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A. THE PREAMBLE-THE SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1. There are two Laws which place the responsibility for the team's conduct firmly on the captain.

Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted with the Spirit of the Game as well as within the Laws.

Player's conduct

In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

2 Fair and unfair play

According to the Laws the umpires are the sole judges of fair and unfair play.

The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

3. The umpires are authorized to intervene in cases of:

- a. Time wasting
- b. Damaging the pitch
- c. Dangerous or unfair bowling
- d. Tampering with the ball
- e. Any other action that they consider to be unfair

4. The Spirit of the Game involves RESPECT for:

- a. Your opponents
- b. Your own captain and team
- c. The role of the umpires
- d. The game and its traditional values

5. It is against the Spirit of the Game:

- a. To dispute an umpire's decision by word, action or gesture
- b. To direct abusive language towards an opponent or umpire
- c. To indulge in cheating or any sharp practice, for instance :
 - (a) to appeal knowing that the batsman is not out
 - (b) to advance towards an umpire in an aggressive manner when appealing
 - (c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

6. Violence

There is no place for any act of violence on the field of play.

7. Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

B. RCA MODEL RULES 2013-14

1. These rules shall be called the RCA Model Rules.
2. These rules shall come into force on the date, approved by the Rajasthan Cricket Association and declared accordingly by the Hony. Secretary of the Rajasthan Cricket Association.
3. These rules shall be applicable, as may be amended from time to time, by the Association, for the conduct of tournaments in the area falling under the jurisdiction of Rajasthan Cricket Association.

1. DEFINITIONS

- (i) 'Association' means 'Rajasthan Cricket Association' and shall include the Managing Committee of the Association and of its Sub-Committee duly appointed by the Association.
- (ii) 'Laws of Cricket' means the Laws of Cricket, 2000 code 4th Edition 2010 in force and as adopted by ASSOCIATION, with or without modification.
- (iii) 'Over rate' means the rate calculated by multiplying the actual time taken for completion of an inning expressed in hours by 15 or dividing the time taken for completion of inning expressed minutes by 4.
- (iv) 'Senior Tournaments' means Colvin Shield in the two groups i.e. Elite Group and Plate Group.
- (v) 'Junior Tournament' means U-19 State Championship. (Elite & Plate Group)
- (vi) 'Sub Junior Tournament' means U-16 State Championship. (Elite & Plate Group)
- (vii) 'Mini Sub Junior Tournament' means U-14 State Championship.

2. ELIGIBILITY CRITERIA APPLICABLE IN ALL TOURNAMENTS CONDUCTED BY THE ASSOCIATION

The following are the conditions for eligibility of a players for participating in the tournaments and trials organized by RCA –

(i) Registration of Players

Only such players whose registration forms duly signed by the Hony. District Secretary of the affiliated district association has been received by the State Association shall be eligible to play in the Tournament/s conducted by the RCA. After submitting the forms online, the hard copy of the player registration form should reach the Association office at Jaipur at least 15 clear days before the commencement of the tournament.

(ii) Qualification & Disqualification

1. Qualification

- (a) **Date Birth Certificate** - A player should produce any of the following documents as proof of his/her date of birth –
 - (i) Board Certificate as a proof is mandatory for those players who have passed secondary or equivalent exam.
 - (ii) School leaving certificate/
 - (iii) School Certificate
- (b) **Bona fide Certificate** - A player should be a bona fide resident of the district for minimum 3 years and a certificate of the proof should be attached with the registration form.

Or
- (c) **Education/Service Certificate** – Studying / in service within the jurisdiction of that district for at least 3 years as regular student in a recognize school/board/ university.

2. Disqualification

- (a) No cricketer shall be eligible to play for more than one district association in one cricket season.
- (b) A cricketer who is under a ban/ suspension order passed by any district or the Association shall not be eligible to play in the tournament.
- (c) (i) If any player who is not qualified under the registration rules to play for a District plays for such a District, the player shall be disqualified from playing in the rest of the tournament as well as in any other tournaments played under the auspices of the Association for the next two years.
 - (ii) The District shall be disqualified from participating in the rest of the tournament and also shall forfeit all the points, if any, scored. The points, if any, earned by the District against such disqualified District shall also be cancelled and the District to whom the player belongs shall have to pay a penalty up to Rs. 10,000/- as decided by the Association.

- (iii) A player can play only for two years in U14 age group, three years in U-16 age group and four years in U-19 age group.

3. **NO OBJECTION CERTIFICATE** –

A player seeking transfer shall apply for NOC in the RCA prescribed form to the parent district and obtain their approval on the form, then the player will take the approval of the district association from which he wants to play for minimum of next two seasons. After completing the above steps the player will apply to Hony. Secretary of RCA and obtain NO OBJECTION CERTIFICATE. The last date of obtaining transfer from one district to another is 31st July, but if the tournament organized by the association before 31st July than the NOC should be obtained at least 10 days before the commencement of the tournament (Example. If a tournament is going to be organized 16 May, the NOC should be obtained by 06th May)

Those players who have obtained NOC for playing from other than his parent district will have to play for his newly adopted district for at least 2 seasons.

4. **PROTESTS**

A district team shall not protest against any decisions of umpires. Any protest by the District team on interpretation of rules and / or laws of cricket shall be in writing along with prescribed protest fee of Rs. 2000/-. The protest shall be filed with the host district organizing secretary with a copy of the same to the Honorary Secretary of the State Association within 2 hrs of the finish of the match by email or fax.

The decision on protest shall be taken by the tournament committee. The protest fee shall be refunded, if the protest is upheld by the tournament committee.

Punishment and penalties

Tournament committee will decide.

5. **LIST OF DOMESTIC TOURNAMENTS ORGANISED BY THE ASSOCIATION**

Men's Cricket

1. Colvin Shield (Senior State Cricket Championship)
2. U-19 Junior State Cricket Championship
3. U-16 Sub Junior State Cricket Championship
4. U-14 Mini Sub Junior State Cricket Championship

Women's

1. Inter District One Day State Tournament
2. Inter District T-20 State Tournament

The format of the tournament will be decided on number of entries.

6. **RELEGATION AND ELEVATION**

One team with minimum point from each pool of Elite Group will be relegated to Plate Group for the next season i.e.2014-15.

One team with maximum point from each pool of Plate Group will be elevated to Elite Group for the next season i.e. 2014-15

C. MULTI DAY MATCH PLAYING CONDITIONS FOR SENIOR & JUNIOR DOMESTIC TOURNAMENTS 2013-2014.

Except as varied hereunder, the Laws of Cricket (2000 Code 4th Edition - 2010) shall apply

Note: All references to 'Governing Body' within the Laws of Cricket shall be replaced by 'ASSOCIATION'.

1. Law 1 - The Players

Law 1.1 Number of players

A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain.

Law 1.2 - Nomination of Players

Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the ASSOCIATION Match Referee/ Umpires before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.

Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the match Referee/ Umpires, in exceptional circumstances, allows subsequent additions.

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.

In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable ASSOCIATION Regulations pertaining to domestic cricket and in particular to ASSOCIATION Code of Conduct.

Law 1.3 Captain

The following shall apply in addition to Law 1.3 (a)

The deputy must be one of the nominated members of the playing eleven.

2. Law 2 - Substitutes and Runners; Batsman or fielder leaving the field; batsman retiring; batsman commencing innings

Law 2.1 Substitutes and Runners

Law 2.1 (a) (ii), 2.7 and 2.8 shall not apply. A runner for a batsman when batting is not permitted.

Law 2.1 (b) shall be amended as follows: The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player at the start of the match, or at any subsequent time.

Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'

Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time.

Law 2.5 - Fielder absent or leaving the field

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. (See Law 2.6 as modified). The umpire shall give such consent as soon as practicable.

If the player is absent from the field for longer than 8 minutes:

The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent. Such absence or penalty time absent shall be carried over into a new day's play and in the event of a follow-on or forfeiture, this restriction will, if necessary, continue into the second innings.

The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

The restriction in Clauses 2.1.1 and 2.1.2 above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

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

3. LAW 3 THE UMPIRES

1. Law 3.1 Appointment and attendance

Before the match, two umpires shall be appointed by Umpires and Scorer Committee of RCA, one for each end, to control the game 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 One & half hour before the scheduled start of play on first day and 45 min on succeeding days play.

2. Law 3.2 Change of umpire

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

4. Law 3.4 To inform captains and scorers

Before the toss the umpires shall agree between themselves and inform both captains and both scorers

- (i) Which clock or watch and back-up time piece is to be used during the match.
- (ii) Whether or not any obstacle within the field of play is to be regarded as a boundary. See Law 19 (Boundaries).

5. Law 3.5 The wickets, creases and boundaries

Before the toss and during the match, the umpires shall satisfy themselves that

- (a) The wickets are properly pitched. See Law 8 (The wickets)
- (b) The creases are correctly marked. See Law 9 (The bowling, popping and return creases).
- (c) The boundary of the field of play complies with the requirements of Laws 19.1 (The boundary of the field of play) and 19.2 (Defining the boundary – boundary marking).

6. Law 3.6 Conduct of the game, implements and equipment

Before the toss and during the match, the umpires shall satisfy themselves that

- (a) The conduct of the game is strictly in accordance with the Laws.
- (b) The implements of the game conform to the following
 - (i) Law 5 (The ball)
 - (ii) Externally visible requirements of Law 6 (The bat) and Appendix E.
 - (iii) Either Laws 8.2 (Size of stumps) and 8.3 (The bails) or, if appropriate, Law 8.4 (junior cricket).
- (c) (i) no player uses equipment other than that permitted. See Appendix D. Note particularly therein the interpretation of 'protective helmet'.
 - (ii) The wicket-keeper's gloves comply with the requirements of Law 40.2 (Gloves).

7. Law 3.7 Fair and unfair play

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

8. Law 3.8 Fitness for play

- (a) It is solely for the umpires together to decide whether either conditions 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.
- (b) Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.
- (c) Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

9. Suspension of play in dangerous or unreasonable conditions

- (a) All references to ground include the pitch. See Law 7.1 (Area of pitch).
- (b) If at any time the umpires together agree that the conditions of ground, weather or light, or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or to recommence.
- (c) 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.

10. Position of umpires

Each umpire shall stand where he can best see any act upon which his decision may be required.

Subject to this over-riding consideration, the bowler's end umpire shall stand where he does not interfere with either the bowler's run up or the striker's view.

The striker's end umpire may elect to stand on the off side instead of the on side of the pitch, provided he informs the captain of the fielding side, the striker and the other umpire of his intention to do so.

11. Umpires changing ends

The umpires shall change ends after each side has had one completed innings. See Law 12.3 (Completed innings)

12. Consultation between umpires

All disputes shall be determined by the umpires. The umpires shall consult with each other whenever necessary. See also Law 27.6 (Consultation by umpires)

13. 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 to inform the other umpire.

14. Signals

(a) The following code of signals shall be used by umpires.

(i) 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.

(ii) When the ball is dead, the bowler's end umpire shall repeat the signals above, with the exception of the signal for Out, to the scorers.

(iii) 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 - by pointing to a raised wrist with the of last hour other hand.
- Five penalty - by repeated tapping of one shoulder runs awarded to with the opposite hand.

The batting side

- Five penalty - by placing one hand on the opposite runs awarded to shoulder.

The fielding side

- Leg bye - by touching a raised knee with the hand.
- New ball - by holding the ball above the head.
- Revoke - by touching both shoulders, each with last signal the opposite hand.
- Short run - by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.

All these signals 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 for informing them as to the number of runs to be recorded.

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

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 p.11 agree these with the scorers at least at every interval, other than a drinks interval, and at the conclusion of the match. See Laws 4.2 (Correctness of scores), 21.8 (Correctness of result) and 21.10 (Result not to be changed).

4. LAW 4 THE SCORERS

1. Appointment of scorers

One scorer shall be appointed by Umpires and Scorers Committee of RCA to record all runs scored, all wickets taken and, where appropriate, number of overs bowled. The Scorer shall be present on the ground and report to the Executive of the ground at least One hour before the scheduled start of play on first day and 30 min on succeeding days play.

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 3.15 (Correctness of scores)

3. Acknowledging signals

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

5. Law 5 - The Ball

The host district association shall provide cricket balls supplied by State Association and spare used balls for changing during a match, which shall also be of the same brand.

Note:

1. Colvin Shield (Senior State Cricket Championship)
SG test balls will be used in the tournament.
2. U-19 Junior State Cricket Championship
SG tournament balls will be used in the tournament.
3. U-16 Sub Junior State Cricket Championship
Standford test special balls will be used in the tournament.
4. U-14 Mini Sub Junior State Cricket Championship
BDM 5 OZ balls will be used in the tournament.

The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the district association in presence of the umpires.

The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.

1. Law 5.4 - New ball in a match of more than one day's duration

The captain of the fielding side shall have the choice of taking a new ball at any time after 80 overs have been bowled with the previous ball. The umpires shall indicate to the batsmen and the scorers whenever a new ball is taken into play.

New ball must be taken after 100 overs have been bowled with the old ball. When the ball is replaced umpire shall inform the batsmen and the scorers.

However in a two day match where the innings of the side batting first is restricted to 90 overs the option of taking new ball after 80 overs will not apply. (on turf Pitches)

If a match is being played on matting pitch the second new ball will be due after 50 overs and must be taken after 60 overs .

6. Law 6 - The Bat

1. Law-6.1 Width and length

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

2. Law-6.2 Covering the blade

The blade may be covered with material for protection, strengthening or repair. Such material shall not exceed 1/16 in/1.56 mm in thickness.

3. Law 6.8 shall apply subject to the following:

Law 6.8 (b) (iv) shall be replaced by:

(iv) any additional materials permitted under 6.3 above

7. Law 7 - The Pitch

1. Law 7.3 - 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.

The following will apply in addition to Law 7.3:

The ground staff 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 unauthorized access. (The pitch area shall include an area at least 2 meters beyond the rectangle made by the crease markings at both ends of the pitch).

The Association Match Referee or Observer shall ensure that, prior to the start of play and during any intervals, only authorized staff, the match officials, players and team coaches shall be allowed access to the pitch area. Such access shall be subject to the following limitations:

- a) Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
- c) No spiked footwear shall be permitted.
- d) 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.
- e) Access shall not interfere with pitch preparation.

In the event of any dispute, the Association Match Referee or Observer will rule and his ruling will be final.

2. Law 7.4 - Changing the pitch

- a. In the event of a pitch being considered too dangerous for play to continue in the estimation of the on-field umpires, they shall stop play and immediately advise the Association Match Referee or Observer.

The on-field umpires and Association Match Referee or Observer shall consult with both captains.

- b. If the captains agree to continue, play shall resume.
- c. If the decision is not to resume play, the on-field umpires shall consider one of the options in the following sequence:
 - i. a) whether the existing pitch can be repaired. Repair work will only be considered if there has been malicious damage to a non-crucial part of the pitch;
 - ii. b) whether an alternative pitch can be used;
 - iii. c) whether the match has to be abandoned.
- d. When such a decision is made, the ground authority shall make a public announcement as soon as possible following that decision.
- e. In the event of a decision being taken in favour of Clauses 7.2.4 (a) or 7.2.4(b) above, the supervision of the remedial or new preparatory work shall be the responsibility of the on-field umpires and the representative of the ground authority.
- f. The rescheduled starting time and the rescheduled cessation time, together with any make-up procedures as provided herein, shall be the responsibility of the on-field umpires.
- g. In the event that the existing pitch can be made playable after suitable remedial work as in Clause 7.2.4 (a) above, the match shall continue from the point stopped.
- h. If a new pitch is prepared as in Clause 7.2.4 (b) above, the match shall be restarted from the first ball (but see Clause 7.2.7 above).
- i. If the decision is to abandon the match as in Clause 7.2.4 (c) above, the relevant officials from the tournament Committee shall agree on whether the match can be replayed within the existing scheduled.

