



*International  
Cricket Council*

**ICC Match Officials'  
Cricket World Cup Super League  
Playing Conditions Almanac**

**INCORPORATING AUTO NO BALL TECHNOLOGY (ANB)**

**2020/21**

**Effective 30 July 2020**

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# ICC Men's One Day International Playing Conditions

(incorporating the 2017 Code of the MCC Laws of Cricket)

## **Preamble - The Spirit of Cricket**

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws (which are incorporated within these Playing Conditions), but also within the Spirit of Cricket.

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

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct, and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes, and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

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

# 1 THE PLAYERS

## 1.1 Number of players

A match is played between two sides, each of eleven players, one of whom shall be captain.

## 1.2 Nomination and replacement of players

1.2.1 Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the ICC Match Referee before the toss. Other than set out in clause 1.2.7, no player (member of the playing eleven) may be changed after the nomination **without the consent of the opposing captain.**

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

1.2.3 All those nominated including those nominated as substitute fielders, as well as any Concussion Replacements, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so eligible.

1.2.4 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable ICC Regulations pertaining to international cricket and in particular, the Clothing and Equipment Regulations, the Code of Conduct for Players and Player Support Personnel (hereafter referred to as the ICC Code of Conduct), the Anti-Discrimination Code for Players and Player Support Personnel, the Anti-Doping Code and the Anti-Corruption Code.

1.2.5 A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:

1.2.5.1 Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or

Playing Condition (P/C) Clause 1.2.1 The ICC Match Referee is to ensure that both teams are nominated in writing and received by him prior to the toss (2 copies of the team sheet). **Note 11 players plus a maximum of 4 substitutes.**

Playing Condition (P/C) Clause 1.2.1 When a nominated player in the starting XI has injured himself in the warm up after the toss **and before the commencement of the match**, the opposition Captain needs to consent to a replacement player. While this consent has often been given, it cannot be given on condition of the replacement player being a similar player or a particular person being rejected by the opposition Captain as a replacement. **After the match begins no replacements will be permitted unless under clause 1.2.7**

**Note: Do not confuse this with a concussion replacement, which is a completely different case**

PC 1.2.2 Only nominated substitutes may act as substitute fielders during the match unless allowed by Match Referee in exceptional circumstances.

Playing Condition (P/C) Clause 1.2.5 This is not new. This information has been taken from the Code of Conduct regulations and inserted into the PCs to promote greater awareness and knowledge.

PC 1.2.5 Note: - a player or support staff who has been suspended from a match shall not be allowed on the day of the match and for the remainder of the match, **after the toss**, to act as substitute or enter the field of play. This includes the area between the boundary and perimeter boards. This applies to any scheduled or unscheduled breaks in play. (Note the period between end of play on one day and commencement of play on the next ( in the case of Reserve days) is considered an interval in the laws.).

1.2.5.2 Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

1.2.6 A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter be permitted to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the match is not within the playing area described in clause 1.2.5.2 above (for example, the player is not permitted to enter the on-field 'dug-out').

### 1.2.7 Concussion Replacement

1.2.7.1 If a player sustains a concussion or suspected concussion as a result of a head or neck injury during the course of the relevant match, a Concussion Replacement may be permitted in the following circumstances:

1.2.7.1.1 the head or neck injury must have been sustained during play and within the playing area described in clause 1.2.5.2 above;

1.2.7.1.2 a concussion or suspected concussion must have been formally diagnosed by the Team Medical Representative;

1.2.7.1.3 the Team Medical Representative or Team Manager shall submit a Concussion Replacement Request to the ICC Match Referee on a standard form, which shall:

1.2.7.1.3.1 identify the player who has sustained the concussion or suspected concussion;

1.2.7.1.3.2 specify the incident in which the concussion or suspected concussion was sustained, including the time at which it occurred;

1.2.7.1.3.3 confirm that, following an examination, the Team Medical Representative believes or suspects that the player has sustained a concussion as a result of the incident specified in clause 1.2.7.1.3.2 above; and

1.2.7.1.3.4 identify the requested Concussion Replacement, who shall be a like-for-like replacement for the player who has sustained the concussion or suspected concussion.

1.2.7.2 The Concussion Replacement Request must be submitted as soon as possible after the incident specified in clause 1.2.7.1.3.2 if a Concussion Replacement is to be permitted.

1.2.7.3 The ICC Match Referee should ordinarily approve a Concussion Replacement Request if the replacement is a like-for-like player whose

Note however, a player suspended is allowed to enter the player's dressing room provided it is not situated within 1.2.6. If the dugout is so situated, he may not enter and remain in it.

Support staff who are suspended are not permitted to be in the playing area or the dressing rooms or player-viewing area from the day the match begins until its close. (Section 13 –clause 7.11- Players Handbook 2017/2018).

