitch to be rolled. However, if, the umpires decide that the delay had no **significant effect** on the pitch, they may decline the request.

9. If the scheduled start of the game is 9.30 AM on each day. When do you have the mowing of the pitch in a five-day match?

**Answer:** The mowing of the pitch on each day the match excepted the first day shall be completed by 9:00 AM.

10. Who can exercise the option of the roller during a match? Is there any limit to the length of time for rolling? If yes, what is the time limit?

**Answer:** The captain of the batting side can exercise the option of having the pitch rolled for a maximum of 7 minutes.

11. What part of the pitch can be re-turfed or repaired?

**Answer:** The area upto the popping crease and behind can be re-turfed or repaired by use of quick setting filling to repair the foot holes made by the bowler during his delivery stride.

12. Can a Captain ask for only sweeping without rolling?

**Answer:** Sweeping of the pitch is fully under the jurisdiction of umpires and the captain has no say in it.

13. The start of the rolling at the start of a day's play can be delayed up to .....

**Answer:** Not less than 10 minutes before the scheduled or rescheduled start of day's play.

14. How are the foot holes made by the bowler maintained in a multi-day match?

**Answer:** The foot holes are maintained with the use of sawdust without affecting the pitch.

15. Captain requests for the pitch to be rolled by heavy and light rollers together. Will you permit? If yes for how long and if not, why?

**Answer:** The request cannot be permitted. The captain can choose any one of the available rollers only for a maximum of seven minutes.

16. Captain wants the pitch to be rolled sideways. How long will you permit?

**Answer:** Rolling sideways is not permitted. The pitch is rolled lengthwise from bowling crease to bowling crease.

17. Captain wants only sweeping and no rolling. Will you allow?

**Answer:** Sweeping of the pitch is fully under the jurisdiction of umpires and the captain has no say in it.

18. Can you allow for only three minutes rolling?

**Answer:** Yes, its allowed.

VINAYAK KULKARNI'S CLASSES

### PRACTICE PAPER – 3

1. What are the scheduled intervals that are allowed in a match?

**Answer:** The scheduled intervals are:

- The period between close of play on one day and the start of the next day's play.
- Intervals between innings.
- Intervals for meals.
- Intervals for drinks.
- Any other agreed interval.

2. When does an interval start and end?

**Answer:** An interval starts at the call of "TIME" for the interval and ends when "PLAY" is called after resumption of interval.

3. When the allowance for interval between innings is not given?

**Answer:** If the captain declares his innings during an interval/interruption of more than 10 minutes duration except drinks interval, provided minimum 10 minutes remain of the interval/interruption, the allowance for interval between innings is adjusted in that interval/interruption and no separate allowance is given.

4. What are the occasions when lunch and tea intervals are postponed?

**Answer:** The occasions when lunch and tea intervals are postponed are:

- The over in progress extends beyond scheduled time for lunch/tea.
- Timings are altered by agreement
- 9 wickets are down, or the 9<sup>th</sup> wicket falls with 3 minutes of the agreed time for lunch/tea interval. (Batter retiring not to be reckoned as fall of wicket)

5. When is the tea interval preponed?

**Answer:** The occasions are:

- A wicket falls, or a batter retires within 3 minutes of scheduled time for tea interval.
- An innings ends within 30 minutes of scheduled time for tea interval.
- An interruption occurs within 30 minutes of scheduled time for tea interval.
- If an interruption is in progress when 30 minutes remain, by agreement between both the captains and umpires.

6. With 2 minutes left for tea the number 10 batter wants to retire. The score is 356 for 8 wickets. When will you have tea interval?

**Answer:** Tea is taken immediately.

7. Lunch is scheduled at 12.00 noon. The last wicket partnership is continuing from previous day. It is time for lunch. What you do?

**Answer:** Extend the scheduled time for lunch by 30 minutes or the innings is completed, or players have an occasion to leave the field of play whichever is earlier.

8. What the umpires are to do after calling “time”?

**Answer:** The umpires need to remove bails from both the ends after the call of “TIME”.

9. What are the occasions when an umpire should call “play”?

**Answer:** The umpire at the bowler’s end shall call “PLAY” before the first ball of the match and after resumption of game after an interval or interruption.

10. Under what circumstances you start another over before an interval?

**Answer:** After the completion of the over, the umpire at the striker end walking at his normal pace reaches his position at bowler’s end and the time for interval has not been reached, another over will always be bowled.

11. Up to what time the captain winning the toss can delay his decision to bat or field?

**Answer:** The captain winning the toss should inform his decision to bat or field immediately to the opposing captain and the umpires.

12. What do you understand by last hour of the match?

**Answer:** Last hour is that phase of the game on the last day of the match when one hour remains for the scheduled close of play wherein a minimum of 20 overs needs to be played unless a result is reached earlier or players have occasion to leave the field.

13. What action do you take when an interruption occurs during the last hour of play?

**Answer:** In case of an interruption during last hour, the minimum overs to be bowled shall be reduced from 20 overs as follows:

- a. One over shall be deducted for every full 3 min of time lost.
- b. Lost time is to be counted from call of “time” until the time for resumption as decided by the umpires.
- c. If there are more than one interruption the lost time shall not be aggregated but calculated separately for each interruption.

14. How do you calculate the number of overs to be bowled when an interval occurs during the last hour of play?

**Answer:** When there is change of innings during the last hour, the procedure adopted is as follows:

There shall be two calculations.

- I. One based on time remaining.

- a. One over for full 3 min for the time remaining plus one for part there off.  
 i. Second based on overs remaining.

- a. Number of overs remaining to be bowled. (20 overs less the number of overs bowled.)  
 b. Fraction, if any, to be rounded up.

- ii. Reduce three overs for interval between innings. (One over for full three minutes)  
 II. The higher number of overs of the above two (I & II) calculations shall be allowed.

15. After 18 minutes and 4.2 overs in the last hour an innings ends. How many overs the other team should bat for if, (1) there is no further interruption in the game and if (2) play is suspended for 16 minutes after the team has faced 6.2 overs?

**Answer:**

1. Change of innings after 18 minutes and 4.2 overs

A. Calculation based on Overs Remaining:

Minimum overs to be bowled in the last hour	20.0
Less: Complete overs already bowled	- 04.2
Less: Change of innings	- 03.0
Minimum overs to be bowled on resumption →	<b>12.4 = 13 overs ---- A</b>

B. Calculation based on Time Remaining:

Time for Last Hour	60 minutes
Less: Already played	- 18 minutes
Less: interval between innings	- 10 minutes
Minimum overs to be bowled on resumption → Time remaining $32/3 = 10.66 = 11$ overs --	<b>B</b>

Higher of A & B, a minimum of 13 overs to be bowled or game to continue till the scheduled cessation time, whichever is later.

2. Further interruption for 16 minutes after 6.2 overs

Minimum overs to be bowled in the last hour	13 overs
Less: Already bowled	07 overs
Less: Interruption $16/3 = 5.33 =$	05 overs

Hence, minimum overs to bowled on resumption is remaining 4 deliveries of the over before interruption plus **1 over** or the game to continue till the cessation time, whichever is later.

16. Define conclusion of the match?

**Answer:** The match is concluded as soon as one of the below scenarios are reached:

- a. As soon as a result is achieved.
- b. Minimum overs in last hour are bowled or agreed time for close of play is reached whichever is later unless result achieved earlier.
- c. in the case of an agreement under Law 13.1.2 as soon as the final innings is completed as defined in Law 13.3.5.
- d. If a & b above is not achieved and players have occasion to leave the field and there is no further play possible due to adverse conditions in the match.
- e. As soon as the final innings is completed – Innings limited to overs or time.

17. What are the occasions when the last over of the match is not completed?

**Answer:** The occasions are:

- a. A result is achieved during the over or
- b. The players have an occasion to leave the field for some reason and no further play is possible except error in scoring.

18. What happens if a bowler is not able to complete his over during the last hour of a match?

**Answer:** If a bowler cannot complete the over due to incapacitation or suspension, the umpire shall call dead ball. Any other bowler can complete the over provided he does not bowl two overs or part of an over consecutively.

19. When and where the captains should toss for the choice of innings?

**Answer:** The captains shall toss for the choice of innings on the field of play in the presence of one or both the umpires not earlier than 30 minutes nor later than 15 minutes before the scheduled or rescheduled start of play.

20. The match is to start at 9.30AM. The toss takes place at 9.00AM. The winning captain immediately opts to bat. But due to the opinion in the dressing room informs the other captain and the umpires at 9.05AM that he intends to field. Opposing captain agrees. Will you permit?

**Answer:** It will not be permitted. The decision of the toss once notified, cannot be changed.

21. What are the occasions when the innings are not taken alternatively in a two-innings match?

**Answer:** Innings are not taken alternatively in cases of follow on or forfeiture of an innings.

22. How many runs lead is required to enforce follow-on in a match of i) One day, ii) Two days, iii) Three days, iv) Four days v) Five days and vi) Five or more days?