3. Law 7.5 - 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 66 ft/22 yards

Width – a minimum of 8.8 ft/2 yards and 30 inches

See Law 10.8 (Non-turf pitches).

8. Law 8 - The Wickets

1. Law- 8.1 Width and pitching

Two sets of wickets shall be pitched opposite and parallel to each other at a distance of 22 yards/20.12 m between the center of the two middle stumps. Each set shall be 9 in/22.86 cm wide and shall consist of three wooden stumps with two wooden bails on top. See Appendix A.

2. Law-8.2 Size of stumps

The tops of the stumps shall be 28 in/71.1 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_{in}/3.49 cm nor more than 1½ in/3.81 cm. See Appendix A.

3. Law- 8.3 The bails

- (a) The bails, when in position on top of the stumps,
 - (i) Shall not project more than ½ in/1.27 cm above them.

(ii) Shall fit between the stumps without forcing them out of the vertical.

(b) Each bail shall conform to the following specifications. See Appendix A.

Overall length 45/16 in/10.95 cm

Length of barrel 21/8 in /5.40 cm

Longer spigot 1 in/3.49 cm

Shorter spigot 13/16 in/2.06 cm

4. Law-8.4 Junior cricket

In junior cricket, the same definitions of the wickets shall apply subject to the following measurements being used.

Width 8 in/20.32 cm

Pitched for under 14 21 yards/19.20 m

Height above playing surface 27 in/68.58 cm

Each stump

Diameter not less than 1¼ in/3.18 cm

nor more than 1 in/3.49 cm

Each bail

Overall 313/16 in/9.68 cm

Barrel 113/16 in/4.60 cm

Longer spigot 1¼ in/3.18 cm

Shorter spigot ¾ in/1.91 cm

5. Law-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 28.4 (Dispensing with bails).

9. Law 9 - The Bowling, Popping and Return Creases

1. Law-9.1 The creases

A bowling crease, a popping crease and two return creases shall be marked in white, as set out in 2, 3 and 4 below, at each end of the pitch. See Appendix B.

2. Law-9.2 The bowling crease

The bowling crease, which is the back edge of the crease marking, shall be the line through the centers of the three stumps at that end. It shall be 8 ft 8 in/2.64 m in length, with the stumps in the centre.

3. Law-9.3 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 centers of the two middle stumps and shall be considered to be unlimited in length.

4. Law-9.4 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 centers 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.

10. Law 10 - Preparation and Maintenance of the Playing Area

1. Law 10.1 – Rolling

The pitch shall not be rolled during the match except as permitted in (a) and (b) below.

(a) 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 (d) below.

(b) 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.

(c) 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.

(d) 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, should he so wish.

(e) Insufficient time to complete rolling

If, when a captain declares an innings closed, or forfeits an innings, or enforces the follow-on, there is insufficient time for the pitch to be rolled for 7 minutes, or if there is insufficient time for any other reason, the batting captain shall nevertheless be permitted to exercise his option to have such rolling. The time by which the start of the innings is delayed on that account shall be taken out of normal playing time.

The following shall apply in addition to Law 10.1:

- Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the ground curator.
- Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the ground curator, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.
- The umpires may instruct the ground curator to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.
- An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

2. Law- 10.2 Clearing debris from the pitch

(a) The pitch shall be cleared of any debris

- (i) 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.
- (ii) Between innings. This shall precede rolling if any is to take place.
- (iii) At all intervals for meals.

(b) The clearance of debris in (a) above 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.

(c) In addition to (a) above, debris may be cleared from the pitch by hand, without sweeping, before mowing and whenever either umpire considers it necessary.

3. Law-10.3 Mowing

(a) **Responsibility for mowing**

All mowing which are carried out before the match shall be the sole responsibility of the Ground Authority. All subsequent mowing shall be carried out under the supervision of the umpires.

(b) **The pitch and outfield**

In order that throughout the match the ground conditions should be as nearly the same for both sides as possible, (i) the pitch (ii) 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.

(c) **Timing of mowing**

(i) 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 2(c) above.

(ii) 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.

4. Law-10.4 Watering the pitch (Turf Pitches)

The pitch shall not be watered during the match.

5. Law-10.5 Re-marking creases

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

6. Law 10.6 - Maintenance of footholes

The umpires shall ensure that the holes made by the bowler and batsmen 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 returning of foot holes made by the bowler in his delivery stride, or the use of quick-setting fillings for the same purpose.

The following shall apply in addition to Law 10.6:

The umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's foot holes. As soon as possible after the conclusion of each day's play, bowler's foot holes will be repaired.

Watering the outfield

The watering of the outfield will be permitted during the match subject to the following:

Such watering shall only be possible if the 'watering plan' is requested by the ground curator and approved by the umpires before the match has started. Once the match has started, any such request will not be considered.

The consent of the captains is not required but the umpires shall advise both captains and the Association Match Referee or Observer before the start of the match on what has been agreed.

The watering shall occur as soon as possible after the conclusion of the day's play.

The watering shall only be carried out to the extent that it is necessary to retain the good condition of the outfield.

The square and bowler's run ups will be adequately covered prior to any watering taking place.

All ongoing matters of interpretation and implementation of watering requirements and regulations shall be resolved between the umpires and ground curator, but with the umpires retaining ultimate discretion over whether to approve any watering.

Protection and preparation of adjacent pitches during matches

The protection (by way of an appropriate cover) and preparation of pitches which are adjacent to the match pitch will be permitted during The match subject to the following:

Such measures will only be possible if requested by the ground curator and approved by the umpires before the start of the match.

Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.

The preparation work shall be carried out under the supervision of the umpires.

Any necessary watering shall be carried out only to the extent necessary for such preparations and shall not be permitted in circumstances which may in any way affect the match pitch.

The consent of the captains is not required but the umpires shall advise both captains and the ASSOCIATION Match Referee before the start of the match on what has been agreed.

11. LAW 11 Covering the Pitch

1. Law 11.1 - 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 3 (The umpires), 7 (The pitch), 8 (The wickets), 9 (The bowling, popping and return creases) and 10 (Preparation and maintenance of the playing area).

The following shall apply in addition to Law 11.1:

The pitch shall be entirely protected against rain up to the commencement of play.

2. Law 11.2 - During the match

Law 11.2 shall be replaced by the following:

The pitch shall be entirely protected against rain up to the commencement of play 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.

Note: The covers must totally protect the pitch and also the pitch surrounding, a minimum 5 meters either side of the pitch and any worn or soft areas in the outfield.

3. Law 11.3 - Covering bowlers' run ups

Law 11.3 shall be replaced by the following:

The bowlers' run-ups shall be covered in inclement weather, in order to keep them dry, to a distance of at least 10 x 10 meters.

2. Law 11.4 - Removal of covers

Law 11.4 shall be replaced by the following:

All covers (including 'hessian' or 'scrim' covers used to protect the pitch against the sun) shall be removed not later than 2.5 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. See also clause 10.5 above.

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.

12. Law 12 – Innings

1. Law 12.1 – Number of Innings

Law 12 shall apply subject to the following:

Law 12.1 (a) shall be replaced by the following: A match shall be of two innings per side subject to the provisions of Law 13.1.

- (b) 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
- (i) in a one innings match a similar agreement shall apply to both innings.
 - (ii) in a two innings match similar agreements shall apply to either the first innings of each side or the second innings of each side or 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 21.1 (A Win – two innings match) or 21.2 (A Win – one innings match) applies.

- (d) In two days matches the first inning of each team shall be restricted to 90 overs.

2. Law- 12.1 Alternate innings

In a Two Day match where the first inning of each team is restricted to 90 overs. A bowler shall not bowl more than 18 overs in an innings.

3. Law- 12.2 Completed innings

A side's innings is to be considered as completed if (a) the side is all out or (b) at the fall of a wicket or the retirement of a batsman, further balls remain to be bowled but no further batsman is available to come in or (c) the captain declares the innings closed or (d) the captain forfeits the innings or (e) in the case of an agreement under 1(b) above, either (i) the prescribed number of overs has been bowled or (ii) the prescribed time has expired as appropriate.

4. Law 12.4 - The toss

Law 12.4 shall be replaced by the following:

The captains shall toss for the choice of innings, on the field of play and in the presence of the Association Match Referee or Observer, who shall supervise the toss. The toss shall take place not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the match to start. Note, however, the provisions of Law 1.3 (Captain).

Note: Law 12.5 requiring the captain of the side winning the toss to notify the opposing captain as soon as the toss is completed of his decision to bat or to field shall apply.

13. Law 13 - The Follow-on

1. Law- 13.1 Lead on first innings

(a) 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.

(b) The same option shall be available in two innings matches of shorter duration with the minimum leads as follows.

- (i) 150 runs in a match of 3 or 4 days;
- (ii) 100 runs in a 2-day match;
- (iii) 75 runs in a 1-day match.

2. Law- 13.2 Notification

A captain shall notify the opposing captain and the umpires of his intention to take up this option. Law 10.1(e) (Insufficient time to complete rolling) shall apply.

3. Law- 13.3 First day's play lost

If no play takes place on the first day of a match of more than one day's duration, 1 above shall apply in accordance with the number of days remaining from the actual start of the match. 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 22.2 (Start of an over).

If the provision of Clause 16.1.3 (b) is applied, the additional time is regarded as part of that day's play, i.e. it is the number of days remaining, and not the total number of hours available.

14. Law 14 - Declaration and Forfeiture

1. Law- 14.1 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.

2. Law- 14.2 Forfeiture of an innings

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

3. Law- 14.3 Notification

A captain shall notify the opposing captain and the umpires of his decision to declare or to forfeit an innings. Law 10.1(e) (Insufficient time to complete rolling) shall apply,

15. Law 15 – Intervals

1. Law- 15.1 An interval

The following shall be classed as intervals.

- (i) The period between close of play on one day and the start of the next day's play.
- (ii) Intervals between innings.
- (iii) Intervals for meals.
- (iv) Intervals for drinks.
- (v) Any other agreed interval.

All these intervals shall be considered as scheduled breaks for the purposes of Law 2.5 (Fielder absent or leaving the field).

2. Law- 15.2 Agreement of intervals

(a) Before the toss

- (i) the hours of play shall be established.
- (ii) except as in (b) below, the timing and duration of intervals for meals shall be agreed.
- (iii) the timing and duration of any other interval under 1(v) above shall be agreed.

(b) In a one-day match no specific time need be agreed for the tea interval. It may be agreed instead to take this interval between innings.

(c) Intervals for drinks may not be taken during the last hour of the match, as defined in Law 16.6 (Last hour of match – number of overs). Subject to this limitation, the captains and umpires shall agree 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.

See also Law 3.3 (Agreement with captains).

3. Law 15.3 - Duration of intervals

Luncheon Interval: The interval shall be of 40 minutes duration.

Tea Interval: The interval shall be of 20 minutes duration.

4. Law- 15.4 No allowance for interval between innings

In addition to the provisions of 6 and 7 below,

- (a) 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.
- (b) If a captain declares an innings closed during an interruption in play of more than 10 minutes duration, 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. Law 10.1(e) (Insufficient time to complete rolling) shall apply.
- (c) If a captain declares an innings closed during any interval other than an interval for drinks, the interval shall be of the agreed duration and shall be considered to include the 10 minute interval between innings. Law 10.1(e) (Insufficient time to complete rolling) shall apply.

5. Law- 15.5 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 3 above and 6, 7, 8 and 9(c) below are not contravened.

6. Law- 15.6 Changing agreed time for lunch interval

- (a) 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 length and shall be considered to include the 10 minute interval between innings.
- (b) 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, notwithstanding 5 above, the interval shall be taken immediately. It shall be of the agreed length. Play shall resume at the end of this interval or as soon after as conditions permit.
- (d) 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 will be taken at the agreed time.

7. Law- 15.7 Changing agreed time for tea interval

- (i) 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 length and shall be considered to include the 10 minute interval between innings.
- (ii) If, when 30 minutes remains before the agreed time for tea, an interval between innings is already in progress, play will resume at the end of the 10 minute interval, if conditions permit. (b) (i) 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 5 above or the captains agree to forgo the tea interval, as permitted in 10 below the interval shall be taken immediately. The interval shall be of the agreed length. Play shall resume at the end of the interval or as soon after as conditions permit.
- (ii) If a stoppage is already in progress when 30 minutes remains before the agreed time for tea, 5 above will apply.

8. Law 15.8 - Tea interval- 9 wickets down

If either 9 wickets are already down when 2 minutes remains to the agreed time for tea, or the 9th wicket falls within this 2 minutes, or at any time up to and including the final ball of the over in progress at the agreed time for tea, then, notwithstanding the provisions of Law 16.5(b) (Completion of an over), tea will not be taken until the end of the over that is in progress 30 minutes after the originally agreed time for tea, 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 batsman is not to be considered equivalent to the fall of a wicket.

In addition, the provisions of Law 15.8 as applicable to the tea interval shall also apply to the lunch interval.

9. Law 15.9 - Intervals for Drinks

If on any day the captains agree 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.

Unless, as permitted in 10 below, 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 batsman 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 (c) below.

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 drinks interval, the umpires and captains together may rearrange the timing of drinks intervals in that session.

The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

Drinks interval to count as playing time for the purpose of Law 2.5 (Fielder absent or leaving the field)

16. Law 16 - Start of Play; Cessation of Play

Law 16 shall apply subject to the following:

1. Law- 16.1 Start and Cessation Times

WINTER

Multi Day (Men)

Pre Lunch Session -	09.30 am	to	12.00 noon
Lunch	12.00 noon	to	12.40 pm
Post Lunch Session-	12.40 pm	to	02.40 pm
Tea	02.40 pm	to	03.00 pm
Post Tea Session -	03.00 pm	to	04.30 pm

One Day (Men)

First Inning -	09.00 am	to	12.30 Pm
Lunch	12.30 PM	to	01.15 pm
Second Inning -	01.15 pm	to	04.45 pm

Twenty – 20 (Men)

First Session -	09.00 am	to	10.20 am
Break	10.20 am	to	10.40 am
Second Session -	10.40 am	to	12.00 noon

One Day (Women)

First Inning -	09.00 am	to	12.10 Pm
Lunch	12.10 PM	to	12.55 pm
Second Inning -	12.55 pm	to	04.05 pm

Twenty – 20 (Women)

First Session -	09.30 am	to	10.45 am
Break	10.45 am	to	11.00 am
Second Session -	11.00 am	to	12.15 pm

SUMMER

Multi Day (Men)

First Session -	06.30 am	to	09.00 am
First Break	09.00 am	to	09.20am
Second Session -	09.20 am	to	11.20a
Second Break	11.20 am	to	12.00noon
Third Session -	12.00 noon	to	01.30pm

One Day (Men)

First Inning -	06.00 am	to	09.30 am
Lunch	09.30 am	to	10.15 am
Second Inning -	10.15 am	to	01.45 pm

Twenty – 20 (Men)

First Session -	06.00 am	to	07.20 am
Break	07.20 am	to	07.40 am
Second Session -	07.40 am	to	09.00 am

Law- 16.1.1 Minimum Overs in the Day

Subject to clause 16.1.2 below:

- 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.
- 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 clause 16.1.6 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 clause 16.1.6 shall be the hour immediately following the completion of these overs.

Law-16.1.2 Reduction in minimum overs

Except in the last hour of the match, for which clause 16.1.6 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 under clause 16.1.3 (b) below.