1.2.7.1. – The injury must take place whilst play is in progress and on the field of play. Note: A player sustaining an injury by sliding into or colliding with the perimeter/advertising boards just over the boundary whilst play is in progress **will** qualify for being within the field of play. The same will **not apply** for a player injured in the nets after the toss or at any practice taking place on the field when play is not in progress.

1.2.7.2 – The request for replacement must be submitted as soon as possible after the incident taking place.

1.2.7.3. – It is **not mandatory** that the concussion replacement comes from the nominated substitutes for that match. However, all concussion replacements must fall within category 1.2.3 and 1.2.4 as far as eligibility to play for that country is concerned.

1.2.7.4 - The Match Referee should assess the likely role the replaced player would have played in the remainder of the match when considering a like-for-like replacement, for example;

- If a fast bowler is to be replaced, but his/her team only has a batting innings left in the Test match, it would be acceptable to replace that player with a spin bowler of similar batting ability.
- If a fast bowler is to be replaced, but his/her team only has a bowling innings left in the Test match on a deteriorating pitch, it should not be acceptable to replace that player with a spin bowler, rather he/she should be replaced by another fast bowler.
- The Match Referee should also bear in mind that the;
  - Home team may be disadvantaged by only having a small number of squad players at the ground, even though a more appropriate replacement can be summoned from within the country.
  - Touring team may be disadvantaged by only having a finite number of squad players with the team.

<p>inclusion will not excessively advantage his team for the remainder of the match.</p> <p>1.2.7.4 In assessing whether the nominated Concussion Replacement should be considered a like-for-like player, the ICC Match Referee should consider the likely role the concussed player would have played during the remainder of the match, and the normal role that would be performed by the nominated Concussion Replacement.</p> <p>1.2.7.5 If the ICC Match Referee believes that the inclusion of the nominated Concussion Replacement, when performing their normal role, would excessively advantage their team, the ICC Match Referee may impose such conditions upon the identity and involvement of the Concussion Replacement as he/she sees fit, in line with the overriding objective of facilitating a like-for-like replacement for the concussed player.</p> <p>1.2.7.6 The ICC Match Referee may, in reviewing a Concussion Replacement Request made in accordance with clause 1.2.7.1.3, request any such further information as may be required in order to make the determination required under clauses 1.2.7.4 and 1.2.7.5.</p> <p>1.2.7.7 The decision of the ICC Match Referee in relation to any Concussion Replacement Request shall be final and neither team shall have any right of appeal.</p> <p>1.2.7.8 Once the Concussion Replacement has been approved by the ICC Match Referee, the replaced player shall play no further part in the match.</p> <p>1.2.7.9 Both the Concussion Replacement and the replaced player shall be considered to have played in the match for records and statistical purposes.</p>	<p>1.2.7.5 - The Match Referee may put limitations on the role that the Concussion Replacement can play in the match, for example;</p> <ul style="list-style-type: none"> <li>An all-rounder may replace a batter, but approval is only given on the condition that the Concussion Replacement shall not be permitted to bowl.</li> </ul> <p>1.2.7.7 – The decision of the Match Referee shall be final and neither team has a right to appeal.</p> <p>The replacement is considered a unique player in the match. He/she does not have to;</p> <ul style="list-style-type: none"> <li>Resume the innings of the concussed player</li> <li>Serve any outstanding Penalty Time accrued by the concussed player</li> <li>Assume any <b>bowling warnings</b> the concussed player may have been given (eg. For following through in the danger area)</li> </ul> <p>The replacement can bat anywhere in the order.</p> <p>In a limited-overs match, the replacement can only bowl the remaining overs yet to be bowled by the concussed player, up to the maximum overs allowed per bowler.</p> <p>In a limited-overs match, the replacement can only bowl the remaining overs yet to be bowled by the concussed player, up to the maximum overs allowed per bowler.</p>
<p><b>1.3 Captain</b></p> <p>1.3.1 If at any time the captain is not available, a deputy shall act for him.</p> <p>1.3.2 If a captain is not available to nominate the players, then any person associated with that team may act as his deputy to do so. See clause 1.2.</p> <p>1.3.3 At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these Playing Conditions, including at the toss. See clause 13.4 (The toss).</p>	<p>Attention is drawn to the difference to the Law here, where only a nominated player on the team sheet can act as deputy for the Captain at the toss.</p> <p>Note: Captains are no longer held solely responsible for over rate breaches, and suspensions following repeat of such offences are not in place as previous. Instead the entire team faces charges which culminate with monetary fines.</p>
<p><b>1.4 Responsibility of captains</b></p>	

The captains are responsible at all times for ensuring that play is conducted within The Spirit of Cricket as well as within these Playing Conditions.

## 2 THE UMPIRES

### 2.1 Appointment and attendance

The following rules for the selection and appointment of CWC Super League umpires shall be followed as far as it is practicable to do so:

2.1.1 The umpires shall control the game as required by these Playing Conditions, with absolute impartiality and shall be present at the ground at least 1.5 hours before the scheduled start of play.