**Answer:**

- a. One Day – Minimum of 75 runs.
- b. Two Days – Minimum of 100 runs.
- c. Three Days – Minimum of 150 runs.
- d. Four Days – Minimum of 150 runs.
- e. Five or more Days – Minimum of 200 runs.

23. A team leads by 100 runs in a three-day match on the third day wherein the 2<sup>nd</sup> day's game is lost. Can it enforce follow-on?

**Answer:** Follow on cannot be enforced as it is considered as a 3-day game with minimum 150 runs required to enforce follow on because the game has taken place on 1<sup>st</sup> day.

24. Can a captain declare his innings just after one ball when the score is zero?

**Answer:** Yes, the captain can declare his innings anytime when his innings is in progress and the ball is dead.

25. What is the difference between follow-on and forfeiture? Give any two?

**Answer:**

<b>FOLLOW ON</b>	<b>FORFEITURE</b>
Option available to the captain of the fielding side	Option available to the captain of either side
Option available to the side which batted first in the two innings match and leads by the required minimum runs depending on the number of days the match is of	Any side can forfeit either of its innings before it has commenced at any time during the match
The side which enforces follow on has the option to bat again in the match if required	The side forfeiting its innings loses the right to bat of that innings in the match
Only one side can enforce follow-on	Option available to both sides
By enforcing follow on, a side's innings is not completed	A forfeited innings is a completed innings

### PRACTICE PAPER - 4

1. How is a statement of result made / recorded? When do you announce the result as “tie”?

**Answer:** The statement of result is made/ recorded in the following ways:

- Team batting last wins - Win by wickets still then to fall.
- Team batting last all out but wins with penalty - Win by penalty runs.
- Team batting first wins - Win by (deficit) runs. (Total score of team 1 minus team 2).
- It is awarded or conceded, if, one side refuses to play or concedes defeat.

The result of the match shall be a tie when the scores are equal at the conclusion of the match, but only, if, the side batting last has completed its innings.

2. What action you take when you discover a mistake in scoring after you have come back assuming the result is achieved?

**Answer:** On discovering a mistake in scoring, the following procedure will be followed:

- Unless the innings of the team batting last has come to an end (innings is completed) the umpires shall order resumption of play unless the other side concedes defeat.
- The game will continue If, conditions permit, till the result is achieved or the stipulated number of overs are bowled and the closing time for the day's play or the innings is reached, whichever is earlier.
- No account shall be taken of the time between that moment between the call of time and resumption of play. The game will be extended on that day by this time lost.
- If it is not possible to resume the game for any reason or the innings had come to an end earlier, the result as declared by umpires shall stand.

3. When an Umpire calls over? When an over is said to have started?

**Answer:** When 6 valid balls have been bowled and the ball becomes dead, the umpire shall call over before leaving the wicket.

An over starts as soon as the bowler starts his run up or bowling action, if he has no run up, for the first delivery of that over.

4. What are the occasions when a ball is not counted as one of the valid deliveries in an over?

**Answer:** A ball delivered by the bowler shall not count as one of the 6 valid deliveries in an over if,

- a. It is called or considered dead before the striker receives the ball or has an opportunity to play at it.
- b. It is a No-ball.
- c. It is a Wide ball.
- d. When 5 penalty runs are awarded under Player returning without permission and coming in contact with the ball in play, Illegal Fielding, Deliberate Distraction of striker and Obstruction of batter.

5. What happens when an umpire miscounts and allows the seventh delivery which happens to be a No-ball? Then he realizes that he has allowed an extra delivery.

**Answer:** The umpire shall call over after the ball is dead.

6. What are the occasions when an over in progress is not completed?

**Answer:** The occasions when an over in progress is not completed are:

- An innings is completed during the over.
- If an interruption occurs during an over and further play is not possible.
- The match is concluded during the over.

7. What happens when a bowler is incapacitated or suspended during the over?

**Answer:** If a bowler cannot complete the over due to incapacitation or suspension, any other bowler can complete the over provided he does not bowl two overs or part of an over consecutively.

8. When is a run said to have been scored? And What is a short run?

**Answer:** A run is said to have been scored.

1. As often as the Batters cross over and make good their ground from end to end at any time while the ball is in play.
2. Boundary is scored.
3. When penalty runs are awarded.

A run is short, if, a batter fails to make his ground good in turning for the next run.

9. What is the penalty for running deliberate short run?

**Answer:** If either umpire considers that any or both the Batters have run short deliberately at his end, the umpire concerned shall, when the ball is dead, call and signal short run and he shall inform the other umpire. The bowler's end umpire then shall.

- a. Batter out or not, disallows all the runs except penalties for No-ball, Wide-ball and 5 run penalty runs other than under Protective Helmet belonging to fielding side placed behind the Wicketkeeper.
- b. Batters return to their original ends.
- b. Award 5 penalty runs to fielding side.
- c. Follow the Reporting procedure.

10. How many runs do you allow when three runs have been taken and both the Batters run short for the 2<sup>nd</sup> run?

**Answer:** Only one run is considered short. Hence the first run and 3<sup>rd</sup> run are scored. Totally 2 runs are scored.

11. What are the occasions when you award penalty runs and how many runs?

**Answer:** The occasions are:

- i. No-ball – one run.
- ii. Wide ball – one run.
- iii. Player returning without permission - 5 runs.
- iv. Practice on the field contravention– 5 runs.
- v. Illegal fielding – five runs
- vi. Ball in play coming in contact with the fielder's helmet placed behind above the ground– five runs.
- vii. Unfair play – 5 runs.

12. What are the occasions when runs are scored even though a batter is dismissed?

**Answer:** The occasions are: The following happen after the completion of one or more runs

- Obstructing the field – Except when the catch is obstructed.
- Run out – Except when the injured striker is himself run out.

13. What are the occasions when the Batters though crossed return to their original ends?

**Answer:** The occasions are:

- Boundary is scored.
- Runs are disallowed.
- In case of deliberate obstruction to Batters when the Batters choose who will face the next delivery.

14. How a boundary can be marked?

**Answer:** The boundary shall be marked by means of a continuous white line or by an object in contact with the ground.

- I. If boundary is marked by a white line,
  - a. The inside edge of the rope (edge nearest to the pitch), line or fence is the boundary.
- II. If flag or posts or board is used to highlight the position of the boundary line, they should be placed outside the boundary line. They themselves should not be regarded as boundary.
- III. If it is marked by an object, the boundary will be the edge of the grounded part of the object nearest to the pitch.
- IV. Where there is no continuous marking but flag posts or dots or solid objects are used the imaginary straight line joining these posts or the dots constitute the boundary. If fence or board is used, the base line (contact point with ground) will be the boundary.

15. When do you decide that the ball has grounded beyond the boundary?

**Answer:** The ball in play is grounded beyond the boundary if it touches - the boundary or any part of an object used to mark the boundary.

- a. the ground beyond the boundary.
- b. any object that is grounded beyond the boundary.
- c. a fielder, grounded beyond the boundary, touches the ball,
- d. a fielder, after catching the ball within the boundary, becomes grounded beyond the boundary while in contact with the ball, before completing the catch.

16. How many runs do you allow if a bouncer deflected off the striker's helmet lands full pitch over the boundary line?

**Answer:** Boundary 4 as leg byes. Because boundary 6 can only be scored off the striker's bat.

17. Can you allow 5 or more runs when a ball struck by the striker rolls over the boundary line?

**Answer:** Yes. When the Batters have run more than the 4 runs at the instant of the ball crossing the boundary including the run-in progress if they have crossed.

18. A fielder throws the ball at the wicket to attempt a run out when, the Batters are attempting the 2<sup>nd</sup> run. He misses and the ball rolls over the boundary line. At the time

of the ball crossing the boundary line the Batters have completed 4 runs. How many runs do you allow?

**Answer:** 1 + 4 runs are scored.

19. Deliberately padded ball roles and hits the fielders' helmet placed behind the WK. How many runs do you allow?

**Answer:** No runs are allowed except for penalty runs if possible.

20. What action do you take when the Batters attempt runs from a deliberately padded fair delivery?

**Answer:** If the Batters are running and no batter is dismissed of a deliberately padded ball:

- The bowler's end umpire to call and signal "dead-ball" after completion of the first run or the ball reaches the boundary.
- Disallow all the runs or the boundary.
- The Batters return to their original ends.

21. How do you differentiate between overthrow and misfielding?

**Answer:** The fielder does have control over the ball during overthrow, but he will not have control over the ball during misfielding.

22. After the ball is delivered the umpire calls dead ball. Will it be counted as one of the over?

**Answer:** The ball will be counted as one of the over unless:

- Dead ball is called before the striker had an opportunity to play it.
- It is a wide ball.
- It is a no ball.
- There is contravention of laws under Player returning without permission comes in contact with the ball in play, Illegal fielding, Deliberate attempt to distract striker & Deliberate distraction or obstruction to Batters.