Law-16.1.3 Making-up Lost Time

- (a) 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 under clause 16.1.3 (b) below.
- (b) On Subsequent Days If any time is lost and cannot be made up under clause 16.1.3 (a) 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). Where appropriate this additional time shall be added to second session. In circumstances where it is not possible to add this additional time to the second session, the additional time may be added to the third session (see also 16.1.4). 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.
- (c) On the Last Day only (Refer Appendix-A) Clause 16.1.3 (a) applies. However, for the purposes of this clause, 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.

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.

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-A.

Law- 16.1.4 Change of Intervals

- a) If play has been suspended for any reason other than normal intervals for 30 minutes or more prior to the commencement of the scheduled or rescheduled tea interval on that day, the tea interval shall be delayed for 0.5 hour.
- b) Notwithstanding the provisions of clause (a) above, the timings of intervals can be altered under Law 15.5 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.

Law- 16.1.5 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.

Law- 16.1.6 Last Hour

Law 16.6, 16.7 and 16.8 will apply except that 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 clause 16.1.9 below).

On the final day, if both captains (the batsmen 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.

Law- 16.1.7

Notwithstanding any other provision, there shall be no further play on any day, other than the last day, if a wicket falls or a batsman retires or if the players have occasion to leave the field during the last minimum over within 2 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. 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.

Law- 16.1.8

An over completed on resumption of a new day's play shall be disregarded in calculating minimum overs for that day.

Law- 16.1.9 Stumps Drawn

Except on the final day:

a) 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.

b) 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.

16.1.10 The scoreboard shall show:

a) the total number of overs bowled and

b) the minimum number of overs remaining to be bowled in a day.

16.1.11 Penalties shall apply for slow over rates (refer ASSOCIATION Code of Conduct).

2. 16.2 Extra Time

The umpires may decide to play 30 minutes (a minimum of eight overs) extra time at the end of any day (other than the last day) if requested by either captain if, in the umpires opinion, it would bring about a definite result on that day [this is in addition to the additional time provided for in Clause 16.1.3 above]. If the umpires do not believe a result can be achieved no extra time shall be allowed.

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.

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 clause.

The umpires may decide to play 15 minutes (a minimum of four overs) extra time 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.

If it is decided to play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

Only the actual amount of playing time up to the maximum 15 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 following session of play shall be reduced by the amount of time by which play was previously extended under this clause.

For the avoidance of doubt, this clause shall not apply when Law 15.8, as amended by Clause 15.2, is applied, i.e. the total extra time remains at 30 minutes.

3. 16.3 Minimum Over Rates

The minimum over rate to be achieved in a multi days match will be 15 overs per hour.

The actual over rate will be calculated at the end of the match by the umpires/Match Referee and will be the average rate which is achieved by the fielding side across both of the batting team's innings.

17. Law 17 - Practice on the Field

1. Law- 17.1 Practice on the pitch

There shall be no practice of any kind, at any time on any day of the match, on the pitch or on either of the two strips parallel and immediately adjacent to the pitch, one on either side of it, each of the same dimensions as the pitch.

2. Law- 17.2 Practice on the rest of the square

There shall be no practice of any kind on any other part of the square on any day of the match, except before the start of play or after the close of play on that day. Practice before the start of play

(a) Must not continue later than 30 minutes before the scheduled time or any rescheduled time for play to start on that day.

(b) Shall not be allowed if the umpires consider that it will significantly impair the surface of the square.

(c) The use of the square for practice on any day of any match will be restricted to any netted practice area or bowling strips specifically prepared on the edge of the square for that purpose, provided umpires do not consider that it will be detrimental to the surface of the square.

3. Law 17.3 - Practice on the outfield

- (a) All forms of practice are permitted on the outfield before the start of play or after the close of play on any day or 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. Such practice must not continue later than 5 minutes before the time for play to commence or to resume.
- (b) Between the call of Play and the call of Time
 - (i) No one may participate in practice of any kind on the field of play, even from outside the boundary, except the fielders as defined in Appendix D and the batsmen at the wicket. Any player involved in practice contravening this Law shall be considered to have himself contravened the Law and will be subject to the penalty in 4 below.
 - (ii) There shall be no bowling or batting practice on the outfield. Bowling a ball, using arm action only, to a player in the outfield is not to be regarded as bowling practice but shall be subject to (b)(iii) and (c) below. However, a bowler deliberately bowling a ball thus on to the ground will contravene Law 42.3 (The match ball – changing its condition).
 - (iii) Other practice shall be permitted, subject to the restriction in (i) and (ii) above, either at the fall of a wicket. or during other gaps in play for legitimate activities, such as adjustment of the sight-screen.
- (c) (i) Practice at the fall of a wicket must cease as soon as the incoming batsman steps on to the square.
 (ii) Practice during other legitimate gaps in play must not continue beyond the minimum time required for the activity causing the gap in play. If these time restrictions are not observed, umpires shall apply the procedures of Law 42.9 (Time wasting by the fielding side).

18. Law 18 - Scoring Runs

1. Law- 18.1 A run

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

- (a) So often as the batsmen, at any time while the ball is in play, have crossed and made good their ground from end to end.
- (b) When a boundary is scored. See Law 19 (Boundaries).
- (c) When penalty runs are awarded. See 6 below.
- (d) When Lost ball is called. See Law 20 (Lost ball).

2. Law- 18.2 Runs Disallowed

Notwithstanding 1 above, or any other provisions elsewhere in these Laws, the scoring of runs or awarding of penalties will be subject to any provisions that may be applicable, for the disallowance of runs or for the non-award of penalties.

3. Law- 18.3 Short runs

(a) A run is short if a batsman fails to make good his ground in turning for a further run.

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

4. Law- 18.4 Unintentional short runs

Except in the circumstances of 5 below,

- (a) If either batsman 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.
- (b) If, after either or both batsmen run short, a boundary is scored the umpire concerned shall disregard the short running and shall not call or signal Short run.
- (c) If both batsmen run short in one and the same run, this shall be regarded as only one short run.
- (d) If more than one run is short then, subject to (b) and (c) above, all runs so called shall not be scored. If there has been more than one short run, the umpire shall inform the scorers as to the number of runs to be recorded.

5. Law- 18.5 Deliberate short runs

- (a) Notwithstanding 4 above, if either umpire considers that either or both batsmen deliberately run short at his end, the umpire concerned shall, when the ball is dead, inform the other umpire of what has occurred. The bowler's end umpire shall then
 - (i) Warn both batsmen 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 batsman.
 - (ii) Whether a batsman is dismissed or not, disallow all runs to the batting side from that delivery other than any runs awarded for penalties.
 - (iii) Return the batsmen to their original ends.

(iv) Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

(v) Inform the scorers as to the number of runs to be recorded.

(b) If there is any further instance of deliberate short running by any batsman in that innings, the umpire concerned shall, when the ball is dead, inform the other umpire of what has occurred and the procedure set out in (a) (ii), (iii) and (iv) above shall be repeated. Additionally the bowler's end umpire shall

(i) Award 5 penalty runs to the fielding side

(ii) Inform the scorers as to the number of runs to be recorded

(iii) Together with the other umpire report the occurrence as soon as possible after the match to the Executive of the batting side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and the player or players concerned.

6. Law- 18.6 Runs awarded for penalties

Runs shall be awarded for penalties under 5 above and Laws 2.6 (Player returning without permission), 24 (No ball), 25 (Wide ball), 41.2 (Fielding the ball), 41.3 (Protective helmets belonging to the fielding side), and 42 (Fair and unfair play).

7. Law- 18.7 Runs scored for boundaries

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

8. Law- 18.8 Runs scored for Lost ball

Runs shall be scored when Lost ball is called under Law 20 (Lost ball).

9. Law- 18.9 Runs scored when a batsman is dismissed

When a batsman 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. If a batsman is

(a) Dismissed Handled the ball, the batting side shall also score the runs completed before the offence.

(b) Dismissed Obstructing the field, the batting side shall also score the runs completed before the offence. If, however, the obstruction prevented a catch from being made, no runs other than penalties shall be scored.

(c) Dismissed Run out, the batting side shall also score the runs completed before the wicket was put down. If, however, a striker who has a runner is himself dismissed Run out, no runs other than penalties shall be scored. See Law 2.8 (Transgression of the Laws by a batsman who has a runner).

10. Law- 18.10 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,

(a) Any runs for penalties awarded to either side shall be scored. Note, however, the provisions of Laws 26.3 (Leg byes not to be awarded) and 41.4 (Penalty runs not to be awarded).

(b) Additionally the batting side shall be credited with

(i) All runs completed by the batsmen before the incident or call and

(ii) The run in progress if the batsmen had already crossed at the instant of the incident or call. Note specifically, however, the provisions of Laws 34.4 (c) (Runs scored from ball lawfully struck more than once) and 42.5(f) (Deliberate distraction or obstruction of batsman).

11. Law- 18.11 Batsman returning to original end

(a) When a batsman is dismissed, the not out batsman shall return to his original end

(i) If the striker is himself run out in the circumstances of Law 2.8(c) (Transgression of the Laws by a batsman who has a runner).

(ii) For all other methods of dismissal other than those in 12(a) below.

(b) Other than at the fall of a wicket, the batsmen shall return to their original ends in the cases of, and only in the cases of,

(i) A boundary.

(ii) Disallowance of runs for any reason.

(iii) A decision by the batsmen at the wicket to do so under Law 42.5(g) (Deliberate distraction or obstruction of batsman).

12. Law- 18.12 Batsman returning to wicket he has left

(a) When a batsman is dismissed

(i) Caught, Handled the ball or Obstructing the field,

(ii) Run out other than as in 11(a) above, the not out batsman shall return to the wicket he has left, but only if the batsmen had not already crossed at the instant of the incident causing the dismissal.

- (b) Except in the cases of 11(b) above, if while a run is in progress the ball becomes dead for any reason other than the dismissal of a batsman, or is called dead by an umpire, the batsmen shall return to the wickets they had left, but only if they had not already crossed in running when the ball became dead.

19. Law 19 – Boundaries

Law 19 shall apply subject to the following:

1. Law 19.1 - The boundary of the field of play

- (a) Before the toss the umpires shall agree the boundary of the field of play with both captains. The boundary shall if possible be marked along its whole length.
- (c) The boundary shall be agreed so that no part of any sight-screen is within the field of play.
- (c) An obstacle or person within the field of play shall not be regarded as a boundary unless so decided by the umpires before the toss. See Law 3.4 (To inform captains and scorers).

The following shall apply in addition to Law 19.1:

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 meter) from the center of the pitch to be used.

Sightscreens shall be provided at both ends of all grounds. Advertising shall be permitted on the sightscreen behind the striker, providing it is removed for the subsequent over from that end.

Such advertising shall not contain flashing or flickering images and particular care should be taken by the operators 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 sightscreens is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball.

2. Law 19.2 - Defining the boundary - boundary marking

- (a) Wherever practicable the boundary shall be marked by means of a white line or a rope along the ground.
- (b) If the boundary is marked by means of a white line, (i) the inside edge of the line shall be the boundary edge. (ii) a flag, post or board used merely to highlight the position of a line marked on the ground must be placed outside the boundary edge and is not itself to be regarded as defining or marking the boundary. Note, however, the provisions of (c) below.
- (c) If a solid object is used to mark the boundary, it must have an edge or a line to constitute the boundary edge. (i) For a rope, which includes any similar object of curved cross section, lying on the ground, the boundary edge will be the line formed by the innermost points of the rope along its length. (ii) For a fence, which includes any similar object in contact with the ground but with a flat surface projecting above the ground, the boundary edge will be the base line of the fence.
- (d) If the boundary edge is not defined as in (b) or (c) above, the umpires and captains must agree before the toss what line will be the boundary edge. Where there is no physical marker for a section of boundary, the boundary edge shall be the imaginary straight line on the ground joining the two nearest marked points of the boundary edge.
- (e) If a solid object used to mark the boundary is disturbed for any reason during play then, if possible, it shall be restored to its original position as soon as the ball is dead. If it is not possible then, (i) if some part of the fence or other marker has come within the field of play, that part shall be removed from the field of play as soon as the ball becomes dead. (ii) the line where the base of the fence or marker originally stood shall define the boundary edge.

The following shall apply in addition to Law 19.2:

All boundaries must be designated by a rope or similar object of a minimum standard as authorized by ASSOCIATION from time to time.

3. Law 19.3 - Scoring a boundary

- (a) A boundary shall be scored and signalled by the bowler's end umpire whenever, while the ball is in play, in his opinion, (i) the ball touches the boundary, or is grounded beyond the boundary. (ii) a fielder with some part of his person in contact with the ball, touches the boundary or has some part of his person grounded beyond the boundary.
- (b) The phrases 'touches the boundary' and 'touching the boundary' shall mean contact with either (i) the boundary edge as defined in 2 above or (ii) any person or obstacle within the field of play which has been designated a boundary by the umpires before the toss.

- (c) The phrase 'grounded beyond the boundary' shall mean contact with either (i) any part of a line or solid object marking the boundary except its boundary edge or (ii) the ground beyond the boundary edge or (iii) any object in contact with the ground beyond the boundary edge.

The following shall be in addition to Law 19.3:

If an unauthorized person enters the playing arena and handles the ball, the umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batsman is liable to be out as a result of the unauthorized person handling the ball. See also Law 19.1 (c).

Note the introduction of new Law 19.4 - Ball beyond the boundary, dealing with the catching or fielding of a ball after it has crossed the boundary.

4. Law-19.4 Ball beyond the boundary

A ball may be caught, subject to the provisions of Law 32, or fielded after it has crossed the boundary, provided that

- (i) The first contact with the ball is by a fielder either with some part of his person grounded within the boundary, or whose final contact with the ground before touching the ball was within the boundary.
- (ii) Neither the ball, nor any fielder in contact with the ball, touches or is grounded beyond, the boundary at any time during the act of making the catch or of fielding the ball.
- (iii) The act of making the catch, or of fielding the ball, shall start from the time when the ball first comes into contact with some part of a fielder's person and shall end when a fielder obtains complete control both over the ball and over his own movement and has no part of his person touching or grounded beyond the boundary.

5. Law- 19.5 Runs allowed for boundaries

- (a) Before the toss, the umpires shall agree with both captains the runs to be allowed for boundaries. In deciding the allowances, the umpires and captains shall be guided by the prevailing custom of the ground.
- (c) Unless agreed differently under (a) above, the allowances for boundaries shall be 6 runs if the ball having been struck by the bat pitches beyond the boundary, but otherwise 4 runs. These allowances shall still apply even though the ball has previously touched a fielder. See also (c) below.
- (c) The ball shall be regarded as pitching beyond the boundary and 6 runs shall be scored if a fielder (i) has any part of his person touching the boundary or grounded beyond the boundary when he catches the ball. (ii) catches the ball and subsequently touches the boundary or grounds some part of his person beyond the boundary while carrying the ball but before completing the catch. See Law 32 (Caught).

6. Law- 19.6 Runs scored

When a boundary is scored,

- (a) Any runs for penalties awarded to either side shall be scored.
- (b) The batting side, except in the circumstances of 7 below, shall additionally be awarded whichever is the greater of (i) the allowance for the boundary (ii) the runs completed by the batsmen together with the run in progress if they had already crossed at the instant the boundary is scored.
- (c) When the runs in (ii) above exceed the boundary allowance they shall replace the boundary for the purposes of Law 18.12 (Batsman returning to wicket he has left).

7. Law- 19.7 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 (i) any runs for penalties awarded to either side and (ii) the allowance for the boundary and (iii) the runs completed by the batsmen, together with the run in progress if they had already crossed at the instant of the throw or act.

Law 18.12(b) (Batsman returning to wicket he has left) shall apply as from the instant of the throw or act.