2.1.2 The following Match Officials are to be appointed for each CWC Super League Match:

2.1.2.1 One (1) ICC Match Referee, appointed by the ICC from an ICC Panel of Match Referees.

2.1.2.2 One (1) on-field umpire, appointed by the ICC from an ICC Panel of Umpires.

2.1.2.3 One (1) on-field umpire, appointed by the Home Board from their representatives on an ICC Panel of Umpires.

2.1.2.4 One (1) third umpire, appointed by the ICC from an ICC Panel of Umpires. The DRS Protocol governing the use of DRS and the third umpire is set out in Appendix D.

2.1.2.5 One (1) fourth umpire, appointed by the Home Board from their representatives on an ICC Panel of Umpires. The fourth umpire shall act as the emergency on-field umpire.

2.1.2.5 – The fourth umpires will take the field in the event that an on-field umpire becomes indisposed

2.1.3 As early as possible before each match, the ICC shall advise the Home Board of the names of its appointees and the Home Board shall advise the Manager of the visiting team of the names of all match officials.

2.1.4 Neither team shall have a right of objection to the appointment of any umpire or match referee.

### 2.2 Change of umpire

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he/she is injured or ill.



<p><b>2.3 Consultation with Home Board</b></p> <p>Before the match the umpires shall consult with the Home Board to determine;</p> <p>2.3.1 the balls to be used during the match. See clause 4 (The ball).</p> <p>2.3.2 the hours of play and the times and durations of any agreed intervals.</p> <p>2.3.3 which clock or watch and back-up time piece is to be used during the match.</p> <p>2.3.4 the boundary of the field of play. See clause 19 (Boundaries).</p> <p>2.3.5 the use of covers. See clause 10 (Covering the pitch).</p> <p>2.3.6 any special conditions of play affecting the conduct of the match.</p> <p>inform the scorers of agreements in 2.3.2, 2.3.3, 2.3.4 and 2.3.6.</p>	
<p><b>2.4 The wickets, creases and boundaries</b></p> <p>Before the toss and during the match, the umpires shall satisfy themselves that</p> <p>2.4.1 the wickets are properly pitched. See clause 8 (The wickets)</p> <p>2.4.2 the creases are correctly marked. See clause 7 (The creases).</p> <p>2.4.3 the boundary of the field of play complies with the requirements of clauses 19.1 (Determining the boundary of the field of play), 19.2 (Identifying and marking the boundary) and 19.3 (Restoring the boundary).</p>	
<p><b>2.5 Conduct of the match, implements and equipment</b></p> <p>Before the toss and during the match, the umpires shall satisfy themselves that</p> <p>2.5.1 the conduct of the match is strictly in accordance with these Playing Conditions.</p> <p>2.5.2 the implements used in the match conform to the following</p> <p>2.5.2.1 clause 4 (The ball).</p> <p>2.5.2.2 externally visible requirements of clause 5 (The bat) and paragraph 1 of Appendix B</p> <p>2.5.2.3 either clauses 8.2 (Size of stumps) and 8.3 (The bails).</p>	

<p>2.5.3 no player uses equipment other than that permitted. See paragraph 2 of Appendix A. Note particularly therein the interpretation of 'protective helmet'.</p> <p>2.5.4 the wicket-keeper's gloves comply with the requirements of clause 27.2 (Gloves).</p>	
<p><b>2.6 Fair and unfair play</b></p> <p>The umpires shall be the sole judges of fair and unfair play.</p>	<p><b>ICC directive:</b></p> <p>The default position remains no tape on hands while bowling.</p> <ul style="list-style-type: none"> <li>• However, if an injury occurs on the field during play and blood is involved, it is reasonable in this situation where a finger or hand is bleeding, that the umpires allow tape to be used. <i>(this may be required to protect stitching - but not applicable for example if the injury is a result of friction caused by imparting spin on the ball).</i></li> <li>• For the avoidance of doubt, this will only apply for the match where the injury has occurred.</li> <li>• The umpires are to ensure the application of tape is as minimal as possible and of the correct color.</li> <li>• Match officials should address this at the Pre-series meeting.</li> </ul> <p>Also see clause PC 41.2</p>
<p><b>2.7 Fitness for play</b></p> <p>2.7.1 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.</p> <p>The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.</p> <p>2.7.2 Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.</p> <p>2.7.3 Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.</p> <p>2.7.4 If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.</p>	<p><u>Playing Condition (P/C) 2.7</u></p> <p>The objective is for the umpires to maximize play. The intention is to stay out longer than teams may have been used to in the past. Whilst match officials have dealt with GWL more firmly in recent times, it is necessary that appropriate positive and assertive management is continued.</p> <p><b>The umpires are the final judges of the fitness of Ground Weather Light (GWL).</b></p> <p>A. <u>In considering the fitness of light, umpires should note the following:</u></p> <p><u>In grounds where artificial lights are not available.</u></p> <ul style="list-style-type: none"> <li>• Only when conditions are <b>UNSAFE</b>, should play be suspended. The word unreasonable in the Law applies to high winds, dust storms and the like.</li> <li>• The terms "unsuitable" or "unfair" are not valid reasons for suspending play. Conditions need to be <b>'safe'</b> to continue playing and <b>'unsafe'</b> to suspend play. Umpires should only suspend play when conditions are 'dangerous'</li> <li>• For the avoidance of doubt, the level of light (and therefore the light meter reading) required to justify suspension of play will normally be different depending on whether the bowler is fast or slow i.e. the light level at which point it would normally be considered unsafe for a batsman facing a fast bowler is normally higher than one where a slow bowler is bowling. (Note: in</li> </ul>