23. What are the occasions when the ball becomes automatically dead?

**Answer:** The occasions when the ball automatically becomes dead are:

1. It is finally settled in the hands of either the Wicketkeeper or the bowler.
2. A boundary is scored.
3. A batter is dismissed. (Ball dead from the incident causing dismissal)

4. Whether played or not, it becomes trapped between the bat and person of a Batter or between items of his clothing or equipment.
5. Whether played or not it lodges in the clothing or equipment of a batter or the clothing of an umpire.
6. There is an award of penalty runs under Player returning without permission or Illegal fielding. The ball shall not count as one of the over.
7. There is a contravention of either of Law 28.3 (protective helmets belonging to the fielding side.).
8. The match is concluded.

24. When an umpire has to call “over” or “time”?

**Answer:** The bowler end umpire shall call “over” after 6 valid balls are delivered from his end and the ball becomes dead.

The umpire shall “time” at the beginning of each interval after the ball is dead.

25. What are the occasions when an umpire has to call dead ball? When you decide that the ball has finally settled in the hands of either Wicketkeeper or a bowler?

**Answer:** The occasions when either umpire calls dead ball are:

- I. He intervenes in case of unfair play.
- II. A possibly serious injury to a player or umpire occurs.
- III. He leaves his normal position for consultation.
- IV. One or both the bails fall from the striker’s wicket before the striker has had the opportunity of playing the ball.
- V. The striker is not ready for the delivery of the ball and, if the ball is delivered, makes no attempt to play it. Provided the umpire is satisfied that the striker had adequate reason for not being ready, the ball shall not count as one of the over.
- VI. The striker is distracted by any noise or movement or in any other way while he is preparing to receive a delivery. This shall apply whether the source of distraction is within the game or outside. The ball shall not count as one of over
- VII. There is an instance of a deliberate attempt to distract under either of Laws 41.4 (Deliberate attempt to distract the striker) or 41.5 (Deliberate distraction or obstruction of batter). The ball shall not count as one of the over.
- VIII. The bowler drops the ball accidentally before delivery.

- IX. The ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker but before entering his delivery stride under Law 41.16.
- X. He is satisfied that the ball in play cannot be recovered.
- XI. He is required to do so under any of the laws not included above.

The ball shall be considered as dead when it is clear to the bowler's end umpire that the fielding side and both the Batters at the wicket have ceased to regard the ball as in play.

VINAYAK KULKARNI'S CLASSES

**PRACTICE PAPER – 5**

1. For what infringements an umpire calls No-ball in a normal match?

**Answer:** The various infringements for No ball to be called are:

- i. Failing to notify the change in the mode of delivery.
- ii. Fair delivery, the arm (chucking).
- iii. Ball delivered under arm without agreement.
- iv. Bowler throwing at the Strikers wicket before delivery.
- v. Foot fault – front foot and back foot.
- vi. Bowler breaking the wicket in delivering the ball.
- vii. Ball bouncing more than once or rolling along the ground before it reaches the popping crease without having come in contact with the striker's bat and or his person or pitching off the pitch
- viii. Ball coming to rest in front of the wicket.
- ix. Fielder intercepting a delivery.
- x. Ball bouncing overhead height of the striker.
- xi. Law 27.3 Position of the Wicketkeeper.
- xii. Law 28.4 Limitation of onside fielders.
- xiii. Law 28.5 Cut portion encroachment.
- xiv. Law 41.6. Bowling of dangerous and unfair short pitched deliveries
- xv. Law 41.7 Bowling of dangerous and unfair non-pitching deliveries.
- xvi. Law 41.8 Bowling of deliberate front foot No ball.

2. Define chucking?

**Answer:** A ball is not 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 straightened partially or completely from that point until the ball has left the hand. This shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

3. When can a bowler bowl under arm? What action you take, if, it is illegal?

**Answer:** The bowler can bowl underarm if there is an agreement to do so.

If either of the Umpire feels that the ball has been delivered under arm without an agreement to do so, he/she has to call and signal No-ball at the instant of delivery or as soon as possible thereafter. When the ball is dead, the bowler's end umpire shall.

- i. warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings.
- ii. Inform the Captain of the fielding side and the Batters at the wicket.
- iii. If a bowler repeats this (2<sup>nd</sup> instance). After calling No-ball and informing the other umpire.
  - a) The bowlers end umpire shall direct the captain to suspend the bowler immediately from bowling in that innings.
  - b) The over shall be completed by any other bowler, if necessary, provided that such bowler has not bowled the previous over or shall bowl the next.

4. Seeing that the Striker is standing in front of the popping crease, the bowler throws at the striker's wicket before delivery. What action do you take?

**Answer:** Striker end umpire shall Call and signal No Ball as soon as the ball is thrown. He shall also give the striker out run out if the wicket is broken when the striker is outside his crease. After the ball is dead, the bowler's end umpire shall signal NO BALL to the scorer and obtain acknowledgement.

5. Explain when you call No-ball for a foot fault?

**Answer:**

- a. During the delivery strides the back foot must land within and not touching the return crease.
- b. During the delivery stride the front foot must land with some part of the front foot either raised or grounded.
  - i. On the same side of the imaginary line joining the two middle stumps as the return crease from the side he is bowling and
  - ii. Behind the popping crease.

If the bowler's end umpire is not satisfied with the landing of both the back foot and the front foot, he shall call and signal No-ball.

6. What are the provisions in the laws if a bowler breaks the wicket while delivering the ball?

**Answer:** If the ball is delivered and if the non-striker is not dismissed under Law 41.16 (Non-striker leaving his/her ground early), either umpire shall call and signal No ball if the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his/her person and breaks the wicket.

7. What action do you take when the ball roles along the ground or pitches more than once?

**Answer:** The bowler's end umpire shall call and signal NO BALL and repeat the signal of NO BALL after the ball is dead to the scorer and obtain acknowledgement.

8. A ball delivered by the bowler brushes the silly point fielder then turns viciously and hits the wicket. How do you answer an appeal for bowled?

**Answer:** The striker shall not be out bowled. The bowler's end umpire shall call NO BALL followed by DEAD BALL immediately after the ball touches the silly point fielder.

9. What are the ways the Batters can be out of a no ball?

**Answer:** Obstructing the field, Hit the ball twice and run out.

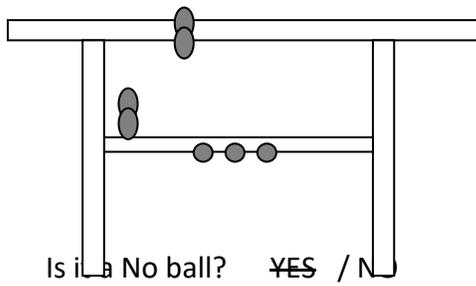
10. What action do you take when, a fairly delivered ball come to rest in front of the striker?

**Answer:** Call and signal NO BALL and immediately call and signal DEAD BALL. Repeat the NO BALL signal to the scorer and obtain acknowledgement.

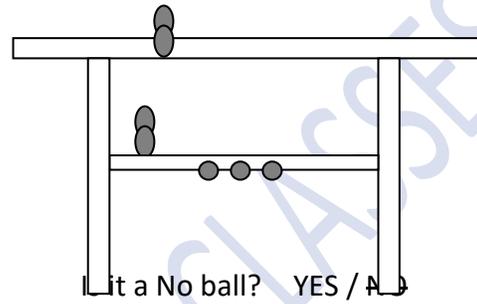
11. Can a no ball be called wide also? If, not the reason.

**Answer:** No, No ball overrides wide always.

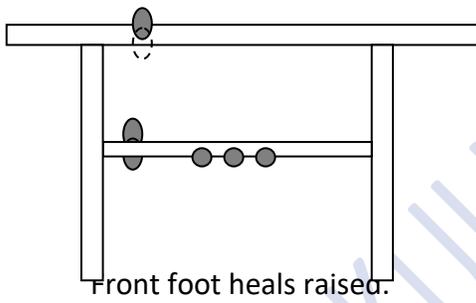
12. Answer the following. All these are with respect to Right Arm Bowler



Reason – Fair delivery. Front foot landed inside the popping crease.

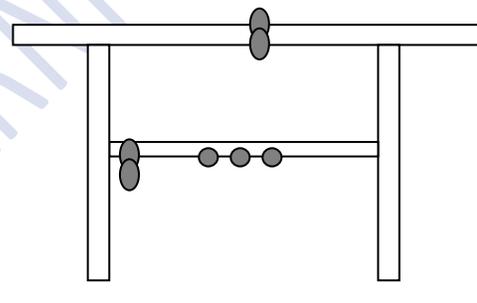


Reason- No ball, no part of the front foot is behind the popping crease.