20. Law 20 - Lost Ball

1. Law- 20.1 Fielder to call Lost ball

If a ball in play cannot be found or recovered, any fielder may call Lost ball. The ball shall then become dead. See Law 23.1 (Ball is dead). Law 18.12(b) (Batsman returning to wicket he has left) shall apply as from the instant of the call.

2. Law-20.2 Ball to be replaced

The umpires shall replace the ball with one which has had wear comparable with that which the previous ball had received before it was lost or became irrecoverable. See Law 5.5 (Ball lost or becoming unfit for play).

3. Law- 20.3 Runs scored

- (a) Any runs for penalties awarded to either side shall be scored.
- (b) The batting side shall additionally be awarded either (i) the runs completed by the batsmen, together with the run in progress if they had already crossed at the instant of the call, or (ii) 6 runs, whichever is the greater. These shall be credited to the striker if the ball has been struck by the bat, but otherwise to the total of Byes, Leg byes, No balls or Wides as the case may be.

21. Law 21 - The Result

1. Law- 21.1 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 Law12.3 (Completed innings). Note also 6 below.

2. Law 21.3 - Umpire /ASSOCIATION Match Referee awarding a match

Law 21.3 shall be replaced by the following:

a) A match shall be lost by a side which either

(i) concedes defeat or

(ii) in the opinion of the Umpire/ASSOCIATION Match Referee refuses to play and the ASSOCIATION Match Referee shall award the match to the other side.

b) 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 ASSOCIATION Match Referee of this fact. The ASSOCIATION Match Referee shall together with the umpires ascertain the cause of the action. The ASSOCIATION Match Referee shall together with the umpires, then decides that this action does constitute a refusal to play by one side, he shall so inform the captain of that side. If the captain persists in the action the ASSOCIATION Match Referee shall award the match in accordance with (a) (ii) above.*

a) If action as in (b) above takes place after play has started and does not constitute a refusal to play

a) playing time lost shall be counted from the start of the action until play recommences, subject to Law 15.5(Changing agreed times for intervals.)

ii) the time for close of play on that day shall be extended by this length of time, subject to Law 3.9 (Suspension of play in dangerous and unreasonable conditions) and provisions of clause 16.

iii) If applicable, no over shall be deducted during the last hour of the match solely on account of this time.

*N/B 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 Code of Conduct.

3. Law 21.4 - Matches in which there is an agreement under Law 21.1(b)

For any match in which there is an agreement under Law 12.1(b) (Number of innings), if the result is not determined in any of the ways stated in 1, 2 or 3 above, then the result shall be as laid down in that agreement.

4. Law 21.8 - Correctness of result

Any query on the result of the match as defined in Laws 21.1, 21.3, 21.5, 21.8 and 21.10 shall be resolved as soon as possible and a final decision made by the umpires at close of play.

Match Points

1. Multi day match on league basis

Outright win	Six points
Innings Win/Win by Ten wickets	One Bonus Point
First innings lead but no outright win	Three Points
Loss on First Innings	One Point
Tie on first innings without outright result	One Point each
Tie on both innings	Three Points each
Outright Loss	Zero Points
First Innings results not achieved with or without weather interference	One Point each

1. In a two/three day match, if 60 or more overs of play is lost and first innings of both teams are not completed, each team will get 1 point provided the team batting second has not scored runs in excess of the team batting first.
2. If neither side has taken the first innings lead in a match where less than 60 overs in a two day match has been lost, none of the teams will earn any points.

POINTS BEING EQUAL

If two or more teams secure equal number of points, then their relative position in the table of points shall be determined as under:

- (a) In event of equality of points the higher number of outright wins will determine the position in the table points.
 - (b) Should there be equality in both points and wins, the position shall be determined by the average calculated thus:
 - (i) Divide the total number of runs scored by an association by the number of wickets lost by it.
 - (ii) Divide the total number of runs scored against an association by the total number of wickets taken by it.
 - (iii) Divide the former (i) by the latter (ii) and the team having the higher percentage shall be considered to have the better performance.
- 3. In a knock out match up to and including the Semi final:**
- The result of the match will be decided on the result of the two innings. If two innings are not completed the match will be decided on the result of the first innings. If no result is obtained on the 1st innings at the end of the scheduled last day of the match, the match will be extended by one full day. If no result on 1st innings is obtained at the end of the extended day, or in case of a Tie on the first innings, the winner will be decided by spin of coin in the presence of Match Referee or in the absence of Match Referee, in presence of the 2 field Umpires.

For Final Match

- The result of the match will be decided on two innings. If two innings are not completed then the result will be decided on the first innings.
- If no result is obtained on the 1st innings at the end of the scheduled last day of the match, the match will be extended by one full day. If no result on 1st innings is obtained at the end of the extended day, both teams will be declared as joint winners.
- In all tournaments and in any match 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.

22. Law 22 - The Over

1. Law-22.1 Number of balls

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

2. Law-22.2 Start of an over

An over has started when the bowler starts his run up or, if he has no run up, his action for the first delivery of that over.

3. Law-22.3 Validity of balls

(a) A ball shall not count as one of the 6 balls of the over unless it is delivered, even though, as in Law 42.15 (Bowler attempting to run out non-striker before delivery) a batsman may be dismissed or some other incident occurs without the ball having been delivered.

(b) A ball delivered by the bowler shall not count as one of the 6 balls of the over

- (i) If it is called dead, or is to be considered dead, before the striker has had an opportunity to play it. See Law 23.6 (Dead Ball; ball counting as one of over).
- (ii) If it is called dead in the circumstances of Law 23.4(b)(vi) (Umpire calling and signaling Dead ball). Note also the special provisions of Law 23.4(b)(v).
- (iii) If it is a No ball. See Law 24 (No ball).
- (iv) If it is a Wide. See Law 25 (Wide ball)
- (v) When 5 penalty runs are awarded to the batting side under any of Laws 2.6 (Player returning without permission), 41.2 (Fielding the ball), 42.4 (Deliberate attempt to distract striker), or 42.5 (Deliberate distraction or obstruction of batsman).

(c) Any deliveries other than those listed in (a) and (b) above shall be known as valid balls. Only valid balls shall count towards the 6 balls of the over.

4. Law-22.4 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 23.3 (Call of Over or Time).

5. Law 22.5 - Umpire miscounting

Whenever possible the ASSOCIATION match referee shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

6. Law-22.6 Bowler changing ends

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

7 Law-22.7 Finishing an over

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

(b) 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.

8. Law-22.8 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. Another bowler shall complete the over from the same end, provided that he does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in that innings.

23. Law 23 - Dead Ball

1. Law-23.1 Ball is dead

(a) The ball becomes dead when

(i) It is finally settled in the hands of the wicket-keeper or of the bowler.

(ii) A boundary is scored. See Law 19.3 (Scoring a boundary).

(iii) A batsman is dismissed. The ball will be deemed to be dead from the instant of the incident causing the dismissal.

(iv) Whether played or not it becomes trapped between the bat and person of a batsman or between items of his clothing or equipment.

(v) Whether played or not it lodges in the clothing or equipment of a batsman or the clothing of an umpire.

(vi) It lodges in a protective helmet worn by a fielder.

(vii) There is an award of penalty runs under either of Laws 2.6 (Player returning without permission) or 41.2 (Fielding the ball). The ball shall not count as one of the over.

(viii) There is contravention of Law 41.3 (Protective helmets belonging to the fielding side).

(ix) Lost ball is called. See Law 20 (Lost ball).

(x) If bails on the non striker's and are dislodged by the bowler while delivering a ball.

(b) The ball shall be considered to be dead when it is clear to the bowler's end umpire that the fielding side and both batsmen at the wicket have ceased to regard it as in play.

2. Law-23.2 Ball finally settled

Whether the ball is finally settled or not is a matter for the umpire alone to decide.

3. Law-23.3 Call of Over or Time

Neither the call of Over (see Law 22.4), nor the call of Time (see Law 16.2) is to be made until the ball is dead, either under 1 above or under 4 below.

4. Law-23.4 Umpire calling and signaling Dead ball

(a) When the ball has become dead under 1 above, the bowler's end umpire may call and signal Dead ball if it is necessary to inform the players.

(b) Either umpire shall call and signal Dead ball when

(i) He intervenes in a case of unfair play.

(ii) A serious injury to a player or umpire occurs.

(iii) He leaves his normal position for consultation.

(iv) One or both 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, or receiving a delivery. This shall apply whether the source of the distraction is within the game or outside it. Note also (vii) below. The ball shall not count as one of the over.

- (vii) There is an instance of a deliberate attempt to distract under either of Laws 42.4 (Deliberate attempt to distract striker) or 42.5 (Deliberate distraction or obstruction of batsman). 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 before entering his delivery stride. See Law 42.15 (Bowler attempting to run out non-striker before delivery).
- (x) He is required to do so under any of the Laws not included above.

5. Law-23.5 Ball ceases to be dead

The ball ceases to be dead – that is, it comes into play – when the bowler starts his run up or, if he has no run up, his bowling action.

6. Law-23.6 Dead ball; ball counting as one of over

(a) When a ball which has been delivered is called dead or is to be considered dead then, other than as in (b) below,

- (i) It will not count in the over if the striker has not had an opportunity to play it.
- (ii) It will be a valid ball if the striker has had an opportunity to play it, unless No ball or Wide has been called, except in the circumstances of 4(b)(vi) above and Laws 2.6 (Fielder returning without permission), 41.2 (Fielding the ball), 42.4 (Deliberate attempt to distract striker) and 42.5 (Deliberate distraction or obstruction of batsman).

(b) In 4(b)(v) above, 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.

24. Law 24 - No Ball

1. Law 24.1 - Mode of delivery

Law 24.1 (b) shall be replaced by the following:

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be rebowled over arm.

2. Law-24.2 Fair delivery – the arm

For a delivery to be fair in respect of the arm the ball must not be thrown. See 3 below 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 signaling No ball if he considers that the ball has been thrown.

- (a) If, in the opinion of either umpire, the ball has been thrown, he 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
 - (i) Caution the bowler. This caution shall apply throughout the innings.
 - (ii) Inform the captain of the fielding side of the reason for this action.
 - (iii) Inform the batsmen at the wicket of what has occurred.
- (b) If, after such caution, either umpire considers that, in that innings, a further delivery by the same bowler is thrown, the procedure set out in (a) above shall be repeated, indicating to the bowler that this is a final warning. This warning shall also apply throughout the innings.
- (c) If either umpire considers that, in that innings, a further delivery by the same bowler is thrown, he 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
 - (i) Direct the captain of the fielding side to suspend the bowler forthwith. 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.
 - (ii) Inform the batsmen at the wicket and, as soon as practicable, the captain of the batting side of the occurrence.
- (d) The umpires together shall report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and the bowler concerned.

3. Law-24.3 Definition of fair delivery – the arm

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 point until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

4. Law-24.4 Bowler throwing towards striker's end before delivery

If the bowler throws the ball towards the striker's end before entering his delivery stride, either umpire shall call and signal No ball. See Law 42.16 (Batsmen stealing a run). However, the procedure stated in 2 above of caution, informing, final warning, action against the bowler and reporting shall not apply.

5. Law-24.5 Fair delivery – the feet

For a delivery to be fair in respect of the feet, in the delivery stride

- (a) The bowler's back foot must land within and not touching the return crease appertaining to his stated mode of delivery.
- (b) The bowler's front foot must land with some part of the foot, whether grounded or raised
 - (i) On the same side of the imaginary line joining the two middle stumps as the return crease described in (a) above and
 - (ii) Behind the popping crease. If the bowler's end umpire is not satisfied that all of these three conditions have been met, he shall call and signal No ball.

6. Law- 24.6 Ball bouncing more than twice or rolling along the ground

The umpire shall call and signal No ball if a ball which he considers to have been delivered, without having previously touched bat or person of the striker, either (i) bounces more than twice or (ii) rolls along the ground before it reaches the popping crease.

7. Law- 24.7 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, the umpire shall call and signal No ball and immediately call and signal Dead ball.

8. Law- 24.8 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 40.3 - Position of wicket-keeper

Law 41.5 - Limitation of on side fielders

Law 41.6 - Fielders not to encroach on pitch

Law 42.6 - Dangerous and unfair bowling

Law 42.7 - Dangerous and unfair bowling – action by the umpire

Law 42.8 - Deliberate bowling of high full pitched balls

9. Law- 24.9 Revoking a call of No ball

An umpire shall revoke his call of No ball if the ball does not leave the bowler's hand for any reason.

10. Law- 24.10 No ball to over-ride Wide

A call of No ball shall over-ride the call of Wide ball at any time. See Laws 25.1 (Judging a Wide) and 25.3 (Call and signal of Wide ball).

11. Law- 24.11 Ball not dead

The ball does not become dead on the call of No ball.

12. Law- 24.12 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 batsman is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

13. Law- 24.13 Runs resulting from a No ball – how scored

The one run penalty shall be scored as a No ball extra. If other penalty runs have been awarded to either side these shall be scored as stated in Law 42.17 (Penalty runs). Any runs completed by the batsmen 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 No ball extras. Apart from any award of 5 penalty runs, all runs resulting from a No ball, whether as No ball extras or credited to the striker, shall be debited against the bowler.

14. Law- 24.14 No ball not to count

A No ball shall not count as one of the over. See Law 22.3 (Validity of balls).

15. Law- 24.15 Out from a No ball

When No ball has been called, neither batsman shall be out under any of the Laws except 33 (Handled the ball), 34 (Hit the ball twice), 37 (Obstructing the field) or 38 (Run out).

25. Law 25 - Wide Ball

1. Law 25.1 - Judging a Wide

- (a) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in (b) below, in his opinion the ball passes wide of the striker where he is and which also would have passed wide of him standing in a normal guard position.
- (b) The ball will be considered as passing wide of the striker unless it is sufficiently within his reach for him to be able to hit it with his bat by means of a normal cricket stroke.

Law 25 shall apply with the following addition to Law 25.1 (Judging a wide):

- For bowlers attempting to utilize the rough outside a batsman's leg stump, not necessarily as a negative tactic, the strict limited over wide interpretation shall be applied.

- For bowlers whom umpires consider to be bowling down the leg side as a negative tactic, the strict limited over wide interpretation shall be applied.

2. Law- 25.2 Delivery not a Wide

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, as defined in 1(b) above or
 - Brings the ball sufficiently within his reach to be able to hit it by means of a normal cricket stroke.
- If the ball touches the striker's bat or person.

3. Law- 25.3 Call and signal of Wide ball

- If the umpire adjudges a delivery to be a Wide he 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 of delivery, even though it cannot be called Wide until it passes the striker's wicket.
- 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.
- The umpire shall revoke the call of Wide ball if a delivery is called a No ball. See Law 24.10 (No ball to over-ride Wide).

4. Law- 25.4 Ball not dead

The ball does not become dead on the call of Wide ball.

5. Law- 25.5 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 3(b) and (c) above), this penalty shall stand even if a batsman is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

6. Law- 25.6 Runs resulting from a Wide – how scored

All runs completed by the batsmen 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.

7. Law- 25.7 wide not to count

A Wide shall not count as one of the over. See Law 22.3 (Validity of balls).

8. Law- 25.8 Out from a Wide

When Wide ball has been called, neither batsman shall be out under any of the Laws except 33 (Handled the ball), 35 (Hit wicket), 37 (Obstructing the field), 38 (Run out) or 39 (Stumped).

26. Law 26 - Bye and Leg Bye

1. Law- 26.1 Byes

If the ball, delivered by the bowler, not being a No ball or a Wide, passes the striker without touching his bat or person, any runs completed by the batsmen from that delivery, or a boundary allowance, shall be credited as Byes to the batting side.