differentiating between slow and fast bowlers, umpires should take into account whether the keeper would normally stand back or up to the stumps).

- In an effort to prolong play, captains may be advised as to whether slow bowlers should be used when conditions are mainly becoming UNSAFE for the batsmen.
- When the on field umpires are finding it difficult to pick up the ball, this is considered the correct time for the umpires to confer and consider the light and discuss the options. Both on field umpires must agree to suspend play.
- For clarity, if only one on field umpire believes that play should be suspended, then play should continue. **Both must agree to suspend play otherwise status quo remains.**
- Light meters should be used only to assist the umpires in their decision making. They are to be used as a guide only once a previous benchmark has been already set.

#### Almanac interpretation

#### On a grounds where artificial lights are available

Playing Condition (P/C) Clause 2.8.5.2 & 2.8.5.3 **Light meters should only be used after the umpires have decided to put artificial lights on, but before the lights take effect or have decided that conditions are unsafe. On a grounds where artificial lights are not available.** – a light meter reading is taken and then used as a benchmark for consistency for the remainder of that match.

Different benchmarks or readings should be used for slow bowlers (when the keeper would normally stand up) and for fast bowlers when setting a benchmark for batsmen safety.

Readings should be taken from both ends and provided to the Match Referee to be placed in the referee's log

**B. BAD LIGHT RED FLAGS** - Umpires are likely to draw public criticism when they suspend play for bad light when:

- **The floodlights are on** - The fans will find it hard to understand why there is no play with the lights on
  - **The batting team wants to continue** - The spectators would believe that the batsmen are the ones who would be in danger, not the fielders.
- **It is only dark at one end** - The camera will always show the better light at the one end

- **When play was suspended too early in the first instance in the game** - Setting a "soft" benchmark early in the match could make getting a result and playing longer, much more difficult at the end of a match.

C. Approaches to consider when deciding whether to come off for bad light, where artificial lights are not available.

1. The first time that play is suspended for bad light – that reading becomes the benchmark (guide) for the match (for that type of bowling i.e. fast/spin). That is the time for both umpires to be strong and to push the boundaries hard, since this will effectively set up the cut-off time for play (depending on the type of bowling) on the remaining time left in the day being utilized.
2. There should be visible proof of light affecting the fielder's ability to see the ball – not just one occurrence and it should be genuine and not game tactic related.
3. Ask the referee via umpire comms to look at the weather from high up in the stands when a dark cloud comes over, as there may be blue skies yonder.
4. Grounds are different – we are the global trend setters with responsibilities.
5. Batters have the best view – do not be influenced by them or indeed by the game situation.
6. Remember if they complain about not seeing the rotation of a spinner's delivery, fast bowlers might be better for them.

*GWL is a tough call – always remember to extend play longer than has been done previously.*

D. At venues where artificial lights are being used:

- The same principles for determining the fitness of the light shall apply as set out in 2.8.6 above.
- Whilst it is a fact that the artificial lights supplement available natural light allowing play to continue safely for longer than would normally be the case if floodlights were not available, it should be noted that with very low levels of natural light the artificial light might not be good enough to allow play to continue safely. This is a matter of judgment for the umpires on field. Light meters should not be brought into use at this stage.
- The Playing Control Team (PCT) should establish from the curators and local umpires the time that artificial lights would normally be switched on at the ground.

- The match referee must retain the mobile number of the stadium staff member who is responsible for the artificial lights.
- The PCT needs to establish how long it takes the lights to reach full brightness and how long they need to cool down before they can be switched on again. The latter is for the unusual situation when, after the lights have been switched on, the sun comes out and it might seem sensible to switch them off. A judgment decision based on the abovementioned time factors would have to be made as whether to switch them off or not.