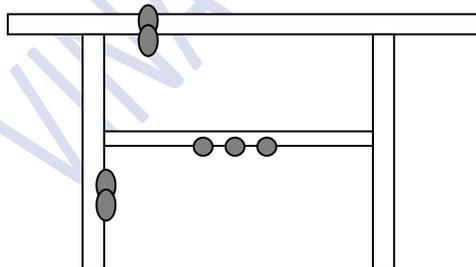


Reason – Some portion of FF is inside though raised

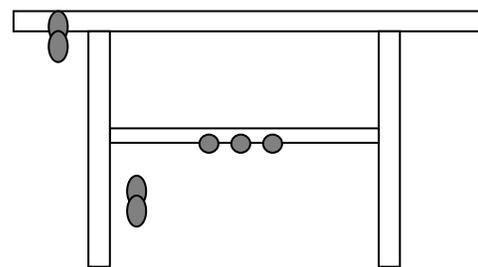
Reason- No ball, front foot is not on the same side of the imaginary line joining the two middle stumps as the return crease from the side he is bowling.



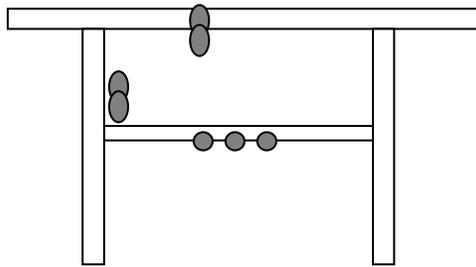
Reason



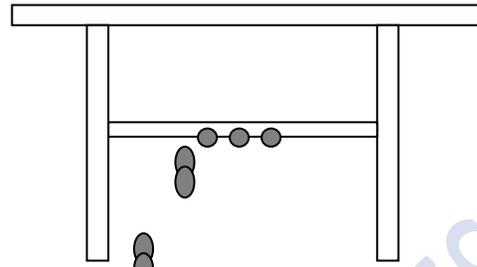
Reason - No ball, hind leg cutting the return crease.



Reason-. Both the feet have landed within the respective creases

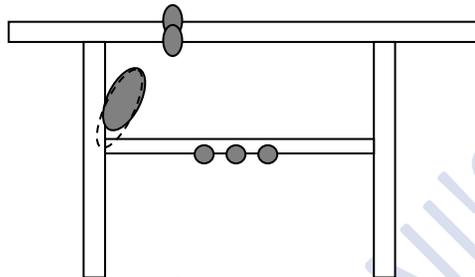


Is it a No ball? ~~YES~~ / NO



Is it a No ball? ~~YES~~ / NO

Reason - Both the feet have landed within the respective creases In both cases



Back foot heel raised

Is it a No ball? ~~YES~~ / NO

Reason - Fair delivery, hind leg has landed within the return crease.

13. During the delivery stride, the bowlers front foot lands beyond the popping crease but at the instant of delivery it is dragged inside. Is it a No-ball? Will your opinion change if it happens vice versa?

**Answer:** It is NO BALL. The first landing of the bowler in his delivery stride will be considered, if it was vice-versa, it will be a fair delivery.

14. How do you judge a wide?

**Answer:** A delivery which is not a no-ball will be called Wide-ball, if, it passes the striker so Wide that it is not within his reach to make a normal cricketing stroke from where he is standing or his normal guard position

15. When do you call and signal wide in a normal match?

**Answer:** I shall call and signal Wide ball only after the ball passes the striker's wicket.

16. When do you revoke the call of wide?

**Answer:** The umpire shall revoke the call of wide under two instances:

- if there is any contact between the ball and the striker's bat or person before the ball comes into contact with any fielder.
- if that delivery is called a No ball.

17. Under what circumstances, though the ball goes very wide of the off stump, the umpire does not call wide ball?

**Answer:** If the striker, by moving brings the ball closer to his reach to be able to play a normal stroke, wide shall not be called.

18. What are the ways a Batter can be out for a delivery called wide?

**Answer:** Hit wicket, Obstructing the Field, Stumped and Run out.

19. When you declare byes and leg byes?

**Answer: Byes:** Runs scored by the Batters or the boundary allowance from the ball delivered by the bowler, not being a wide and not having come off the Striker's bat or person are scored as byes. If it is No-ball one run as no-ball extra and remaining as Byes.

**Leg Byes:** Runs scored off a ball in play not having come off the Striker's bat but off his person while he is attempting to play or avoiding being hit provided.

- a. Either there is no subsequent contact with bat
- b. Or only inadvertent contact with the striker's bat or person.
- c. Runs completed by batter or a boundary allowance shall be credited to striker in case of subsequent contact with his bat, if no contact, it will be scored as Leg byes.
- d. If No ball is called, one run as no-ball extra and remaining runs completed together with penalty will be scored as appropriate.

20. A deliberately padded no-ball ball goes to cover. Before the ball is fielded the Batters complete one run. What action do you take?

**Answer:**

- Call and signal NO BALL.
- After the Batters complete one run, call and signal dead ball.
- Ask the Batters to return to their original ends.
- Repeat the NO BALL signal to the scorer and obtain acknowledgement.

21. What you understand by penalty time?

**Answer:** The amount of playing time for which the player is off the field is called penalty time.

22. When is the penalty time not incurred?

**Answer:** If a fielder is absent from the field while the play is on due to

- external injury or
- for wholly acceptable reasons.

23. A player wants to go out for an over to change his shirt, which is torn while fielding. He wants to go out and requests for a substitute. Will you allow?

**Answer:** Yes, substitute will be allowed.

24. A fielder who is a specialist forward short leg fielder is injured and goes out. The substitute who comes for him is also, a specialist forward short leg fielder. Batter at the wicket objects to him standing in that position. What is your action?

**Answer:** Batter has no say on the substitute where he can field. The umpires shall allow the substitute to field at short leg.

25. The Wicketkeeper is injured and a substitute fielder who is already in the field for another fielder who has gone out due to injury wants to keep wicket. Will you allow?

**Answer:** Yes allowed.

26. A fielder goes outside at the beginning of the last hour on the 1<sup>st</sup> day of a four-day match. Can he bowl the 1<sup>st</sup> over of the 2<sup>nd</sup> day?

**Answer:** No, the bowler needs to serve his penalty time of 60 minutes of previous day's to be allowed to bowl.

27. A member of the fielding side does not take the field at the start of the match and a substitute is allowed. The game is suspended after one hours' play due to rain. The match resumes after lunch at 12.40 PM. The first session is from 10.00 AM to 12.00 NOON and the Second session is from 12.40 pm to 2.40.pm.

He comes with the team after lunch and wants to bowl straight away. Will you allow?

**Answer:** He will not be allowed to bowl immediately. He needs to serve the penalty time of 60 minutes.

28. The hours of play are from 10.00 AM to 5.00 PM with 40 minutes' lunch break and 20 minutes for Tea. Each session is of 2 hours.

A member of the fielding side (Team A) leaves the field at 11.10 AM. The Batting side (Team B) is all out at 11.50 AM. Team A forfeits its 1<sup>st</sup> innings. Can the fielder who had left the field open the bowling in the second innings if, he comes back with the team. If not, at what time he can bowl?

**Answer:** He needs to serve penalty time of 40 minutes (11:10 to 11:50) to be permitted to bowl.

29. An injured striker is within the crease when his runner and non-striker complete two runs. While the third run is being taken the Injured Striker comes out of his crease and stands a little outside to facilitate running by the non-striker, at this juncture the wicket is broken at the wicket-keeper's end with the non-striker not making his ground good. An appeal is made. How many runs you allow? What is your decision? If out who is out?

**Answer:** The injured striker is himself run out. No runs are allowed.

30. An injured striker goes out of his ground in attempting to drive the ball and misses with his runner standing just outside the crease. Wicketkeeper removes the bail in a flash and appeals. What is your decision Stumped or run out?

**Answer:** The injured striker is Run out.

31. Can an Umpire refuse permission for a batter to retire if, he is not convinced about the reason for retirement?

**Answer:** The umpires cannot refuse. The batter can retire at any time once his innings is commenced and after the ball is dead.

32. A new Batter enters the field after lunch. Before reaching the wicket is called back and another Batter comes in to take strike. Will you permit? Can the Batter who was called back come in at the fall of the wicket and bat without the consent of the opposing side captain?

**Answer:** Yes, it is permitted as after the call of "TIME", "PLAY" has not been called hence his innings has not commenced. The batter can bat at the fall of wicket and consent is not required.

33. A new Batter enters the field after lunch. Before reaching the wicket is called back and another Batter comes in to take strike. Will you permit? Can the Batter who was called back come in at the fall of the wicket and bat without the consent of the opposing side captain?

**Answer:** Yes, it is permitted as after the call of "TIME", "PLAY" has not been called hence his innings has not commenced. The batter can bat at the fall of wicket and consent is not required.

33. Is there any restriction on the position of the batter while playing at the ball?

**ANSWER:** Yes. Some part of his person or bat has to be within the pitch area whether grounded or in the air while playing at the ball.

**PRACTICE PAPER - 6**

1. On which portion of the ground practice is allowed during a match and when?

**Answer:** Practice is allowed on the ground other than the pitch and square only. Such practice shall be allowed:

- a. Before the start of play and after the close of play
- b. During lunch, tea intervals or between innings.

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

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

- a. only the fielders participate in such practice.
- b. no ball other than the match ball is used for this practice.
- c. no bowling practice takes place in the area between the square and the boundary in a direction parallel to the match pitch.
- d. the umpires are satisfied that it will not contravene either of Laws 41.3 (The match ball changing its condition) or 41.9 (Time wasting by the fielding side).