2. Law- 26.2 Leg byes

- 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 his bat or
 - Tried to avoid being hit by the ball.
- If the umpire is satisfied that either of these conditions has been met runs shall be scored as follows.
 - 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 runs completed by the batsmen or a boundary allowance shall be credited to the striker in the case of subsequent contact with his bat but otherwise to the batting side as in (c) below.
 - If the striker wilfully makes a lawful second strike, Laws 34.3 (Ball lawfully struck more than once) and 34.4 (Runs scored from ball lawfully struck more than once) shall apply.
- The runs in (b) (i) above, unless credited to the striker, shall,
 - If the delivery is not a No ball, be scored as Leg byes.
 - If No ball has been called, be scored together with the penalty for the No ball, as No ball extras.

3. Law- 26.3 Leg byes not to be awarded

If in the circumstance of 2(a) above the umpire considers that neither of the conditions (i) and (ii) therein has been met, then Leg byes shall not be awarded. The batting side shall not be credited with any runs from that delivery apart from the one run penalty for a No ball if applicable. Moreover, no other penalties arising from that delivery shall be awarded to the batting side. The following procedure shall be adopted.

- (a) If no run is attempted but the ball reaches the boundary, the umpire shall call and signal Dead ball, and disallow the boundary.
- (b) If runs are attempted and if
 - (i) Neither batsman is dismissed and the ball does not become dead for any other reason, the umpire shall call and signal Dead ball as soon as one run is completed or the ball reaches the boundary. The run or boundary shall be disallowed. The batsmen shall return to their original ends.
 - (ii) Before one run is completed or the ball reaches the boundary, a batsman is dismissed, or the ball becomes dead for any other reason, all the provisions of the Laws will apply, except that no runs and no penalties shall be credited to the batting side, other than the penalty for a No ball if applicable.

27. Law 27 – Appeals

1. Law- 27.1 Umpire not to give batsman out without an appeal

Neither umpire shall give a batsman out, even though he may be out under the Laws, unless appealed to by a fielder. This shall not debar a batsman who is out under any of the Laws from leaving his wicket without an appeal having been made. Note, however, the provisions of 7 below.

2. Law- 27.2 Batsman dismissed

A batsman is dismissed if either (a) he is given out by an umpire, on appeal or (b) he is out under any of the Laws and leaves his wicket as in 1 above.

3. Law- 27.3 Timing of appeals

For an appeal to be valid, it must be made before the bowler begins his run up or, if he has no run up, his 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 16.2 (Call of Time) and 22.2 (Start of an over).

4. Law- 27.4 Appeal “How’s That?”

An appeal “How’s That?” covers all ways of being out.

5. Law- 27.5 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 jurisdiction. When a batsman has been given Not out, either umpire may answer an appeal, made in accordance with 3 above, if it is on a further matter and is within his jurisdiction.

6. Law- 27.6 Consultation by umpires

Each umpire shall answer appeals on matters within his own jurisdiction. If an umpire is doubtful about any point that the other umpire may have had been in a better position to see, he 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.

7. Law- 27.7 Batsman leaving his wicket under a misapprehension

An umpire shall intervene if satisfied that a batsman, not having been given out, has left his wicket under a misapprehension that he is out. The umpire intervening shall call and signal Dead ball to prevent any further action by the fielding side and shall recall the batsman.

8. Law- 27.8 Withdrawal of an appeal

The captain of the fielding side may withdraw an appeal only if he obtains the consent of the umpire within whose jurisdiction the appeal falls. He must do so before the outgoing batsman has left the field of play. If such consent is given, the umpire concerned shall, if applicable, revoke his decision and recall the batsman.

9. Law- 27.9 Umpire’s decision

An umpire may alter his decision provided that such alteration is made promptly. This apart, an umpire’s decision, once made, is final.

28. Law 28 - The Wicket is Down

1. Law- 28.1 Wicket put down

- (a) The wicket is put down if a bail is completely removed from the top of the stumps, or a stump is struck out of the ground,
 - (i) by the ball, or
 - (ii) by the striker’s bat if he is holding it or by any part of his bat that he is holding, or
 - (iii) Notwithstanding the provisions of Law 6.8(a), by the striker’s bat in falling if he has let go of it, or by any part of his bat becoming detached, or
 - (iv) by the striker’s person or by any part of his clothing or equipment becoming detached from his person, or

(v) by a fielder with his 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. The wicket is also put down if a fielder strikes or pulls a stump out of the ground in the same manner.

(b) 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.

2. Law- 28.2 One bail off

If one bail is off, it shall be sufficient for the purpose of putting the wicket down to remove the remaining bail or to strike or pull any of the three stumps out of the ground, in any of the ways stated in 1 above.

3. Law- 28.3 Remaking wicket

If a wicket is broken or put down while the ball is in play, it shall not be remade by an umpire until the ball is dead. See Law 23 (Dead ball). Any fielder may, however, while the ball is in play,

(i) replace a bail or bails on top of the stumps.

(ii) put back one or more stumps into the ground where the wicket originally stood.

4. Law- 28.4 Dispensing with bails

If the umpires have agreed to dispense with bails in accordance with Law 8.5 (Dispensing with bails), it is for the umpire concerned to decide whether or not the wicket has been put down.

(a) After a decision to play without bails, the wicket has been put down if the umpire concerned is satisfied that the wicket has been struck by the ball, by the striker's bat, person or items of his clothing or equipment as described in 1(a) (ii), (iii) or (iv) above, or by a fielder in the manner described in 1(a)(v) above.

(b) If the wicket has already been broken or put down, (a) above shall apply to any stump or stumps still in the ground. Any fielder may replace a stump or stumps, in accordance with 3 above, in order to have an opportunity of putting the wicket down.

29. Law 29 - Batsman out of His Ground

1. Law- 29.1 When out of his ground

(a) A batsman shall be considered to be out of his ground unless his bat or some part of his person is grounded behind the popping crease at that end.

(b) Notwithstanding (a) above, if a running batsman, having grounded some part of his foot behind the popping crease, continues running further towards the wicket at that end and beyond, then any subsequent total loss of contact with the ground of both his person and his bat during his continuing forward momentum shall not be interpreted as being out of his ground.

2. Law- 29.2 Which is a batsman's ground

(a) If only one batsman is within a ground

(i) It is his ground

(ii) It remains his ground even if he is later joined there by the other batsman.

(b) If both batsmen are in the same ground and one of them subsequently leaves it, (a)(i) above applies.

(c) If there is no batsman in either ground, then each ground belongs to whichever batsman is nearer to it, or, if the batsmen are level, to whichever batsman was nearer to it immediately prior to their drawing level.

(d) If a ground belongs to one batsman then, unless there is a striker who has a runner, the other ground belongs to the other batsman, irrespective of his position.

(e) When a batsman who has a runner is striker, his ground is always at the wicket-keeper's end. However, (a), (b), (c) and (d) above will still apply, but only to the runner and the non-striker, so that that ground will also belong to either the non-striker or the runner, as the case may be.

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.

30. Law 30 – Bowled

1. Law- 30.1 Out Bowled

(a) The striker is out Bowled if his wicket is put down by a ball delivered by the bowler, not being a No ball, even if it first touches his bat or person.

- (b) Notwithstanding (a) above he shall not be out Bowled if before striking the wicket the ball has been in contact with any other player or an umpire. He will, however, be subject to Laws 33 (Handled the ball), 37 (Obstructing the field), 38 (Run out) and 39 (Stumped).

2. Law- 30.2 Bowled to take precedence

The striker is out Bowled if his wicket is put down as in 1 above, even though a decision against him for any other method of dismissal would be justified.

31. Law 31 - Timed Out

1. Law- 31.1 Out Timed out

(a) After the fall of a wicket or the retirement of a batsman, the incoming batsman must, unless Time has been called, be in position to take guard or for his partner to be ready to receive the next ball within 3 minutes of the dismissal or retirement. If this requirement is not met, the incoming batsman will be out, Timed out.

(b) In the event of protracted delay in which no batsman comes to the wicket, the umpires shall adopt the procedure of Law 21.3 (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.

2. Law- 31.2 Bowler does not get credit

The bowler does not get credit for the wicket.
Refer also to clause 42.9 (Law 42.10).

32. Law 32 – Caught

1. Law- 32.1 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 before it touches the ground.

2. Law- 32.2 Caught to take precedence

If the criteria of 1 above are met and the striker is not out Bowled, then he is out Caught, even though a decision against either batsman for another method of dismissal would be justified.

3. Law- 32.3 A fair catch

A catch shall be considered to have been fairly made if

(a) Throughout the act of making the catch

(i) Any fielder in contact with the ball is within the field of play. See 4 below.

(ii) The ball is at no time in contact with any object grounded beyond the boundary. The act of making the catch shall start from the time when the ball in flight comes into contact with some part of a fielder's person other than a protective helmet, and shall end when a fielder obtains complete control both over the ball and over his own movement.

(b) The ball is hugged to the body of the catcher or accidentally lodges in his clothing or, in the case of the wicket-keeper only, in his pads. However, it is not a fair catch if the ball lodges in a protective helmet worn by a fielder. See Law 23 (Dead ball).

(c) The ball does not touch the ground even though the hand holding it does so in effecting the catch.

(d) 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 first being struck.

(e) A fielder catches the ball after it has touched an umpire, another fielder or the other batsman. However, it is not a fair catch if the ball has previously touched a protective helmet worn by a fielder. The ball will then remain in play.

(f) A fielder catches the ball in the air after it has crossed the boundary provided that

(i) He has no part of his person touching or grounded beyond the boundary at any time while he is contact with the ball.

(ii) The ball has not been grounded beyond the boundary. See Law 19.3 (Scoring a boundary). Note also Law 19.4 (Ball beyond the boundary) (g) the ball is caught off an obstruction within the boundary provided the obstruction had not been designated a boundary by the umpires before the toss.

4. Law- 32.4 Fielder within the field of play

(a) A fielder is not within the field of play if he has any part of his person touching, or grounded beyond, the boundary. See Law 19.3 (Scoring a boundary).

(b) 6 runs shall be scored if a fielder

(i) Has any part of his person touching, or grounded beyond, the boundary when he catches the ball.

(ii) Catches the ball and subsequently touches the boundary or grounds some part of his person beyond the boundary while carrying the ball but before completing the catch.

See Laws 19.3 (Scoring a boundary) and 19.5 (Runs allowed for boundaries).

5. Law- 32.5 No runs to be scored

If the striker is dismissed Caught, runs from that delivery completed by the batsmen before the completion of the catch shall not be scored but any runs for penalties awarded to either side shall stand. Law 18.12 (Batsman returning to wicket he has left) shall apply from the instant of the completion of the catch.

33. Law 33 - Handled the Ball

1. Law- 33.1 Out Handled the ball

(a) Either batsman is out Handled the ball if he wilfully touches the ball while in play with a hand or hands not holding the bat unless he does so with the consent of a fielder.

(b) Either batsman is out under this Law if, while the ball is in play, and without the consent of a fielder, he uses his hand or hands not holding the bat to return the ball to any fielder.

2. Law- 33.2 Not out Handled the ball

Notwithstanding 1(a) above, a batsman will not be out under this Law if he handles the ball to avoid injury.

3. Law- 33.3 Runs scored

If either batsman is dismissed Handled the ball, runs completed by the batsmen before the offence shall be scored, together with any runs for penalties awarded to either side. See Laws 18.6 (Runs awarded for penalties) and 18.9 (Runs scored when a batsman is dismissed).

4 Law- 33.4 Bowler does not get credit

The bowler does not get credit for the wicket.

34. Law 34 - Hit the Ball Twice

1. Law- 34.1 Out Hit the ball twice

(a) The striker is out Hit the ball twice if, while the ball is in play, it strikes any part of his person or is struck by his bat and, before the ball has been touched by a fielder, he wilfully strikes it again with his bat or person, other than a hand not holding the bat, except for the sole purpose of guarding his wicket. See 3 below and Laws 33 (Handled the ball) and 37 (Obstructing the field).

(b) For the purpose of this Law 'struck' or 'strike' shall include contact with the person of the striker.

2. Law- 34.2 Not out Hit the ball twice

Notwithstanding 1(a) above, the striker will not be out under this Law if

(i) He 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).

(ii) He wilfully strikes the ball after it has touched a fielder. Note, however the provisions of Law 37.1 (Out Obstructing the field).

3. Law- 34.3 Ball lawfully struck more than once

Solely in order to guard his wicket and before the ball has been touched by a fielder, the striker may lawfully strike the ball a second or subsequent time with his bat, or with any part of his person other than a hand not holding the bat. Notwithstanding this provision, he may not prevent the ball from being caught by striking the ball more than once in defence of his wicket. See Law 37.3 (Obstructing a ball from being caught).

4. Law- 34.4 Runs scored from ball lawfully struck more than once

When the ball is lawfully struck more than once, as permitted in 3 above, only the first strike is to be considered in determining whether runs are to be permitted and if so how they are to be recorded.

(a) If on the first strike, the umpire is satisfied that either

(i) The ball first struck the bat or

(ii) The striker attempted to play the ball with his bat or

(iii) The striker attempted to avoid being hit by the ball, then the batting side shall be credited with any runs for penalties that may be applicable.

(b) Additionally, if the conditions in (a) above are met then, if they result from overthrows and only if they result from overthrows, runs completed by the batsmen or a boundary will be scored. They shall be credited to the striker if the first strike was with the bat. If the first strike was on the person of the striker they shall be recorded as Leg byes or No ball extras as appropriate. See Law 26.2 (Leg byes).

- (c) If the conditions in (a) above are met and there is no overthrow until after the batsmen have started to run but before one run is completed,
- (i) Only subsequent completed runs or a boundary shall be scored. For the purposes of this clause and (iii) below, the first run shall count as a completed run if and only if the batsmen had not already crossed at the instant of the throw.
- (ii) if in these circumstances the ball goes to the boundary from the throw then, notwithstanding the provisions of Law 19.7 (Overthrow or wilful act of fielder), only the boundary allowance shall be scored. (iii) if the ball goes to the boundary as the result of a further overthrow, then runs completed by the batsman after the first throw but before this final throw shall be added to the boundary allowance. The run in progress at the first throw will count as a completed run only if the batsmen had not already crossed at that instant. The run in progress at the final throw shall count as a completed run only if the batsmen had already crossed at that instant. Law 18.12 (Batsman returning to wicket he has left) shall apply as from the instant of the final throw.
- (d) If, in the opinion of the umpire, none of the conditions in (a) above are met then, whether there is an overthrow or not, the batting side shall not be credited with any runs from that delivery apart from the penalty for a No ball if applicable. Moreover, no other runs for penalties shall be awarded to the batting side.

5. Law- 34.5 Ball lawfully struck more than once – action by the umpire

If no runs are to be permitted, either in the circumstances of 4(d) above, or because there has been no overthrow, and

- (a) If no run is attempted but the ball reaches the boundary, the umpire shall call and signal Dead ball and disallow the boundary.
- (b) If the batsmen run and
- (i) Neither batsman is dismissed and the ball does not become dead for any other reason, the umpire shall call and signal Dead ball as soon as one run is completed or the ball reaches the boundary. The run or boundary shall be disallowed. The batsmen shall return to their original ends. or
- (ii) A batsman is dismissed, or if for any other reason the ball becomes dead before one run is completed or the ball reaches the boundary, all the provisions of the Laws will apply except that the award of penalties to the batting side shall be as laid down in 4(a) or 4(d) above, as appropriate.

6. Law- 34.6 Bowler does not get credit

The bowler does not get credit for the wicket.