E. When play has been suspended for “bad light”:

- If conditions allow, the on field umpires should stay on the ground to monitor conditions. This would show the intent to the public and other stakeholders that the match officials are keen to maximize play and ensure a speedy turnaround if play is to restart.
- The 4th umpire should be involved with the on field umpires in the possible restart inspections.
- Umpires should make themselves available, if there is time, to be interviewed by the broadcasters to explain why play has been suspended. In their communication, umpires should be consistent in the terminology used and should use the term UNSAFE in explaining the reason for suspending play. Terms such as “unfair”, “unreasonable”, “causing shadows” are not to be used. Umpires should expand as to the reasons why they considered it unsafe.  
  
For example, they should explain that it was dangerous specifically for the batsman facing the fast bowler from the pavilion end or that it was considered dangerous for the fielders who did not have the benefit of the sightscreen etc.
- The match referee should ensure that the reasons for the suspension in play are also made available to the stadium PA announcer who shall make the appropriate announcement. The umpires should leave the public communication to the announcer.

PC 2.8 Please note: Should the on field Umpires disagree as to the fitness of GWL, then the current status quo should continue (except for lighting). That is, the umpires do not agree the light is unsafe and play is in progress, then play is to continue until both Umpires agree it is unsafe. Similarly if play is not in progress, in order to start both umpires must agree it is safe to do so.

The umpires are still the final decision makers of GWL.

However, provision is now there formally to involve and consult with the Referee given the financial / security implications of calling play off or abandoning play.

Dew is to be treated like any other interruption and if conditions are unsafe (unreasonable), then umpires can stop play and request action from the groundstaff. (See video clip link below)

<https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&id=718C1C1FCF2FD7F8%212506&v=3>

#### Lightning Guidelines for International Matches

The safety of all persons within the ground is of paramount importance to the ICC. Clause 2.8 of the Standard Test Match Playing Conditions (and other applicable Playing Conditions) provides that “in the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire, then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area pending the satisfactory passing or resolution of such threat or risk”. To the satisfaction of the Match Referee.

Further, clause 2.7.1 provides, in conjunction with clause 2.7.4, that “the umpires shall be the final judges of the fitness of the ground, weather and light for play”.

These Guidelines have been introduced to assist the umpires with their duties under clause 2.8 in respect of instances of lightning, in order to ensure the safety of everyone within the ground.

Please note:

#### Overriding GWL principles when lightning and lightning strikes threaten.

- The umpires must err on the side of caution and must prioritize the safety of those within the ground over and above the maximization of play, irrespective of the state of the Match
- If one umpire feels that the GWL situation is unsafe due to the threat of lightning, **play should be suspended**. This deviates from the standard GWL protocol – normally both umpires must agree to suspend play.

If, at any point during the Match, the threat of lightning, whether actual or perceived, comes to the attention of any of the umpires or the ICC Match Referee, the umpires and the ICC Match Referee should follow the protocol outlined below and agree a course of action taking into account all factors outlined below having taken into consideration the 30/30 guideline outlined below in 3 e).

- a) If the on field umpires agree that the lightning threat is imminent, then they should immediately direct the players to leave the field of play in a safe and orderly manner with the umpires and relocate to a secure and safe location as designated by the Home Board.

	<ul style="list-style-type: none"> <li>b) In order to resume play, the umpires must agree that the threat has passed and it is safe to resume play having regard to all relevant information.</li> <li>c) In making decisions regarding suspension or resumption of play due to the threat of lightning, actual or perceived, the umpires must consult with the ICC Match Referee.</li> <li>d) When making decisions regarding the suspension or resumption of play, the umpires must err on the side of caution and must prioritize the safety of those within the ground over and above the maximization of play, irrespective of the state of the Match. If there is any doubt as to the likely threat of lightning, then the umpires should either suspend play or if that has happened already, not resume play until they have agreed that the threat has passed.</li> <li>e) The widely 30/30 guidelines needs to be considered by the umpires: <ul style="list-style-type: none"> <li>i. Play should be suspended and shelter immediately sought when there is 30 seconds or less between the flash of lightning and the associated thunder clap.</li> <li>ii. Subject to paragraph (iii) below, it is generally safe to return to the field of play a minimum of 30 minutes after the final flash of lightning or clap of thunder has been seen or heard.</li> <li>iii. It might be possible to resume play earlier than 30 minutes but only if it is clear and agreed by the umpires, in accordance with paragraph (d) above, that the storm has moved on and there is no threat of lightning.</li> <li>iv. For clarity, the final decision remains in the hands of the umpires</li> </ul> </li> <li>f) When the Match has been suspended because of the threat of lightning, the stadium announcer should announce the locations of the designated safe zones for the spectators and officials operating around the ground. This information should also be placed on the electronic board and the giant replay screen for a short period of time. It shall be the obligation of the Match Manager to communicate with the stadium announcer in this regard.</li> </ul>
<p><b>2.8 Suspension of play in dangerous or unreasonable circumstances</b></p> <p>2.8.1 All references to ground include the pitch. See clause 6.1 (Area of pitch).</p> <p>2.8.2 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. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make, following consultation with the ICC Match Referee.</p>	