2. Between call of play and time where bowling practice cannot take place?

**Answer:** Bowling practice cannot take place in the area between the square and the boundary in a direction parallel to the match pitch.

3. When is a trial run-up permitted?

**Answer:** A bowler is permitted to have a trial run-up provided the umpire is satisfied that it will not result in time wasting or damaging the pitch.

4. What action do you take for contravention of the law practice on the field?

**Answer:** The action taken for contravention is:

- a. warn the player that the practice is not permitted.
- b. inform the other umpire and, as soon as practicable, both captains of the reason for this action.
  - I If the contravention is by a batter at the wicket, the umpire shall inform the other batter and each incoming batter that the warning has been issued.
    - a. The warning shall apply to the team of that player throughout the match.
  - II. If during the match there is any further contravention by any player of that team, the umpire shall

- a. award 5 Penalty runs to the opposing side.
- b. Follow reporting procedure.

5. Is there any restriction on the Wicketkeeper's glove?

**Answer:** The restriction on the Wicket-keeper's gloves is:

- a. There shall be no webbing between finger except
  - i. Webbing can be inserted between forefinger and thumb as a support.
- b. If webbing is used, then it should.
  - i. be of single piece of non-stretch material having no reinforcements or tucks.
  - ii. not protrude beyond the straight line joining the top of the index finger and thumb.
  - iii. Be taut when a hand wearing the glove has the thumb fully extended.

6. What are the protective equipments the Wicketkeeper is permitted to wear which the other fielders are not?

**Answer:** Wicketkeeper is permitted to wear gloves and external leg guards.

7. How long the Wicketkeeper should stay behind the wickets at the striker's end without incurring any penalty?

**Answer:** Wicketkeeper shall remain wholly behind the wicket at the striker's end from the moment the ball comes into play until

A ball delivered by a bowler.

- ✓ Touches the bat or person of the striker **or**
- ✓ Passes the wicket at the strikers' end **or**
- ✓ The striker attempts a run.

8. Seeing that the striker is playing forward and missing, in a hurry to affect a stumping the Wicketkeeper comes in front of the bowling crease to gather the ball and breaks the wicket and appeals. What is your decision?

**Answer:** Striker's End Umpire shall call and signal NO BALL and answer the appeal as NOT OUT.

9. What are the restrictions on the action of a Wicketkeeper?

**Answer:** The Wicketkeeper should not interfere with the right of the striker to play at the ball or guard his wicket till the ball passes the striker's wicket.

10. What is significant movement by a wicketkeeper? What action you take if he/she does so?

**Answer:** In the event of unfair movement by the wicketkeeper, either umpire shall call and signal Dead ball and inform the other umpire of the reason for doing so.

The bowler's end umpire shall then:

- i. award the one-run penalty for Wide or No ball, if applicable
- ii. award 5 Penalty runs to the batting side
- iii. inform the captain of the fielding side of the reason for this action.
- iv. inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

11. What action do you take if a fielder fields the ball in play illegally?

**Answer:** If a fielder illegally fields the ball,

- i. The ball immediately becomes dead
- ii. 5 penalty runs are awarded to the batting side, along with runs scored along with run in progress if the Batters have crossed and penalty for No-ball or Wide ball, if any.
- iii. The ball shall not count as one of the over.
- iv. This to be followed by reporting to the other umpire, both the Captains and the executives for further action.

12. What action do you take if the ball in play comes in contact with a fielder's helmet placed in the field of play?

**Answer:** If the ball in play comes in contact with a fielder's helmet placed in the field of play:

- ✓ The ball shall become dead immediately.
- ✓ 5 penalty runs shall be awarded to batting side. Along with the runs scored with the run-in progress, if, the Batters have crossed and the one run penalty for No-ball or wide ball if any.

13. Is there any limitation on the number of fielders on the on side? If so what?

**Answer:** At the instant of delivery there shall not be more than two fielders, other than the Wicketkeeper behind the popping crease on the onside.

14. What you understand by fielder encroaching the pitch area?

**Answer:** While the ball is in play and until it makes contact with the striker's bat or person or passes the strikers' bat, no fielder except the bowler can have any part of his person grounded or in air on the pitch (cut portion 10' X 66').

15. What is significant movement by a fielder? What action you take if he/she does so?

**Answer:** Any movement by any fielder, excluding the Wicketkeeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:

- i. minor adjustments to stance or position in relation to the striker's wicket.
- ii. movement by any fielder, other than a close fielder, towards the striker or the striker's wicket that does not significantly alter the position of the fielder.
- iii. movement by any fielder in response to the stroke that the striker is playing or that his/her actions suggest he/she intends to play.

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

- i. award the one-run penalty for Wide or No ball, if applicable
- ii. award 5 Penalty runs to the batting side
- iii. inform the captain of the fielding side of the reason for this action.
- iv. inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team

16. A fair delivery played by the striker hits the helmet placed behind the WK and is then illegally fielded. How many runs do you allow?

**Answer:** Five penalty runs are awarded to the batting side for the ball touching the helmet kept behind the Wicketkeeper. The ball automatically becomes dead as soon as it touches the helmet. Hence illegal fielding is not considered.

17. When is a wicket said to fairly broken?

**Answer:** The wicket is said to be broken, when a bail is completely removed from the top of the stumps, or a stump is struck out of the ground by,

- i. The ball.
- ii. The striker's bat whether held in hand or not. Full bat or a portion, if broken.
- iii. Any part of striker's person, clothing, or equipment whether on person or detached.
- iv. A fielder with his hand or arm provided the ball is held in the hand/s or arm/s so used.
- v. A fielder pulls a stump out of the ground.

18. How a fielder has to break a wicket when (i) a bail is off, (ii) both the bails are off, (iii) both the bails and all the stumps are flat?

**Answer:**

- i. By removing the other bail with the ball in hand.
- ii. By breaking the wicket with the ball in hand.
- iii. By placing a stump at its original position and then uprooting it with the ball in hand.

19. Whose responsibility is it to remake the wicket?

**Answer:** Any fielder shall remake the wicket when the ball is in play. Umpires shall remake the wicket once the ball is dead.

20. Can a match be played with bails at one end only? If, not what should be done?

**Answer:** No, if the umpires decide to dispense with the use of bails, then bails shall be removed from both the ends.

21. How do you determine which is Batter's ground?

**Answer:** If one batter is within a ground, then it is his ground.

- i. If the other batter joins him later, still it is the ground of the Batter who was in earlier.
- ii. If both the Batters are in one ground and one of them leaves it subsequently, it is the ground of the batter who remains.
- iii. If there is no batter in either ground, the ground belongs to the batter who is nearer to it. If they are level, then the ground belongs to the one who has left the ground.
- iv. When an injured bater is the striker (batter having runner), his ground is always that at the wicket-keeper's end. However, all the above four clauses apply but only for the runner and the non-striker.

22. When is a batter said to be out of his ground?

**Answer:** A batter is out of his ground unless his bat (held in hand) or some part of his person is grounded behind the popping crease at that end.

However, if a batter in running or diving towards his ground, having grounded some part of his person or bat behind the popping crease and any subsequent loss of contact with the ground between bat / person and ground or bat and person will not be regarded as out of his ground.

23. Can the non-striker stand on the same side as the bowler is bowling?

**Answer:** Yes, he can after obtaining the consent of the umpire.

24. There are two fielders one each at the square leg and fine leg boundary. Another fielder at short leg is standing outside the popping crease but his hands are projecting inside at the time the ball is delivered. What is your action?

**Answer:** Striker's end umpire shall call and signal NO BALL at the earliest possible time after the ball is delivered. After the ball is dead, the bowler's end umpire shall repeat the NO BALL signal to the scorer and obtain acknowledgement.

25. There are two fielders behind the popping crease on the leg side. The third one moves in after the ball is delivered but before the Batter receives the ball. What is your action?

**Answer:** Do nothing. Allow the game to continue unless the movement by that fielder is significant, in which case call and signal dead ball.

VINAYAK KULKARNI'S CLASSES

## PRACTICE PAPER – 7

1. Can an umpire intervene without an appeal? If so, when?

**Answer:** The umpires can intervene anytime without appeal in case of unfair play.

2. Up to what time an appeal is to be made for it to be valid.

**Answer:** An appeal is valid until the bowler starts his run-up/bowling action for the next delivery and before TIME is called.

3. A fairly delivered ball grazes the pads and goes to the boundary. The fielding side thinking that it is off the Bat, do not appeal. The umpire declares leg bye boundary. Seeing this, the bowler appeals. What is your action?

**Answer:** If the umpire feels it is out, then revoke the signal of leg bye boundary and give the striker OUT. If the umpire feels it is not out, answer the appeal saying not out.

4. Which are the appeals the striker's end and Bowler's end umpire has to answer?

**Answer:** The striker's end umpire shall answer the following appeals:

- i. Hit wicket
- ii. Stumping
- iii. Run out (at his end).