35. Law 35 - Hit Wicket

1. Law- 35.1 Out Hit wicket

- (a) The striker is out Hit wicket if, after the bowler has entered his delivery stride and while the ball is in play, his wicket is put down either by the striker's bat or by his person as described in Law 28.1(a)(ii) and (iii) (Wicket put down). either (i) in the course of any action taken by him in preparing to receive or in receiving a delivery, or (ii) in setting off for his first run immediately after playing or playing at the ball, or (iii) if he makes no attempt to play the ball, in setting off for his first run, providing that in the opinion of the umpire this is immediately after he has had the opportunity of playing the ball, or (iv) in lawfully making a second or further stroke for the purpose of guarding his wicket within the provisions of Law 34.3 (Ball lawfully struck more than once). (b) If the striker puts his wicket down in any of the ways described in Law 28.1(a)(ii) and (iii) (Wicket put down) before the bowler has entered his delivery stride, either umpire shall call and signal Dead ball.

2. Law- 35.2 Not out Hit wicket

Notwithstanding 1 above, the striker is not out under this Law should his wicket be put down in any of the ways referred to in 1 above if (a) it occurs after he has completed any action in receiving the delivery, other than in 1(a)(ii), (iii) and (iv) above. (b) it occurs when he is in the act of running, other than setting off immediately for his first run. (c) it occurs when he is trying to avoid being run out or stumped. (d) it occurs when he is trying to avoid a throw in at any time. (e) the bowler after entering his delivery stride does not deliver the ball. In this case either umpire shall immediately call and signal Dead ball. See Law 23.3 (Umpire calling and signalling Dead ball). (f) the delivery is a No ball.

36. Law 36 - Leg Before Wicket

1. Law- 36.1 Out LBW

The striker is out LBW in the circumstances set out below. (a) The bowler delivers a ball, not being a No ball and (b) the ball, if it is not intercepted full pitch, 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 his bat, the striker intercepts the ball, either full pitch or after pitching, with any part of his person and (d) the point of impact, even if above the level of the bails, either (i) is between wicket and wicket or (ii) if the striker has made no genuine attempt to play the ball with his bat, is either between wicket and wicket or outside the line of the off stump. and (e) but for the interception, the ball would have hit the wicket.

2. Law- 36.2 Interception of the ball

- (a) In assessing points (c), (d) and (e) in 1 above, only the first interception is to be considered. (b) In assessing point (e) in 1 above, 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.

3. Law- 36.3 Off side of wicket

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. See Appendix D.

37. Law 37 - Obstructing the Field

1. Law- 37.1 Out obstructing the field

Either batsman is out Obstructing the field if he wilfully obstructs or distracts the fielding side by word or action. Furthermore, it shall be regarded as obstruction if while the ball is in play either batsman wilfully, and without the consent of a fielder, strikes the ball with his bat or person, other than a hand not holding the bat, after the ball has been touched by a fielder. This shall apply whether or not there is any disadvantage to the fielding side. See 4 below.

2. Law- 37.2 Accidental obstruction.

It is for either umpire to decide whether any obstruction or distraction is wilful or not. He shall consult the other umpire if he has any doubt.

3. Law- 37.3 Obstructing a ball from being caught

The striker is out should wilful obstruction or distraction by either batsman prevent a catch being made. This shall apply even though the striker causes the obstruction in lawfully guarding his wicket under the provisions of Law 34.3 (Ball lawfully struck more than once).

4. Law- 37.4 Returning the ball to a fielder

Either batsman is out Obstructing the field if, without the consent of a fielder and while the ball is in play, he uses his bat or person, other than a hand not holding the bat, to return the ball to any fielder.

5. Law- 37.5 Runs scored

If either batsman is dismissed Obstructing the field, runs completed by the batsmen before the offence shall be scored, together with any runs for penalties awarded to either side. See Laws 18.6 (Runs awarded for penalties) and 18.9 (Runs scored when a batsman is dismissed). If, however the obstruction prevents a catch from being made, runs completed by the batsmen before the offence shall not be scored, but any runs for penalties awarded to either side shall stand.

6. Law- 37.6 Bowler does not get credit

The bowler does not get credit for the wicket.

Clause 37 add

For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

If the change of direction involves the batsman crossing the pitch, Law 42.14 shall also apply.

38. Law 38 - Run Out

1. Law- 38.1 Out Run out

- (a) Either batsman is out Run out, except as in 2 below, if, at any time while the ball is in play, (i) he is out of his ground and (ii) his wicket is fairly put down by the action of a fielder. (b) (a) above shall apply even though No ball has been called and whether or not a run is being attempted, except in the circumstances of 2(e) below.

2. Law- 38.2 Batsman not Run out

Notwithstanding 1 above, a batsman is not out Run out if (a) he has been within his ground and has subsequently left it to avoid injury, when the wicket is put down. Note also the provisions of Law 29.1(b) (When out of his ground) (b) the ball has not subsequently been touched by a fielder, after the bowler has entered his delivery stride, before the wicket is put down. (c) the ball, having been played by the striker, or having come off his person, directly strikes a protective helmet worn by a fielder and without further contact with him or any other fielder rebounds directly on to the wicket. However, the ball remains in play and either batsman may be Run out in the circumstances of 1 above if a wicket is subsequently put down. (d) he is out Stumped. See Law 39.1(b) (Out Stumped). (e) No ball has been called and (i) he is out of his ground not attempting a run and (ii) the wicket is fairly put down by the wicket-keeper without the intervention of another fielder.

3. Law- 38.3 Which batsman is out

The batsman out in the circumstances of 1 above is the one whose ground is at the end where the wicket is put down. See Laws 2.8 (Transgression of the Laws by a batsman who has a runner) and 29.2 (Which is a batsman's ground).

4. Law- 38.4 Runs scored.

If either batsman is dismissed run out, the run in progress when the wicket is put down shall not be scored, but runs completed by the batsmen shall stand, together with any runs for penalties awarded to either side. See Laws 18.6 (Runs awarded for penalties) and 18.9 (Runs scored when a batsman is dismissed). If, however, a striker who has a runner is himself dismissed Run out, runs completed by the runner and the other batsman before the wicket is put down shall not be scored, but any runs for penalties awarded to either side shall stand. See Law 2.8 (Transgression of the Laws by a batsman who has a runner).

5. Law- 38.5 Bowler does not get credit

The bowler does not get credit for the wicket.

39. Law 39 – Stumped

1. Law- 39.1 Out Stumped

(a) The striker is out Stumped, except as in 3 below, if (i) a ball which is not a No ball is delivered and (ii) he is out of his ground, other than as in 3(a) below and (iii) he has not attempted a run when (iv) his wicket is fairly put down by the wicket-keeper without the intervention of another fielder. Note, however Laws 2.8(c) (Transgression of the Laws by a batsman who has a runner) and 40.3 (Position of wicket-keeper). (b) The striker is out Stumped if all the conditions of (a) above are satisfied, even though a decision of Run out would be justified.

2. Law- 39.2 Ball rebounding from wicket-keeper's person

(a) If the wicket is put down by the ball, it shall be regarded as having been put down by the wicket-keeper if the ball (i) rebounds on to the stumps from any part of the wicket-keeper's person or equipment other than a protective helmet or (ii) has been kicked or thrown on to the stumps by the wicket-keeper. (b) If the ball touches a protective helmet worn by the wicket-keeper, the ball is still in play but the striker shall not be out Stumped. He will, however, be liable to be Run out in these circumstances if there is subsequent contact between the ball and any fielder. Note, however, 3 below.

3. Law- 39.3 Not out Stumped

(a) Notwithstanding 1 above, the striker will not be out Stumped if he has left his ground to avoid injury, when his wicket is put down. (b) If the striker is not out Stumped he may, except in the circumstances of Law 38.2(e), be out Run out if the conditions of Law 38 (Run out) apply.

40. Law 40 - The Wicket-Keeper

1. Law- 40.1 Protective equipment

The wicket-keeper is the only fielder permitted to wear gloves and external leg guards. If he does so these are to be regarded as part of his person for the purposes of Law 41.2 (Fielding the ball). If by his actions and positioning it is apparent to the umpires that he will not be able to discharge his duties as a wicket-keeper, he shall forfeit this right and also the right to be recognised as a wicket-keeper for the purposes of Laws 32.3 (A fair catch), 39 (Stumped), 41.1 (Protective equipment), 41.5 (Limitation of on-side fielders) and 41.6 (Fielders not to encroach on pitch).

2. Law- 40.2 Gloves

If, as permitted under 1 above, 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. If used, the webbing shall be (a) a single piece of non-stretch material which, although it may have facing material attached, shall have no reinforcements or tucks. (b) such that the top edge of the webbing (i) does not protrude beyond the straight line joining the top of the index finger to the top of the thumb. (ii) is taut when a hand wearing the glove has the thumb fully extended. See Appendix C.

3. Law- 40.3 Position of wicket-keeper

The wicket-keeper shall remain wholly behind the wicket at the striker's end from the moment the ball comes into play until (a) a ball delivered by the bowler either (i) touches the bat or person of the striker or (ii) passes the wicket at the striker's end or (b) the striker attempts a run. In the event of the wicket-keeper contravening this Law, the striker's end umpire shall call and signal No ball as soon as possible after the delivery of the ball.

4. Law- 40.4 Movement by wicket-keeper

It is unfair if the wicket-keeper standing back makes a significant movement towards the wicket after the ball comes into play and before it reaches the striker. In the event of such unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball. It will not be considered a significant movement if the wicket-keeper moves a few paces forward for a slower delivery.

5. Law- 40.5 Restriction on actions of wicket-keeper

If, in the opinion of either umpire, the wicket-keeper interferes with the striker's right to play the ball and to guard his wicket, Law 23.4(b)(vi) (Umpire calling and signalling Dead ball) shall apply. If, however, either umpire considers that the interference by the wicket-keeper was wilful, then Law 42.4 (Deliberate attempt to distract striker) shall also apply.

6. Law- 40.6 Interference with wicket-keeper by striker

If, in playing at the ball or in the legitimate defence of his wicket, the striker interferes with the wicket-keeper, he shall not be out except as provided for in Law 37.3 (Obstructing a ball from being caught).

41. Law 41 - The Fielder

Law 41 shall apply subject to the following:

1. Law 41.1 - Protective equipment

No fielder other than the wicket-keeper 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.

In addition to Law 41.1:

- The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

2. Law- 41.2 Fielding the ball

A fielder may field the ball with any part of his person, but if, while the ball is in play, he willfully fields it otherwise, (a) The ball shall immediately become dead. and (b) the umpire shall (i) Award 5 penalty runs to the batting side. (ii) The penalty for a No ball or a Wide shall stand. Additionally, runs completed by the batsmen shall be credited to the batting side, together with the run in progress if the batsmen had already crossed at the instant of the offence. (iii) Inform the other umpire and the captain of the fielding side of the reason for this action. (iv) Inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred. (c) The ball shall not count as one of the over. (d) The umpires together shall report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and the player or players concerned.

3. Law- 41.3 Protective helmets belonging to the fielding side

Protective helmets, when not in use by fielders, should, if above the surface, be placed only on the ground behind the wicket-keeper and in line with both sets of stumps. If a protective helmet belonging to the fielding side is on the ground within the field of play, and the ball while in play strikes it, the ball shall become dead, and 5 penalty runs shall then be awarded to the batting side, in addition to the penalty for a No ball or a Wide, if applicable. Additionally runs completed by the batsmen before the ball strikes the protective helmet shall be scored, together with the run in progress if the batsmen had already crossed at the instant of the ball striking the protective helmet. See Law 18.10 (Runs scored when the ball becomes dead other than at the fall of a wicket)

4. Law- 41.4 Penalty runs not to be awarded

Notwithstanding 2 and 3 above, if from the delivery by the bowler, the ball first struck the person of the striker and, if in the opinion of the umpire, the striker neither (i) attempted to play the ball with his bat nor (ii) tried to avoid being hit by the ball, then no award of 5 penalty runs shall be made and no other runs or penalties shall be credited to the batting side except the penalty for a No ball, if applicable. If runs are attempted, the umpire should follow the procedure laid down in Law 26.3 (Leg byes not to be awarded).

5. Law- 41.5 Limitation of on side fielders

the instant of the bowler's delivery there shall not be more than two At fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his 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

6. Law- 41.6 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 person grounded on or extended over the pitch. In the event of infringement of this Law by any fielder other than the wicket-keeper, the bowler's end umpire shall call and signal No ball as soon as possible after delivery of the ball. Note, however, Law 40.3 (Position of wicket-keeper).

7. Law- 41.7 Movement by fielders

Any significant movement by any fielder after the ball comes into play, and before the ball reaches the striker, is unfair. In the event of such unfair movement, either umpire shall call and signal Dead ball. Note also the provisions of Law 42.4 (Deliberate attempt to distract striker).

8. Law- 41.8 Definition of significant movement

- (a) For close fielders anything other than minor adjustments to stance or position in relation to the striker is significant.
- (b) In the outfield, fielders are permitted to move towards the striker or the striker's wicket, provided that 5 above is not contravened. Anything other than slight movement off line or away from the striker is to be considered significant.
- (c) For restrictions on movement by the wicket-keeper see Law 40.4 (Movement by wicketkeeper).

42. Law 42 - Fair and Unfair Play

1. Law- 42.1 Fair and unfair play – responsibility of captains

The responsibility lies with the captains for ensuring that play is conducted within the spirit and traditions of the game, as described in The Preamble – The Spirit of Cricket, as well as within the Laws.

2. Law- 42.2 Fair and unfair play – responsibility of umpires

The umpires shall be the sole judges of fair and unfair play. If either umpire considers an action, not covered by the Laws, to be unfair he shall intervene without appeal and, if the ball is in play, call and signal Dead ball and implement the procedure as set out in 18 below. Otherwise umpires shall not interfere with the progress of play without appeal except as required to do so by the Laws.

3. Law 42.3 - The match ball - changing its condition

Law 42.3 shall apply, subject to the following:

Law 42.3 (d) and (e) shall be replaced with the following:

- If the umpires together agree that the deterioration in the condition of the ball is greater than is consistent with the use it has received, they shall consider that there has been a contravention of this Law. They shall:
 - (a) Change the ball forthwith. The batsman 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.
- Additionally the bowler's end umpire shall:
 - (b) Award 5 penalty runs to the batting side.
 - (c) Inform the captain of the fielding side of the reason for the action taken.
 - (d) Inform the captain of the batting side as soon as practicable of what has occurred.
 - (e) Together with the other umpire report the incident to the ASSOCIATION Match Referee who shall take action as is appropriate against the player(s) responsible for the conduct under the ASSOCIATION Code of Conduct. If the ASSOCIATION Match Referee is unable to identify the player(s) responsible for such conduct, the captain shall take responsibility and will be subject to such action as is appropriate under the ASSOCIATION Code of Conduct.

4. Law 42.4 - Deliberate attempt to distract striker

Law 42.4 shall apply subject to the following:

In addition, the umpires shall report the incident to the ASSOCIATION Match Referee under the ASSOCIATION Code of Conduct.

5. Law 42.5 - Deliberate distraction or obstruction of batsman

Law 42.5 shall apply subject to the following:

In addition, the umpires shall report the incident to the ASSOCIATION Match Referee under the ASSOCIATION Code of Conduct.

6. Law 42.6 - Dangerous and Unfair Bowling

Law 42.6 (a) - The Bowling of Fast Short Pitched Balls

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

- A bowler shall be limited to two fast short-pitched deliveries per over.
- A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- The umpire at the bowlers' end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- In addition, for the purpose of this regulation and subject to Clause 42.4.1 (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
- 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.
- In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Clause 42.4.1 (b) above, the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.
- 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, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- If there is a second 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 final warning for the innings.
- Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- The bowler thus taken off shall not be allowed to bowl again in that innings.
- The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- The umpires will then report the matter to the ASSOCIATION Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)
- The above is not a substitute for Clause 42.5 below which umpires are able to apply at any time.