<p>2.8.3 If circumstances are warranted, the umpires shall stop play and instruct the Ground Authority to take whatever action they can and use whatever equipment is necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the ground staff to take such action during scheduled and unscheduled breaks in play.</p> <p>2.8.4 The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.</p> <p>2.8.5 Light Meters It is the responsibility of the ICC to supply light meters to the match officials to be used in accordance with these playing conditions.</p> <p>2.8.5.1 All light meters shall be uniformly calibrated.</p> <p>2.8.5.2 The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is fit for play in accordance with the criteria set out in clause 2.8.2 above.</p> <p>2.8.5.3 Light meter readings may accordingly be used by the umpires:</p> <p>2.8.5.3.1 To determine whether there has been at any stage a deterioration or improvement in the light.</p> <p>2.8.5.3.2 As benchmarks for the remainder of a match.</p> <p>2.8.6 Use of artificial lights If in the opinion of the umpires, natural light is deteriorating to an unfit level, they shall authorize the Ground Authority to use the available artificial lighting so that the match can commence or continue in acceptable conditions.</p> <p>In the event of power failure or lights malfunction, the provisions relating to the delay or interruption of play due to bad weather or light shall apply.</p> <p>2.8.7 When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.</p> <p>2.8.8 The safety of all persons within the ground is of paramount importance to the ICC. In the event that of any threatening circumstance, whether actual or perceived (including for example weather, pitch invasions, act of God, etc.), then the umpires, on the advice of the ICC Match Referee, should suspend play and all players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to</p>	
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<p>relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, the ICC Match Referee, the head of the relevant Ground Authority, the head of ground security and/or the police as the circumstances may require.</p> <p>2.8.9 Where play is suspended under clause 2.8.8 above the decision to abandon or resume play shall be the responsibility of the ICC Match Referee who shall act only after consultation with the head of ground security and the police.</p>	
<p><b>2.9 Position of umpires</b></p> <p>The umpires shall stand where they can best see any act upon which their decision may be required.</p> <p>Subject to this over-riding consideration, the bowler's end umpire shall stand in a position so as not to interfere with either the bowler's run-up or the striker's view. The striker's end umpire may elect to stand on the off side instead of the on side of the pitch, provided he/she informs the captain of the fielding side, the striker and the other umpire.</p>	<p>PC 2.9 - With the current emphasis on Teamwork, it is undoubtedly agreed that the best position in which a striker's end umpire can assist his colleague on catches down the leg side, passing close to the body (which at times is most difficult to call) is when standing on the leg side. Whilst not a mandatory requirement, it must always be considered as good field technique as well, given the lesser chances of getting in the way of a fielder. . . Pre-arranged signals should be used to convey such decision (tap hand if off bat/tap leg if leg byes etc.) to each other if necessary.</p>
<p><b>2.10 Umpires changing ends</b></p> <p>Shall not apply.</p>	
<p><b>2.11 Disagreement and dispute</b></p> <p>Where there is disagreement or dispute about any matter, the umpires together shall make the final decision. See also clause 31.6 (Consultation by umpires).</p>	<p><b>Directive for Player taking the field without permission:</b>  <i>Furthermore, before the start of play at the beginning of the day or after every interval, the umpires MUST ask the fielding Captain whether he has any substitutes on the field.</i>  <i>In the unlikely event – a legitimate (nominated in team sheet) but unauthorized (without permission) substitute takes the field, and contacts the ball, the ball becomes dead, five penalty runs will be awarded to the batting side in addition to any runs completed and crossed at the time of the infringement, dismissal shall not count and ball will also not count in the over. Advise all concerned as per PC 24.4. Free hit if applicable shall stand. See clause 24.1 for further details.</i>  <b>No report considered.</b></p>
<p><b>2.12 Umpire's decision</b></p>	<p>PC 2.12 – Points to note: This PC states it has to be done promptly</p>