The bowler's end umpire shall answer the following appeals:

- i. Bowled (If required)
- ii. Caught
- iii. LBW
- iv. Obstructing the field.
- v. Run out (at his end)
- vi. Timed Out.

5. What action do you take when you feel that the batter at the wicket is leaving under misapprehension?

**Answer:** Umpire can recall a batter, if, he is leaving under misapprehension that he is given out though he is not out, after calling & signalling dead ball.

6. What is the procedure for withdrawal of an appeal?

**Answer:** Only the fielding side Captain can withdraw an appeal after obtaining the consent to do so from the umpire concerned. If such consent is given, the concerned umpire shall revoke his decision and recall the batter.

The withdrawal of an appeal must be made before the ball comes into play for the next delivery or, if the innings has been completed, the instant when the umpires leave the field.

7. A ball delivered by the bowler grazes the silly point fielder before breaking the wicket. Is the Striker out? If so, how?

**Answer:** The striker is NOT OUT. The bowler's end umpire shall call and signal "NO BALL" at the earliest possible after the ball touches the silly point fielder followed by "DEAD BALL".

8. A fairly delivered ball brushes the pad, takes outer edge of the bat and on its way to the Wicket-keeper's glove clips the off bail. There is a loud appeal. All the conditions of LBW are satisfied. How is the Striker dismissed?

**Answer:** The striker is out BOWLED as this dismissal takes precedence all other dismissals in this case LBW and catch.

9. Define a catch?

**Answer:** The striker is out caught if, a fairly delivered ball not having been in contact with any other fielder, touches his bat and is subsequently held by a fielder as a fair catch before it touches the ground.

10. What is the definition of a fair catch?

**Answer:** A catch will be fair only if, in every case

Either the ball, at any time

or any fielder in contact with the ball,

is not grounded beyond the boundary before the catch is completed. Furthermore, a catch will be fair if any of the following conditions applies:

- i. the ball is held in the hand or hands of a fielder, or is hugged to the body, or lodges in the external protective equipment worn by a fielder, or lodges accidentally in a fielder's clothing.
- ii. a fielder catches the ball after it has been lawfully struck more than once by the striker, but only if it has not been grounded since it was first struck.
- iii. a fielder catches the ball after it has touched the wicket, an umpire, another fielder, a runner, or the other batter.
- iv. a fielder catches the ball after it has crossed the boundary in the air provided, he is not in contact with the ground beyond the boundary.
- v. the ball is caught off an obstruction within the boundary that is not designated a boundary by the umpires.

11. Define the act of making a catch?

**Answer:** The act of making the catch starts from the time when the ball in flight comes in contact with some part of the fielder's person and shall end when a fielder obtains complete control over both the ball and his/her own movement.

12. How many runs do you allow if, the Batters have completed one run and are attempting the second at the instant of the catch? Who faces the next delivery?

**Answer:** No runs are allowed. Not out batter returns to his original end. The new incoming batter faces the next delivery except the striker being out of the last delivery of the over in which case the nonstriker shall face the next delivery.

13. In judging a catch, a fielder goes outside the boundary and jumps from outside, catches the ball in the air and lands inside the boundary. Is the Striker out on appeal?

**Answer:** NOT OUT. It will be boundary 6 as the fielder was outside the field of play before coming into contact with the ball for the first time.

14. A fielder takes a catch near the boundary line and in his momentum, is about to go outside the boundary. Seeing this a nearby fielder supports him standing outside the boundary and sees that the fielder who has caught the ball does not go outside the boundary. Is it a valid catch: if not what action do you take?

**Answer:** It is not a valid catch. It will be boundary 6. Report will be made for unfair play.

15. While playing at the ball the Striker removes his left hand from the bat to avoid injury. The ball hits the left glove and is caught by the slip fielder. How is the dismissal recorded?

**Answer:** The striker is not out as the ball has hit the glove not holding the bat.

16. When can a Striker lawfully hit the ball more than once?

**Answer:** For the sole purpose to guard his wicket provided that doesn't obstruct the Wicketkeeper or close in fielder from taking a catch.

17. When you declare the striker out hit the ball twice? If the Batters attempt a run of the ball hit more than once, what action do you take?

**Answer:** Striker shall be out hit the ball twice, if,

- i. He wilfully strikes the ball a second time with his bat or person (Other than the hand not holding the bat). The first contact may be with bat or person.
- ii. Only if, the ball has not come in contact with any fielder after the first strike (with his person or bat).
- iii. Except for the sole purpose of guarding his wicket.

The umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run. Disallow the run and return the Batters to their original end.

18. When do you judge a Striker out hit wicket?

**Answer:** The striker is out hit wicket, if he breaks his wicket after the bowler has entered his delivery stride and while the ball is in play either by his,

- bat - full or part, held or let go.
- any part of his person, Clothing or Equipment in the course of any action taken by him

- i. in preparing to receive or in receiving the delivery or playing at the ball or
- ii. in setting off for the first run immediately after playing or playing at the ball or not playing or
- iii. in lawfully making a second or further stroke for guarding his wicket.

19. When you rule the striker not out hit wicket though he breaks the wicket fairly?

**Answer:** If the bowler after entering his delivery stride, does not deliver the ball or bowls a NO BALL.

20. During the bowler's run up, the striker during the back lift dislodges a bail. There is an instant appeal. Hearing the appeal, the Bowler does not deliver the ball. What is your action? Will your decision changes if, the bowler delivers a wide ball?

**Answer:** The umpire shall immediately call and signal DEAD BALL and the striker shall not be out.

The striker will be out HIT WICKET even if the ball delivered is wide.

21. The striker having been sent back by the partner slips and breaks the wicket at his end while regaining his ground. Is he out on appeal hit wicket?

**Answer:** NOT OUT as he hasn't broken the wicket while receiving or in preparing to receive or in immediately setting off for the first run after paying at the ball.

**PRACTICE PAPER - 8**

1. When do you declare the striker out LBW?

**Answer:** The striker is out LBW if:

- a) The bowler delivers a ball, not being a no ball. And
- b) The ball, if not intercepted in full, pitches in line between wicket and wicket or on the off side of the striker's wicket. And
- c) The ball not having previously touched the bat of the striker, intercepts either full or after pitching, with any part of his person.
- d) The point of impact, even if above the level of the bails, Either is between wicket and wicket  
Or if the striker has made no genuine attempt to play the ball with the bat, is between wicket and wicket or outside of the line of striker's wicket.
- e) But for the interception, the ball would have hit the wicket.

2. How do you determine the off side of the Striker?

**Answer:** The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery.

3. If the ball strikes the pad and the Strikers bat simultaneously. How do you consider this impact? Bat or Pad?

**Answer:** It will be treated as Bat first.

4. A fair delivery takes the top edge of the striker's bat and is falling on the wicket. The WK is coming in to take the catch. The striker in his anxiety to guard his wicket deflects the ball. The fielding side appeals. What is your action?

**Answer:** The striker is out OBSTRUCTING THE FIELD.

5. The non-striker obstructs a fielder from taking the catch while Batters have crossed while attempting the third run. An appeal is made. How many runs are allowed? To which end does the new batter come in?

**Answer:** Striker is out Obstructing the field. No runs are scored. Incoming Batter will come to non-striker's end.

6. The non-striker causes an obstruction to the field while attempting second run after crossing. How many runs do you allow if you rule the Batter out?

**Answer:** One run is scored.

7. When do you declare a batter out run out?

**Answer:** Either Batters is out run out if anytime while the ball is in play, he is out of his ground and his wicket is fairly broken by the action of the fielder.

8. What are the occasions when you do not declare a Batter run out even though he is out of his ground?

**Answer:** The Batter shall not be out run-out if,

- i. He has been within his ground and subsequently leaves it to avoid injury when the wicket is broken.
- ii. The ball delivered by the bowler, has not made contact with any fielder before the wicket is broken.
- iii. He is out stumped
- iv. He is outside his ground and not attempting a run of a No ball and the wicket is broken by the Wicketkeeper alone. However, if the striker has a runner and the runner is out of his/her ground, then he is out run out.

9. Can runs be scored when a Batter is out run out? If, yes how?

**Answer:** Runs completed together with penalties awarded to either side, if any, except the run-in progress, in which the run-out occurs, shall be scored. When an injured striker is himself run-out no runs are scored except that for penalties awarded to either side.

10. What are the differences between run out and stumped?

**Answer:**

RUNOUT	STUMPED
Can be effected by any member of the fielding side	Can only be effected by the Wicketkeeper alone
Can occur at either end,	Can occur only at the striker's (wicketkeeper's) end
Either Batter at the wicket can be dismissed Runout	Only the striker can be dismissed Stumped
Bowler does not get credit for the dismissal	Bowler gets credit for the dismissal
Runout valid from an unfair delivery (No Ball)	Stumped not valid of an Unfair Delivery (No Ball)
Runout possible even before the ball is delivered	Ball has to be delivered for a Stumping to take place
It can fall under jurisdiction of either Umpire depending on which end the Runout takes place	Always under the jurisdiction of the Striker's end Umpire
Runs completed before the dismissal are scored	No runs are scored before the dismissal if dismissal is Stumped except the penalty for Wide ball

11. When you rule a Batter not out stumped even though the Wicketkeeper breaks the wicket?

**Answer:** The striker shall not be out stumped if,

- a. He had been within his ground and subsequently left his ground to avoid injury.