Law 42.6 (b) Bowling of High Full Pitched Balls

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

- a) Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.
- b) In the event of a bowler bowling a high full pitched ball as defined in Clauses 42.4.2(a) the umpire at the bowler's end shall, call and signal no ball. If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- d) The bowler thus taken off shall not be allowed to bowl again in that innings.
- e) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- f) The umpires will then report the matter to the ASSOCIATION Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

7. Law 42.7 - Dangerous and Unfair Bowling - Action by the umpire

Law 42.7 shall be replaced by the following:

- Regardless of any action taken by the umpire as a result of a breach of Clauses 42.4.1, 42.4.2 and 42.6 the following shall apply at any time during the match.
- The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.
- In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:
 - a) In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
 - b) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
 - c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
 - d) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. See Law 22.8 (Bowler Incapacitated or Suspended during an Over)
 - e) The bowler thus taken off shall not be allowed to bowl again in that innings.
 - f) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.
 - g) The umpires will then report the matter to the Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

15. Law 42.8 - Deliberate bowling of High Full Pitched Balls

Law 42.8 shall be replaced by the following:

- If the umpire considers that a high full pitch delivery which is deemed dangerous and unfair as defined in Clause 42.4.2 was deliberately bowled, then the caution and warning process shall be dispensed with. The umpire at the bowlers' end shall:
 1. 42.6.1 Call and signal no ball.
 2. When the ball is dead, direct the captain to take the bowler off forthwith.
 3. Not allow the bowler to bowl again in that innings.
 4. Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

5. Report the occurrence to the other umpire, to the captain of the batting side and the ASSOCIATION Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play Responsibility of the Captains).

Action by the umpires for dangerous and unfair Bowling

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

9. Law 42.9 - Time Wasting by the Fielding Side

Law 42.9 shall apply subject to Law 42.9 (c) being replaced by the following:

If there is any further waste of time in that innings, by any member of the fielding side the umpire shall:

- a) Call and signal dead ball if necessary, and;
- b) Award 5 penalty runs to the batting side (see Law 42.17).
- c) Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.
- d) Report the occurrence to the ASSOCIATION Match Referee who shall take such action as is considered appropriate against the captain and the team concerned under the ASSOCIATION Code of Conduct.

10. Law 42.10 - Batsman Wasting Time

Law 42.10 shall apply, subject to the following:

- If the incoming batsman is not in position to take guard or his partner not ready to receive the next ball within 2 minutes of the fall of the previous wicket, the action should be regarded by the umpires as time wasting and the provisions of Law 42.10 shall apply.
- In addition, the umpires will report the incident to the ASSOCIATION Match Referee under the ASSOCIATION Code of Conduct.

42.11 Law 42.15 – Bowler attempting to run out non-striker before delivery

Law 42.15 shall be replaced by the following:

The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of 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.

Non striker running prematurely

- The practice whereby a non-striker embarks on a run by leaving his ground before the bowler's front foot has landed in the delivery stride shall be considered as unfair play.
- If either on-field umpire considers the non-striker has acted in this way, then once the ball is dead, if any runs have been scored from that delivery under Law 18.1(a) (i.e. other than runs scored from penalties (Law 18.6) or from boundaries (Law 18.7)), they shall:
 - (a) Disallow the first run completed from that delivery
 - (b) Signal short run
 - (c) Instruct the batsmen to change ends for the next delivery
 - (d) Warn the non-striker that the practice is unfair and that any further breaches in that innings may be the subject of a report to the ASSOCIATION Match Referee

Use of Electronic Communications 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.

D. PLAYING CONDITIONS FOR ONE DAY MATCH SENIOR & JUNIOR DOMESTIC TOURNAMENTS 2013-14

Except as varied here under the Laws of Cricket (2000 Code 4th Edition - 2010) shall apply.

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

Law 1 - The Players

Shall apply as per multi day matches

Law 2 - Substitutes and Runners. Batsman or Fielder Leaving the Field, Batsman Retiring, Batsman Commencing Innings

Shall apply as per multi day matches

Law 3 - The Umpires

Shall apply as per multi day matches

Law 4 - The Scorers

Law 4 shall apply

Law 5 - The Ball

Shall apply as per multi day matches

Law 5.4 shall not apply

Law 6 - The Bat

Shall apply as per multi day matches

Law 7 - The Pitch

Shall apply as per multi day matches

Law 8 - The Wickets

Shall apply as per multi day matches

Law 9 - The Bowling, Popping and Return Creases

Shall apply as per multi day matches

1. 9.1 Law 9.3 - The Popping Crease

Law 9.3 shall apply, except that the reference to 'a minimum of 6 ft' shall be replaced by 'a minimum of 15 yards (13.71 metres)'.

2. 9.2 Additional Crease Markings

The following shall apply in addition to Law 9: As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix C shall be marked in white at each end of the pitch.

Law 10 - Preparation and Maintenance of the Playing Area

Shall apply as per multi day matches

Law 11 - Covering the Pitch

Shall apply as per multi day matches

Law 12 - Innings

Law 12 shall apply subject to the following (see also clauses 15 and 16 below):

1. 12.1 Law 12.1 - Number of innings

Law 12.1 shall be replaced by the following: All matches will consist of one innings per side, each innings being limited to a maximum of 50 overs. All matches shall be of one day's scheduled duration.

2. 12.4 Length of Innings

12.4.1 Uninterrupted Matches.

a) Each team shall bat for 50 overs unless all out earlier.

b) 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 20 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.

c) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

d) 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.

e) Penalties shall apply for slow over rates (refer Code of Conduct).

12.4.2 Delayed or Interrupted Matches

a) Delay or Interruption to the Innings of the Team Batting First (see Appendix A)

- (i) 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, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.
- (ii) 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 have to be bowled to the side batting second, subject to the innings not being completed earlier.
- (iii) 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 inning is terminated and the provisions of 12.4.2 b) below take effect.
- (iv) 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 innings 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 time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each team.
- (v) 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.

The interval shall be reduced to enable the second innings to commence at the rescheduled time, subject to there being a minimum interval of 20 minutes (or where the interval has been reduced to a period of less than 20 minutes- such reduced period less than 20 minutes under 15.1 (iii)).

b) Delay or Interruption to the innings of the Team Batting Second (see Appendix B)

- (i) 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, 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.
- (ii) 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.
- (iii) To constitute a match, a minimum of 20 overs have to be bowled to the team batting second subject to the innings not being completed earlier.
- (iv) 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.
- (v) A fixed time will be specified for the close of play by applying a rate of 14.28 overs per hour. 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.
- (vi) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

3. 12.5 Number of Overs per Bowler

No bowler shall bowl more than one-fifth of the total overs in an uninterrupted innings, however one bowler shall be allowed to bowl 12 overs. In such case the quota for any other bowler or bowlers shall be reduced in total of two overs. e.g. If one bowler bowls 12 overs then only 3 bowlers can bowl a maximum of 10 overs in an uninterrupted match.

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.

However in a match of 26 overs or more one bowler shall be permitted to bowl 2 overs more than the highest of maximum overs permitted to any bowler in that innings.

e.g. If a match is reduced to 35 overs then each bowler shall not bowl more than 7 overs. But one bowler shall be allowed to bowl 9 overs, thus only 3 bowlers can bowl maximum of 7 overs.

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. In such case one bowler shall be permitted to bowl 2 overs more than the highest of the overs permitted for any bowler.

e.g. If a match is reduced to 39 overs then the overs allotted would be four bowlers cannot bowl more than 8 overs and one bowler would bowl 7 overs. In this case the highest of the overs allotted is 8 overs hence one bowler shall be allowed to bowl maximum of 10 overs (8 overs plus 2 overs) and only 3 bowlers can bowl a maximum of 8 overs.

In a match of 25 overs or less one bowler shall be permitted to bowl one over more than the maximum overs permitted to any bowler.

e.g. In a match of 23 overs the overs allotted would be 3 bowlers cannot bowl more than 5 overs and 2 not more than 4. In this case the highest of the overs allotted is 5 hence one bowler will be permitted to bowl maximum of 6 overs.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

4. 12.6 Law 12.4 - The toss

Law 12.4 shall be replaced by the following:

The captains shall toss for the choice of innings, on the field of play and in the presence of the Match Referee, who shall supervise the toss. The toss shall take place not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the match to start.

Note, however, the provisions of Law 1.3 (Captain).

Note: Law 12.5 requiring the captain of the side winning the toss to notify the opposing captain as soon as the toss is completed of his decision to bat or to field shall apply.

Law 13 -The Follow-on

Law 13 shall not apply.

Law 14 - Declaration and Forfeiture

Law 14 shall not apply.

Law 15 - Intervals

Law 15 shall apply subject to the following:

1. 15.1 Law 15.5 - Changing agreed times for intervals - Interval between Innings

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. 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. Where the innings of the side batting first is delayed or interrupted, the length of the interval will be reduced as follows:

- (i) 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.
- (ii) 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).
- (iii) If more than 60 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval of 30 minutes prescribed under (ii) above may be reduced further by mutual agreement between the umpires and both captains. In the event of disagreement, the length of the interval shall be determined by the Match Referee. The minimum interval shall be ten minutes.

2. 15.2 Law 15.9 - Intervals for drinks

Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field with out the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire. Drinks interval to count as playing time for the purpose of Law 2.5 (Fielder absent or leaving the field)

Law 15 - Start of Play; Cessation of Play

WINTER

One Day (Men)

First Inning	-	09.00 am	to	12.30 Pm
Lunch	-	12.30 PM	to	01.15 pm
Second Inning	-	01.15 pm	to	04.45 pm

One Day (Women)

First Inning	-	09.00 am	to	12.10 Pm
Lunch	-	12.10 PM	to	12.55 pm
Second Inning	-	12.55 pm	to	04.05 pm

SUMMER

One Day (Men)

First Inning	-	06.00 am	to	09.30 am
Lunch	-	09.30 am	to	10.15 am
Second Inning	-	10.15 am	to	01.45 pm

16.5 Minimum Over Rates

The minimum over rate to be achieved in One day matches will be 14.28 overs per hour. The actual over rate will be calculated at the end of the match by the umpires. If a side is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances), the fielding side shall be deemed to have complied with the required minimum over rate.

Law 17 - Practice on the Field

Shall apply as per multi day matches

Law 18 - Scoring Runs

Shall apply as per multi day matches

Law 19 - Boundaries

Shall apply as per multi day matches

Law 20 - Lost Ball

Shall apply as per multi day matches

Law 21 - The Result

Law 21 shall apply subject to the following:

1. **21.2 Law 21.2 - A win - one innings match**

Law 21.2 shall apply in addition to the following:

21.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

21.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared no result.

2. **21.3 Law 21.3 - Umpire (Match Referee) awarding a match**

Law 21.3 shall be replaced by the following:

(a) A match shall be lost by a side which either

(i) concedes defeat or

(ii) In the opinion of the Match Referee refuses to play and the Match Referee shall award the match to the other side.

(b) 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 match Referee of this fact. The Match Referee shall together with the umpires ascertain the cause of the action. If the Match Referee, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, he shall so inform the captain of that side. If the captain persists in the action the Match Referee shall award the match in accordance with (a) (ii) above.*

(c) If action as in (b) 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 12.4.2 and 15.1 above.

* N.B: 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 Code of Conduct.

3. **21.5 Law 21.5 (a)- A Tie**

Law 21.5 (a) shall apply in addition to the following:

21.4.1 If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

4. **21.7 Prematurely Terminated Matches - Calculation of the Target Score**

21.7.1 Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 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 System. The target set will always be a whole number and one run less will constitute a Tie.

21.7.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the VJD System 'Par Score' determined at the instant of the suspension by the VJD System 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.

5. **21.8 Correctness of result**

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.5, 21.8 and 21.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play. 21.8 Points

Preliminary Matches

In a competition at league level following points system shall apply:

Win, with bonus point	5
Win, without bonus point	4
Tie or No Result	2
Loss, with out conceding bonus point	0
Loss, conceding bonus point	minus 1

In the event of teams finishing on equal points, the right to play in the final match or knock out will be determined as follows:

- The team with the most number of wins
- If still equal, the team with the highest number of bonus points
- If still equal, the team with the highest net run rate
- In the unlikely event that Teams cannot be separated by the above,

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

At knock out stage up to and including the semi finals if result cannot be obtained by VJD System the result will be decided as under:

- a) The team with the highest net run rate throughout the tournament up to the previous match, including the league phase
- b) If above is equal, the team with highest number of victories up to the previous match, including the league phase
- c) If above is equal, the team with highest number of points in league phase
- d) If above is equal, win for a team against each other
- e) If result cannot be achieved by applying (a) to (d) above the winner shall be decided by toss of coin, in presence of Match Referee or the umpires if Match Referee is not present.

21.7.2 Final Match

If no result is achieved in a final the match shall be declared drawn and both teams will be declared as joint winners.

21.7.3 Result in a knock out match where there is no stage of league matches

If a match cannot be decided by VJD System the result will be decided as under:

- a) Up to and including the semi final the winner will be decided by spin of a coin in the presence of the Match Referee or in the absence of the Match Referee in the presence of the umpires.
- b) In the finals both teams will be declared as joint winners 21.7.4 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.

21.7.5 Bonus Points

The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. Refer Appendix 2.

Law 22 - The Over

Law 22 shall apply subject to the addition of the following to Law 22.5:

1. 22.1 Law 22.5 - Umpire miscounting

Whenever applicable the Match Referee shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

Law 23 - Dead Ball

Shall apply as per multi day matches

Law 24 - No Ball

Law 24 shall apply subject to the following:

1. 24.1 Law 24.1 (b) Mode of delivery

Law 24.1 (b) shall be replaced by the following:

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

2. 24.2 Free Hit after a foot-fault no ball

In addition to the above, the delivery following a no ball called for a foot fault (Law24.5) shall be free hit for which ever batsman is facing it. If the delivery for a 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 which ever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for free hit was called a wide ball.

Field changes are not permitted for free hit deliveries unless there is a change of striker (the provision of clause 41.2 shall apply).

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.

Law 25 - Wide Ball

1. 25.1 Law 25.1 - Judging a Wide

Law 25 shall apply with the following addition to Law 25.1:

Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.

A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls.

Law 26 - Bye and Leg Bye

Shall apply as per multi day matches

Law 27 - Appeals

Shall apply as per multi day matches

Law 28 - The Wicket is Down

Shall apply as per multi day matches

Law 29 - Batsman out of His Ground

Shall apply as per multi day matches

Law 30 - Bowled

Shall apply as per multi day matches

Law 31 -Timed Out

Shall apply as per multi day matches

Law 32 - Caught

Shall apply as per multi day matches

Law 33 - Handled the Ball

Shall apply as per multi day matches

Law 34 - Hit the Ball Twice

Shall apply as per multi day matches

Law 35 - Hit Wicket

Shall apply as per multi day matches

Law 36 - Leg Before Wicket

Shall apply as per multi day matches

Law 37 - Obstructing the Field

Shall apply as per multi day matches

Law 38 - Run Out

Shall apply as per multi day matches

Law 39 - Stumped

Shall apply as per multi day matches

Law 40 -The Wicket-Keeper

Shall apply as per multi day matches

Law 41 -The Fielder

Law 41 shall apply subject to the following:

1. 41.1 Law 41.1- Protective equipment

The following shall apply in addition to Law 41.1:

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

2. 41.2 Restrictions on the placement of fieldsmen

41.2.1 41.2.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

41.2.2 41.2.2 In addition to the restriction contained in clause 41.2.1 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 (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

41.2.3 41.2.3 The following fielding restrictions shall apply:

a) 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 attached Appendix 1).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 (18cm) in diameter. During the first block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery. During the second block of Powerplay block three fieldsmen shall be permitted outside the field restriction area at the instance of delivery.

b) Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards (13.72 metres). The fielding restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated (refer attached Appendix 1). During the initial block of Powerplay Overs (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen within this applicable fielding restriction area measured from the striker's end at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 metres) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.