<p>An umpire may alter any decision provided that such alteration is made promptly. This apart, an umpire's decision, once made, is final.</p>	<p>whereas  <b>PC 31.7</b> – Batsman leaves the wicket under misapprehension and <b>PC 31.8</b> – Withdrawal of Appeal – states a time frame of the instant the ball comes into play for the next delivery or if the innings has been completed, before the umpires leave the field of play.</p>
<p><b>2.13 Signals</b></p> <p>2.13.1 The following code of signals shall be used by umpires.</p> <p>2.13.1.1 Signals made while the ball is in play</p> <p>No ball - by extending one arm horizontally.</p> <p>Out - by raising an index finger above the head. (If not out, the umpire shall call Not out.)</p> <p>Wide - by extending both arms horizontally.</p> <p>Dead ball - by crossing and re-crossing the wrists below the waist.</p> <p>2.13.1.2 When the ball is dead, the bowler's end umpire shall repeat the signals in clause 2.13.1.1, with the exception of the signal for Out, to the scorers.</p> <p>2.13.1.3 The signals listed below shall be made to the scorers only when the ball is dead.</p> <p>Boundary 4 - by waving an arm from side to side finishing with the arm across the chest</p> <p>Boundary 6 - by raising both arms above the head.</p> <p>Bye - by raising an open hand above the head.</p> <p>Five Penalty runs awarded to the batting side - by repeated tapping of one shoulder with the opposite hand.</p> <p>Five Penalty runs awarded to the fielding side - by placing one hand on the opposite shoulder.</p> <p>Leg bye - by touching a raised knee with the hand.</p> <p>Revoke last signal - by touching both shoulders, each with the opposite hand.</p>	

<p>Short run - by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.</p> <p>Free Hit – after signaling the No ball, the bowler’s end umpire extends one arm straight upwards and moves it in a circular motion.</p> <p>Powerplay Over – by rotating his arm in a large circle.</p> <p>The following signal is for Level 4 player conduct offences. The signal has two parts, both of which should be acknowledged separately by the scorers.</p> <p>Level 4 conduct            Part 1 - by putting one arm out to the side of the body and repeatedly raising it and lowering it.</p> <p>   Part 2 - by raising an index finger, held at shoulder height, to the side of the body.</p> <p>2.13.1.4            All the signals in clause 2.13.1.3 are to be made by the bowler’s end umpire except that for Short run, which is to be signaled by the umpire at the end where short running occurs. However, the bowler’s end umpire shall be responsible both for the final signal of Short run to the scorers and, if more than one run is short, for informing them as to the number of runs to be recorded.</p> <p>2.13.2            The umpire shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed. If several signals are to be used, they should be given in the order that the events occurred.</p>	<p>Note: New signal for Level 4 offences</p> <p>PC 2.13.1.3 -Note: All signals in 2.13.1.3 to be made by bowler’s end umpire with exception of short run, which is to be signaled by the umpire at the end short run occurs. However, final signal to be given by bowler’s end umpire to scorer together with number of runs recorded.</p> <p>PC 2.13.2 – If multiple signals are to be used, please signal them in the order the events took place</p>
<p><b>2.14    Informing the umpires</b></p> <p>Wherever the umpires are to receive information from captains or other players under these Playing Conditions, it will be sufficient for one umpire to be so informed and for him/her to inform the other umpire.</p>	
<p><b>2.15    Correctness of scores</b></p> <p>Consultation between umpires and scorers on doubtful points is essential. The umpires shall, throughout the match, satisfy themselves as to the correctness of</p>	

<p>the number of runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled.</p> <p>The umpires shall ensure that they are able to contact the scorers at any time during the match and at its conclusion to address any issues relating to the correctness of scores.</p>	
<p><b>3 THE SCORERS</b></p> <p><b>3.1 Appointment of scorers</b></p> <p>Two scorers shall be appointed to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.</p>	
<p><b>3.2 Correctness of scores</b></p> <p>The scorers shall frequently check to ensure that their records agree and consult with the umpires if necessary. See clause 2.15 (Correctness of scores).</p>	
<p><b>3.3 Acknowledging signals</b></p> <p>The scorers shall accept all instructions and signals given to them by the umpires and shall immediately acknowledge each separate signal.</p>	<p><a href="#">Law 3.3</a></p> <p>One of the responsibilities of umpires at the highest level is to act as role models.</p> <p>One of the most visible facets of the role you play is the <a href="#">signalling to the scorers from the field of play</a> and we would like all umpires in International cricket to adopt the same signals at the appropriate times. The following signals will be used according to the definition in the laws of cricket:</p> <ul style="list-style-type: none"> <li>• Dead ball, no ball, out, wide, boundary 4, boundary 6, bye, leg bye, all penalty run signals, new ball, revoke last signal and short run.</li> </ul> <p>In addition, the following signals are to be used as explained in the playing conditions:</p> <ul style="list-style-type: none"> <li>• Referral to 3<sup>rd</sup> Umpire (Make sign of TV screen), (Soft signal)</li> <li>• No ball for fast short pitched deliveries. (In excess of allowable limit - Normal no ball signal plus tap head with other hand)</li> <li>•</li> </ul> <p>Please note change in the signaling and application of no ball extras i.e. for no ball extras off the person or equipment of the striker <b>and the batsman run 1</b>. The signal</p>