- b. No ball has been called.
  - c. If striker is attempting a run. (In this case the striker may be out Run Out).
12. When you declare a Batter out “timed out”?

**Answer:** After the fall of a wicket or retirement of a Batter unless “time” has been called, the incoming Batter must be in position to take guard or for his partner to be ready to receive the next delivery within three minutes of the dismissal or retirement. Otherwise, on appeal he shall be out timed out.

13. What action do you take in the event of extended delay?

**Answer:** In-case of protracted delay, the umpires shall begin their investigation after the lapse of 3 minutes. If an umpire considers that any action by a player or players of side amounts to refusal to play then, the umpires together shall ascertain the cause of action. If they decide that this action does constitute refusal to play, they shall so inform the captain of that side. If he still, continues with the action, the umpires shall award the match.

If the cause of delay is investigated and then play continues, the closing time on that day is extended by the time taken for investigation.

- i. Time to count from the start of action to resumption of play, excluding intervals and suspension of play if any.
- ii. No overs are deducted if, investigated during the last hour for this time.

14. At the fall of a wicket the umpires call drinks. The interval is of 4 minutes. The incoming Batter takes two minutes after drinks interval to come in. On appeal is he out?

**Answer:** He is not out as TIME has been called. His innings starts only on the call of “play”.

## PRACTICE PAPER - 9

1. What action do you take when you notice that the condition of the ball has been unfairly changed?

**Answer:** If the umpires consider that the condition of the ball has been unfairly changed by a member or members of either side, they shall ask the captain of the opposing side if he/she would like the ball to be replaced. In the case of the batting side, the Batters at the wicket may deputize for their captain.

- a. If a replacement ball is requested, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.
  - b. Regardless of whether a replacement ball has been chosen to be used, the bowler's end umpire shall
    - i. If appropriate, Inform the Batter that the ball has been changed.
    - ii. Award 5 penalty runs to the batting side.
    - iii. Inform the Captain of the fielding side and batting side as soon as possible and the executives for further action.
  - c. If there is any further instance, in that innings repeat the above procedure. If fielding side indulges in this in addition suspend the bowler who bowled the previous delivery.
    - a. The bowler thus taken off shall not be allowed to bowl again in that match.
    - b. if necessary, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.'-
    - c. inform all concerned and follow reporting procedure.
2. Will you permit a player to wash and clean the ball during drinks break as it is very dirty and muddy? If, not why & how to clean it?

**Answer:** It is not permitted to wash the ball. However, any player can dry the wet ball and remove mud with the cloth under the supervision of umpires.

3. The cover fielder shouts "how is that" before the striker receives the ball. What is your action?

**Answer:** See whether there is an appeal for Hit Wicket, otherwise umpires shall immediately call and signal dead.

4. A team requires two runs for win. The bowler prevents the striker from taking the 2<sup>nd</sup> run by hugging him. What is your action? What is the result of the match?

**Answer:** Immediately call and signal dead ball, inform the partner.

- i. Award 5 penalty runs to the batting side.
- ii. Additionally, allow the run completed together with run in progress and the batting team wins the match.
- iii. Ball is not counted as one of the over.
- iv. Report the incident to the governing body of the match, captain of opposite team.

5. The short leg fielder fakes fielding when the Striker plays the leg glance. Seeing this the Striker declines to run. Is it fair? If not, what action do you take?

**Answer:** The action by the fielder indicates deliberate deception. The umpires shall immediately call and signal Dead Ball.

The bowler's end umpire shall

- i. Award 5 penalty runs together with any runs completed and the run-in progress irrespective of whether the Batter have crossed or not.
- ii. Inform both the captains of the reason for action.
- iii. The delivery shall not count as one of the over.
- iv. The Batters at the wicket shall decide who shall face the next delivery.
- v. Report the occurrence to the executives for further action.

6. Define dangerous short pitched delivery?

**Answer:** The bowling of fast short pitched balls is dangerous and unfair if, the umpire at the bowlers' end after taking into consideration the relative skill of the Batter, considers that by their repetition and considering their length, height and direction they are likely to inflict physical injury on the striker, irrespective of the protective equipment he may be wearing.

7. What action is taken if, a bowler repeatedly bowls dangerous short pitched deliveries?

**Answer:** The umpire shall call and signal No ball. When the ball is dead, the umpire shall caution the bowler, indicating that this is a first and final warning, and inform the other umpire, the captain of the fielding side and the Batters of what has occurred.

This caution shall apply to that bowler throughout the innings.

Should there be any further such delivery by the same bowler in that innings, the umpire shall

- i. call and signal No ball
- ii. when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- iii. The bowler thus suspended shall not be allowed to bowl again in that innings.

- iv. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
- v. Inform the other umpire for the reason for this action.
- vi. follow reporting procedure

8. Define dangerous and unfair non-pitching delivery?

**Answer:** Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is unfair. Whenever such a delivery is bowled, the umpire shall call and signal No ball.

9. What action you take if a bowler bowls a non-pitched above the waist height delivery?

**Answer:** The umpire shall immediately call and signal NO BALL.

After the ball is dead,

1. repeat the No ball signal to the scorers caution the bowler, indicating that this is a first and final warning.
2. The umpire shall also inform the other umpire, the captain of the fielding side and the Batters of what has occurred.
3. This caution shall apply to that bowler throughout the innings.

Should there be any further such delivery by the same bowler in that innings, the umpire shall.

- i. call and signal No ball
- ii. when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- iii. inform the other umpire for the reason for this action.
- iv. The bowler thus suspended shall not be allowed to bowl again in that innings.
- v. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
- vi. Additionally, the umpire shall,
- vii. report the occurrence to the Batters and, as soon as practicable, to the captain of the batting side.
- viii. The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

10. A bowler bowls a deliberate dangerous and non-pitching delivery. What action you take?

**Answer:** The umpire shall

- i. immediately call and signal No ball.
- ii. when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action.
- iii. The bowler thus suspended shall not be allowed to bowl again in that innings.
- iv. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
- v. report the occurrence to the Batters and, as soon as practicable, to the captain of the batting side.
- vi. The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

11. What action do you take when a bowler bowls a no-ball deliberately?

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

- i. immediately call and signal No ball.
- ii. when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- iii. inform the other umpire for the reason for this action.
- iv. The bowler thus suspended shall not be allowed to bowl again in that innings.
- v. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
- vi. report the occurrence to the Batters and, as soon as practicable, to the captain of the batting side.
- vii. The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

12. What action you take when there is a time wasting by (1) fielding side and (2) the Batters?

**Answer:**

1) Fielding side:

- a. At the first instance the umpire concerned shall call & signal dead ball,
  - i. Inform the other umpire and the Batters of what has occurred.
  - ii. Warn the Captain and indicate that this is the first and final warning.
- b. If there is any further instance of waste of time in that innings by any fielder, the umpire shall.
  - i. If the waste of time is not during an over, award 5 penalty runs to the batting side.
  - ii. If the waste of time is during an over, when the ball is dead, direct the captain to take off the bowler forthwith. If, applicable the over shall be completed by another bowler who shall not bowl two overs or part there off consecutively.
  - iii. The bowler thus taken off shall not be allowed bowl in that innings,
  - iv. Inform the other Captain and the executives for further action.

2) Batting side:

- a. At the first instance, the umpire shall either before the bowler starts his run up or bowling action or when the ball is dead,
  - i. Warn both the Batters and indicate that this is the first and final warning. This warning shall apply throughout the innings. The umpire shall inform each incoming Batter.
  - ii. Appraise the other umpire and the fielding and batting side Captain of what has occurred.
- b. If there is any further time wasting by any Batter, in that innings, when the ball is dead the umpire shall,
  - i. Award 5 penalty runs to the fielding side.
  - ii. Inform the other umpire and the fielding side Captain of what has occurred.
  - iii. Report to the executives for further action.

13. Define protected area?

**Answer:** The protected area of the pitch is defined as “the area contained within a rectangle bounded at each end by imaginary lines parallel to the popping crease and 5ft/1.52m in front of each and on the sides by two imaginary lines 1ft/30.48cm from the imaginary line joining the center of two middle stumps

14. What action do you take if (1). A bowler, (2) A fielder, (3) a Batter come on protected area and dame it?

**Answer:**

1) Bowler:

- a. At the first instance and when the ball is dead, the umpire shall
  - i. Caution the bowler. The caution will continue to apply throughout the innings.
  - ii. Inform the other umpire and the Batters.
- b. If, in that innings, the same bowler runs on the protected area again, repeat the above procedure indicating that this is final warning.
- c. If the same bowler does so for the third time in the same innings, when the ball is dead, the umpire shall.
  - i. Direct the Captain to take off the bowler forthwith. The over if, necessary shall be completed by another bowler who shall not bowl two overs or part there off consecutively.
  - ii. The bowler thus taken off shall not be allowed to bowl in that innings.
  - iii. Inform the other umpire and the executives for further action.