41.2.4 During the non Powerplay Overs, no more than 4 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.3 a) above.

41.2.5 Subject to the provisions of 41.2.6 below, the Powerplay Overs shall apply for 15 overs per innings to be taken as follows:

- a) The first block of Powerplay (block of 10 Overs for an uninterrupted match) shall be at the commencement of the innings.
- b) The second block of powerplay overs (blocks of 5 overs for an uninterrupted match), shall be taken at the discretion of either of the batsmen at the wicket. 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.)
- c) A batsman must nominate his 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.
- d) Once a side has nominated a Powerplay, the decision cannot be reversed
- e) Should the batting team choose not to exercise this discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (eg. in an uninterrupted innings, one unclaimed Powerplay will begin at the start of the 36th overs).

41.2.6 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	First Powerplay	Second Powerplay	Powerplay Total
20 - 21	4	2	6
22 - 24	5	2	7
25 - 28	5	3	8
29 - 31	6	3	9
32 - 34	7	3	10
35 - 38	7	4	11
39 - 41	8	4	12
42 - 44	9	4	13
45 - 48	9	5	14
49	10	5	15

41.2.7 Each block of Powerplay Overs must commence at the start of an over.

41.2.8 If play is interrupted during the Powerplay overs ,then on resumption, it is necessary to determine how any remaining Powerplay overs should be allocated. The total number of Powerplay overs for the innings is derived from the table in 41.2.6. Any Powerplay overs already taken prior to the interruption will be deemed to have been in sequence: the initial allocation, the fielding side's allocation then the batting side's allocation. The decision of the batting side, and if applicable of the fielding side, of when to take any remaining Powerplay overs, is made in the usual way.

Illustrations of 41.2.8:

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.

41.2.9 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.

Illustrations of 41.2.9

A 50 over innings is interrupted after 9.3 overs, and on resumption 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 covers overs 10 to 13. The fielding restrictions relating to the second powerplay take immediate effect on resumption.

41.2.10 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 deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

Illustrations of 41.2.10

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.

41.2.11 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.

Illustration of 41.2.11: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. Powerplays automatically resume for the start of the next over, but only 11 of the 12 scheduled Powerplay overs can be bowled in the innings.

41.2.12 At the commencement of the second block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

41.2.13 The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.

41.2.14A light or other indicator shall be displayed on the scoreboard whenever the Powerplay Overs are being bowled, along with the number of overs remaining in the current block of Powerplay Overs.

41.2.15 The public address system shall be used to keep the spectators informed.

41.2.16 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

Law 42 - Fair and Unfair Play

Shall apply as per multi day matches

APPENDIX A

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

Time

Net playing time available at start of the match 420 minutes (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) _____ (H)

Max overs per team [H/2] (rounded up if not a whole number) _____ (I)

Max overs per bowler [I / 5] _____

Duration of Powerplay Overs (Refer to 41.2.6) _____ + _____ + _____

Rescheduled Playing Hours

First session to commence or recommence _____ (J)

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

Rescheduled cessation time (round up fraction) [J + (K - B)] _____

Length of interval _____

Second session commencement time _____ (L)

Rescheduled cessation time = (L + K) _____

APPENDIX B

Calculation Sheet for Use When Delays or interruptions Occur in Second Innings of One Day Match

Time

Original cessation time of innings _____ (A)

Time at start of interruption _____ (B)

Restart time _____ (C)

Length of Interruption [C - B] _____ (D)

Extra time available _____ (E)

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

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

Overs

Maximum overs at start of Innings _____ (H)

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

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

Overs per bowler and Fielding Restrictions

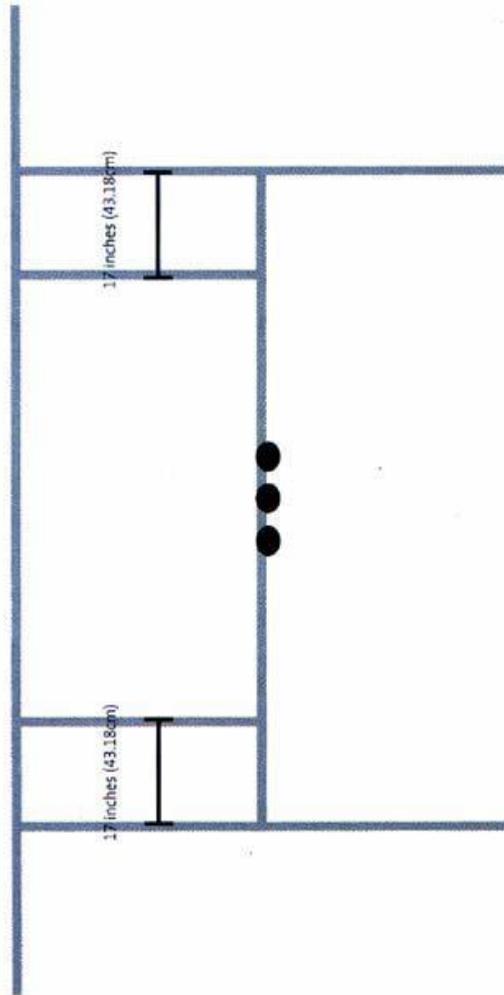
Max. overs per bowler [J / 5] _____ overs

Duration of Power play overs (initial, fielding team, batting team)

First innings _____ + _____ + _____

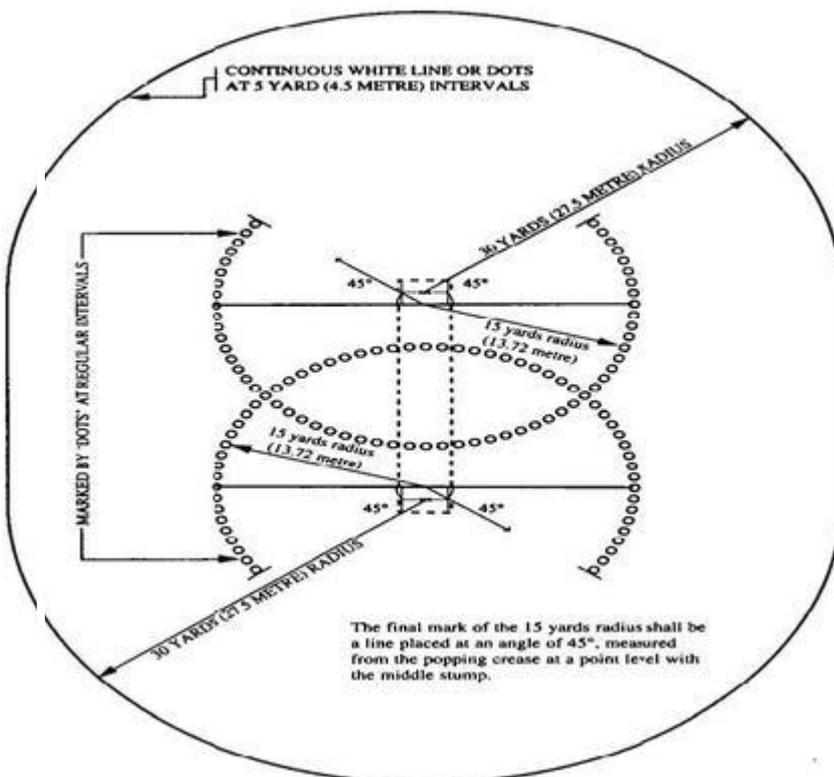
Second innings _____ + _____ + _____

**APPENDIX C
CREASE**



MARKINGS

**APPENDIX 1
Restriction of the placement of fieldsmen**



**Appendix-2
Bonus Point System**

1 bonus point for any team that achieves victory with a run rate 1.25 times that of the opposition.

A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs/balls faced. Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face.

Where matches are shortened and targets revised through the Duckworth/Lewis system, bonus run rates and bonus defensive targets are derived as a function of the revised target score (less one run) and maximum overs.

Whenever a target, or revised target, is set, the exact number of overs/balls within which the side batting second must achieve this target in order to gain the bonus point should be announced. Once these overs/balls have been bowled, if the target has not then been achieved the bonus point can not be gained by any subsequent event, eg a multiple scoring shot, or extras.

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

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

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

E. SCHEDULE OF EXPENSES (MEN & WOMEN)

FOLLOWING EXPENSES INCURRED BY STAGING DISTRICT ASSOCIATION WILL BE REIMBURSED BY THE STATE ASSOCIATION

(a) The Staging District Association will be paid @ ` 5000/- per match day to meet expenses for organizing a match and they shall bear following costs :

1. Breakfast, Lunch and Tea (with biscuits for match officials)
2. Mineral water for both teams and match officials (need not be in bottle). During drink intervals glucose, salt, lime, etc.
3. Ground maintenance charges.
4. Tentage etc.

(b) **Ground Charges:**

The ground hiring charges will be reimbursed by the Association on submitting of originals receipt.

(c) **Transportation Charges:**

The transportation charges @ Rs. 60/- per player per match day will be paid. If the transportation is provided by the organizing district RCA will pay Rs. 60/- per player per match day. Local player not allowed

(d) **Payments of TA/DA to the Senior players (Men & Women) /members of team**
Players / Team (Outstation)

Fare	-	Express / Deluxe Bus (To and Fro)
DA	-	` 350/- per day per player one day before
Laundry Allowance	-	` 30/- per day only match days
IC	-	` 200/- per tour
Lunch & Breakfast Allowance-	-	` 150/- per day per player only match days *
Accommodation	-	` 400/- per day per player (not more than two in a room) inclusive of all taxes. (` 450/- per player in Udaipur, Jaipur, Jodhpur, Bikaner, Ajmer, Bhilwara, Kota) inclusive of all taxes The admissible accommodation charges will be paid directly to the service provider by the RCA on submitting of originals bills/ receipt in the name of RCA.

Player / Team (Local)

DA	-	` 350/- per day per player only match days
Lunch & Breakfast Allowance-	-	` 150/- per day per player only match days *
Accommodation	-	Local team will be entitled for 3 rooms accommodation as above rules.

Note -TA/DA for 15 players plus one coach or one manager will be payable.

Coaches /Managers	-	` 750/- per day
Other facilities i.e. fooding, fare transportation and IC equivalent to the players.		

(e) **Payments of TA/DA to the Junior players (Men & Women) /members of team**

Players / Team (Outstation)

Fare	-	Express / Deluxe Bus (To and Fro)
DA	-	` 350/- per day per player one day before
Laundry Allowance	-	` 30/- per day only match days
IC	-	` 200/- per tour
Lunch & Breakfast Allowance-	-	` 150/- per day per player only match days *
Accommodation	-	` 400/- per day per player (not more than two in a room) inclusive of all taxes (` 450/- per player in Udaipur, Jaipur, Jodhpur, Bikaner, Ajmer, Bhilwara, Kota) inclusive of all taxes The admissible accommodation charges will be paid directly to the service provider by the Association on submitting of originals bills/ receipt in the name of RCA.

Player / Team (Local)

DA	-	` 350/- per day per player only match days
Lunch & Breakfast Allowance-	-	` 150/- per day per player only match days *
Accommodation	-	Local team will be entitled for 3 rooms accommodation as above rules.

Note - TA/DA for 15 players plus one coach or one manager will be payable.

Other Coaches /Managers	-	` 750/- per day
Other facilities i.e. fooding, fare and IC same to the players.		

(f) **Payments of TA/DA to the Umpire & Scorer**

Umpires and Scorers (Outstation)

Fare	-	Equivalent to 3 rd AC (To and Fro)
DA	-	\. 1400/- per match day (\. 600/- one day before and rest day)
IC	-	\. 200/- per tour
Accommodation	-	\. 500/- per day (One day before) Inclusive of all taxes.

Umpires and Scorers (Local)

DA	-	\. 1400/- per match day
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LED Scorers (Outstation)

Fare	-	Equivalent to 3 rd AC (To and Fro)
DA	-	\. 2700/- per match day (\. 600/- one day before and rest day)
IC	-	\. 200/- per tour
Accommodation	-	\. 500/- per day (One day before) Inclusive of all taxes.

LED Scorers (Local)

DA	-	\. 2700/- per match day
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**(g) Payments of TA/DA to the Selector
Selectors (Outstation)**

Fare	-	Own Car @ \. 6/- per km or 2 nd AC (to & fro)
DA	-	\. 2000/- per event day and rest day Not One Day before
IC	-	\. 200/- per tour
Accommodation	-	\. 1050/- for Udaipur & Jaipur \. 900/- for Jodhpur, Bikaner & Kota \. 800/- for others district

Selectors (Local)

DA	-	\. 2000/- per event day
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(h) Payments of TA/DA to the Match Referee**Match Referee (Outstation)**

Fare	-	2 nd AC (to and fro)
DA	-	\. 1800/- per day including rest day (One day before)
IC	-	\. 200/- per tour
Accommodation	-	\. 1050/- for Udaipur & Jaipur \. 900/- for Jodhpur, Bikaner & Kota \. 800/- for others district (One day before at all venues)

Match Referee (Local)

DA	-	\. 1800/- per day (One day before) but not rest day.
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* (At-least Chapaties, Dal, 1 Vegetable, Rice, Curd, Salad and two piece of banana must be served in the lunch).

1. **Appointment during National Championship Matches (BCCI Tournament)**
Local Coordinator, Liaison Officer and Local Manager will be pay Rs. 1000/- per day.

2. **Payments during Umpire/Scorer seminars organized by RCA**

Faculty Members

Faculty Fee	-	\. 5000/- per event day
Fare	-	2 nd AC / Air tickets (to and fro)
DA	-	\. 750/- per day (One day before)
Accommodation	-	will be provided by RCA

Participate Member

Fare	-	Express / Deluxe Bus (to and fro)
DA	-	\. 200/- per day (One day before)
IC	-	\. 200/- per tour
Accommodation	-	will be provided by RCA

3. **Payments during Match Referee seminars organized by RCA**

Faculty Members

Faculty Fee	-	\. 5000/- per event day
Fare	-	2 nd AC / Air tickets (to and fro)
DA	-	\. 750/- per day (One day before)
Accommodation	-	will be provided by RCA

Participate Member

Fare	-	3 rd AC / (to and fro)
DA	-	\. 500/- per day (One day before)
IC	-	\. 200/- per tour
Accommodation	-	will be provided by RCA

F. THE INTERESTED DISTRICT MUST HAVE THE FOLLOWING ESSENTIAL FACILITIES FOR STAGING A NATIONAL CHAMPIONSHIP MATCH –

1. A cricket ground with minimum 65 yards boundary on all sides and the outfield with grass covering.
2. The Ground must have a turf pitch square of minimum three pitches.
3. The Ground should be equipped with permanent sight screens at both sides.
4. The Ground should have dressing rooms for both the teams and suitable room for the match officials with attached washrooms.
5. Proper covered dining space for teams and match officials.
6. Minimum of two rollers (One half ton and one 1 ton)
7. A manual grass cutting machine (Zero size) for cutting the grass of the pitch.
8. One mechanical grass cutting machine for outfield.
9. One pitch cover large enough to cover the playing pitch, adjacent pitches and bowling runner at both ends.
10. One manual score board.
11. 4 stand towers (Size 15 Feet height) and 2 stand tower (Size 25 feet height) for senior and 2 stand towers (Size 15 Feet height) 2 stand tower (Size 25 feet height) for junior national matches for video analyst programme with uninterrupted electricity supply.
12. Practice pitches out side the playing areas with proper nets.
13. Decent hotel accommodation for both home and away teams and match officials.