2) Fielder:

- a. At the first instance the umpire shall inform the other umpire, when the ball is dead, the bowler's end umpire shall,
  - i. Caution the Captain of the fielding side and indicate that this is the first and final warning. This caution will continue throughout the innings and to all the fielders.
  - ii. Inform the Batters what has occurred.
- b. If there is any further avoidable damage by any fielder in that innings, the umpire shall inform the other umpire and when the ball is dead the bowler's end umpire shall,
  - i. Award 5 penalty runs to the batting side.
  - ii. Inform the Batters at the wicket and the executives for further action.

3) Batter on protected area:

- a. If the bowler has not entered the delivery stride, he/she shall immediately call Dead ball, otherwise, wait until the ball is dead, he/she shall then inform the other umpire of the occurrence.

The bowler's end umpire shall then

- i. warn the striker that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so
- ii. inform the non-striker and each incoming Batter.

- iii. inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
- b. If there is any further breach any Batter in that innings, the umpire seeing the contravention shall, if the bowler has not entered his/her delivery stride, immediately call and signal Dead ball, otherwise, he/she shall wait until the ball is dead and then inform the other umpire of the occurrence.

The bowler's end umpire shall

- i. disallow all runs to the batting side
- ii. return any not out Batter to his/her original end
- iii. signal No ball or Wide to the scorers if applicable.
- iv. award 5 Penalty runs to the fielding side.
- v. award any other 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).
- vi. inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.
- vii. The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team

15. Can a striker take stance in front of the popping crease where his normally come on protected area while playing forward? If he does so and repeatedly come on protected area what action, you take?

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

- a. If either umpire considers that the striker has breached, if the bowler has not entered the delivery stride, he/she shall immediately call Dead ball, otherwise, wait until the ball is dead, he/she shall then inform the other umpire of the occurrence.

The bowler's end umpire shall then

- i. warn the striker that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so
- ii. inform the non-striker and each incoming Batter.
- iii. inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
- b. If there is any further breach by any Batter in that innings, the umpire seeing the contravention shall, if the bowler has not entered his/her delivery stride, immediately call and signal Dead ball, otherwise, he/she shall wait until the ball is dead and then inform the other umpire of the occurrence.

The bowler's end umpire shall

- i. disallow all runs to the batting side
- ii. return any not out Batter to his/her original end
- iii. signal No ball or Wide to the scorers if applicable.
- iv. award 5 Penalty runs to the fielding side.
- v. award any other 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).
- vi. inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.
- vii. The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team

16. Batters at the wicket try to steal a run during bowlers runup. What you do?

**Answer:**

The umpire shall,

- i. Call and signal dead ball as soon as the Batters cross in any such attempt.
- ii. Return the Batters to their original end.
- iii. Award 5 penalty runs to the fielding side.
- iv. Inform the other umpire and the fielding side Captain of what has occurred.
- v. Report to the executives for further action.

17. What action do you take if either side indulges in unfair actions?

**Answer:** a. When 5 penalty runs are awarded to the batting side,

- i. These runs shall be scored as penalty extras in addition to any other penalties.
- ii. These penalty runs are awarded when the ball is dead. These shall not be regarded as scored from either previous or next delivery. They shall be in addition to any runs scored from those deliveries.
- iii. The Batters shall not change ends solely by reason of 5 run penalty.

- b. When 5 penalty runs are awarded to the fielding side, the runs shall be added to the most recently completed innings, as penalty extra. If, they have not completed the innings the 5 penalty runs as extra shall be added to the score in its next innings.

**NOTES**

## ACKNOWLEDGEMENT

*I sincerely thank & acknowledge the contributions of:*

- ❖ *My brother Sri. Ramachandra M N but for whose encouragement & support, I would not have taken to sports.*
- ❖ *My sweet home maker Smt. Geetha, daughter Smt. Varsha and son Sri. Vishal for their constant support, encouragement, and inspiration.*
- ❖ *Sri. Deshpande M G (BCCI umpire from Pune) for his guidance at initial stages of my Umpiring career and inducing me to umpiring.*
- ❖ *Sri. Keshavmurthy B R (All India Panel Umpire from Bengaluru) for his guidance and shaping me to the present level.*
- ❖ *BCCI, for providing me an opportunity to serve Indian Umpires in various capacities including being a resident faculty at National Academy for Umpires thus providing a platform for sharing and learning.*
- ❖ *MCC who are the custodians of the Laws of cricket and worldwide copy right holders.*
- ❖ *ICC, BCCI and KSCA whose literature, regulations, Clippings & pictures of ground are used.*
- ❖ *NZCA & CA as a few Pictures are used.*
- ❖ *My Senior and Junior. umpiring colleagues, especially Sri. Sekhar K C and My co-faculty at NAU Mr. Bansal S K, Former Test umpire and Staff at NAU who have helped me from time to time.*
- ❖ *Last but not the least my former employer's M/s. STATE BANK OF INDIA, SBI Officers Association, SBI Staff Union, my Bank colleagues who shared my workload to wholeheartedly support me in my umpiring career.*
- ❖ *Finally, all those who have helped me directly or indirectly, whom I have missed to name.*

Thanks to all those who possess this compilation and I hope to have contributed to your cricketing knowledge.

**THANK**



**YOU**

## THE AUTHOR



Vinayak (Abhay) Narayanrao Kulkarni popularly known as VN is one of the few International Umpires that Karnataka (India) has produced. Native of Athani a tehsil in Belgaum district of the state of Karnataka. Born on 11.09.1954 Is the second son of Late Civil Judge N B Kulkarni and Late Indirabai Kulkarni. He has been a sportsman throughout his school / college days having represented his school / college in varied disciplines like Cricket, Hockey, Chess, Carrom, Kho-Kho, and Basketball not to mention of Athletics. He represented Karnataka University in Chess during 1972. His education has been at

various places in Karnataka state.

He joined State Bank of India in Jan 1975 at Islampur (Walva) in Maharashtra. He has represented Satara District in the inter district Cricket tournament conducted by Maharashtra Cricket Association. He played for SBI Kolhapur and Satara District Bankers team. He took up to umpiring in 1977 and qualified as state level umpire in 1977-78 under the guidance of Mr. M G Deshpande, a national level umpire. He shifted to Bangalore in May 1985. He qualified as Ranji Panel Umpire of BCCI in 1991 under the guidance of Mr. B R Keshava Murthy an All-India Panel Umpire. He made his debut as Cricket Umpire at the 1<sup>st</sup> Class level in the Ranji Trophy match between Delhi (DDCA) and Punjab (PCA) at Feroze Shah Kotla grounds, Delhi on 19th December 1992. He became an All-India panel umpire in 1996 and made his debut at international level by officiating the ODI match between India and Sri Lanka at Pune on 30th March 1999.

He is the third Karnataka umpire to have officiated in a cricket match outside the country – at Singapore in the Asian Fast Track Countries Tournament 2005. He has officiated in One Test match as 4<sup>th</sup> Umpire at Bangalore between India and Australia, Six ODIs (two on field and four as 4th umpire, Two Junior test matches, two three-day games against the visiting teams, 6 Duleep Trophy matches including a final in addition to more than 100 matches conducted by BCCI at various levels. He has also officiated in two matches of Afro-Asian Cricket Tournament.

He was one of the two resident Faculty at the BCCI National Academy for Umpires (NAU) since its inception from 2010 to 2013. He was part of the train the trainer course conducted by ICC for Umpire coaches of various countries (2 from each) at Nagpur. He is an accredited Level III umpire educator. He has trained / educated over 3000 umpires of various levels in most of the states throughout India.

He is a member of the umpire's sub-committee of KSCA for over a decade and has served the Association of Cricket Umpires Karnataka as its Hon. Treasurer, Hon. Secretary and President. He has been a presenter/educator in umpiring seminars and workshops conducted by BCCI all over the country and KSCA & ACUK in Karnataka for over two decades.

He has to his credit the achievement of translating the recent **MCC laws of Cricket 2017 code and the MCC laws of Cricket 2017 code 3<sup>rd</sup> Edition 2022 in Kannada, have been accepted and published by the MCC on its website ([www.lords.org/mcc/laws-of-cricket/laws-in-other-languages/](http://www.lords.org/mcc/laws-of-cricket/laws-in-other-languages/))**. He has also brought out an **AUDIO VEDIO TUTORIAL** based on latest MCC Laws on mp4 platform.

He has authored "Laws of Cricket for Cricketers" based on 2017 code 3<sup>rd</sup> Edition 2022 for the benefit of players. He is also the co-author of Level-I umpires Training Module brought out by the National Academy for Umpires, on behalf of BCCI in 2010. Has Created a power point presentation "Umpire's Guide". for the benefit of Umpire educators and Umpires.

**Geetha Kulkarni**