	<p>will be a no ball signal followed by the leg bye signal. 1 run credited to no ball extras, and the rest to leg byes. Bowler will be debited with 1 no ball extra only.</p> <p>If the ball does not make contact with the striker and the striker runs 1. Then it will be signaled - no ball followed, by the bye signal. 1 run credited to no ball extras and the rest to byes. Bowler will be debited with 1 no ball extra only</p>
<p><b>4 THE BALL</b></p> <p><b>4.1 Weight and size</b></p> <p>The ball, when new, shall weigh not less than 5.5 ounces/155.9 g, nor more than 5.75 ounces/163 g, and shall measure not less than 8.81 in/22.4 cm, nor more than 9 in/22.9 cm in circumference.</p>	
<p><b>4.2 Approval and control of balls</b></p> <p>4.2.1 The Home Board shall provide white cricket balls of an approved standard for ODI cricket and spare used balls for changing during a match, which shall also be of the same brand. Note: The Home Board shall be required to advise the Visiting Board of the brand of ball to be used in the match(es) at least 30 days prior to the start of the match(es).</p> <p>4.2.2 The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the Home Board. The fourth umpire shall take a box containing at least 6 new balls to the dressing room and supervise the selection of the ball.</p> <p>4.2.3 The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place.</p> <p>4.2.4 During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.</p>	<p>PC 4.2 – Some points to keep in mind with regard to Management of the ball:</p> <p>Clause 28.1 – reiterates that fielders wearing tapes and plasters on their hands or fingers need to have the permission of the umpires to do so. Umpires however, in the interest of safety are quite liberal in the implementation, as long as they feel it does not give the fielder an advantage when fielding or catching the ball.</p> <p>Note: However, if the regular ball polisher of the team (as is quite commonplace now), has any plasters/tapes on his hand/fingers it is mandatory that <b>the umpires</b> examine such tapes/plaster and satisfy themselves that its only purpose is safety/protection for such hand/fingers.</p> <p>Note: Fielders are only permitted to polish the ball on their person i.e. shirt/trouser etc. without wasting time, and not on any other external items i.e. tuber-grips, elbow guards, or a towel. <b>Spit cannot be used to polish the ball.</b> Penalties will apply as per clause 41.3.</p> <p>Note: Fielders are allowed to use a towel/cloth that has been approved by the umpires to dry a wet ball or remove mud from the ball under the supervision of the umpires.</p> <p><b>ICC directive:</b></p> <p><b>The default position remains no tape on bowling hand while bowling.</b></p>

	<ul style="list-style-type: none"> <li>• However, if an injury occurs on the field during play and blood is involved, it is reasonable in this situation where a finger or hand is bleeding, that the umpires allow tape to be used. <i>(this may be required to protect stitching - but not applicable for example if the injury is a result of friction caused by imparting spin on the ball).</i></li> <li>• For the avoidance of doubt, this will only apply for the match where the injury has occurred.</li> <li>• The umpires are to ensure the application of tape is as minimal as possible and of the correct color.</li> <li>• Match officials should address this at the Pre-series meeting.</li> </ul>
<p><b>4.3 New ball</b></p> <p>4.3.1 Each fielding team shall have two new balls for its innings, to be used in alternate overs i.e. one from each end.</p> <p>4.3.2 In a match reduced to 25 overs or less per side before the first innings commences, each team shall have only one new ball for its Innings.</p>	<p><u>Playing Condition (P/C) Clause 4.3.2</u> Please note that if the match commences with 2 balls (greater than 25 overs for both teams), then regardless of any further reductions in the overs per side, there will be 2 balls used for both innings – even if the match is reduced to 20 overs per side after it has started.</p> <p><b>Example:</b> The match commences on time with two new balls. After the completion of the first innings heavy rain prevents play re-starting. However, after prolonged delay, play re-starts as a 22 over per side game. Two new balls would be used as the first innings commenced with same.</p>
<p><b>4.4 Ball lost or becoming unfit for play</b></p> <p>If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced, the umpire shall inform the batsmen and the fielding captain.</p>	<p><u>Playing Condition (P/C) Clause 4.4</u> When umpires consider when to replace a wet and soggy ball, they should wait to be prompted by the bowler i.e. they should only consider changing the ball when the bowler feels that the ball is too wet to bowl with.</p> <p>If so prompted, both on field umpires should consider the condition of the ball.</p> <p>If the umpires feel it requires their attention, before they make a decision as to whether to change the ball or not, the ball should be dried vigorously with a towel, with particular emphasis on the seam.</p> <p>If, after drying, the ball is still too slippery and wet to hold and grip, the ball should be changed.</p> <p>Note that the condition of the seam is paramount. If it is dry, even though the leather itself might still be wet, the ball should not be considered as being too wet as the bowler should still be able to hold and grip the ball.</p> <p><u>Dew</u></p> <p>In extreme circumstances (e.g. when dew is severe), and the ball has to be changed every 3 or 4 overs, consideration should be given to stopping the game and instructing the curator to rope the ground and mop the very wet areas before resuming play.</p> <p><u>Discolouration</u></p>

Umpires may change the ball when the ball has become discoloured to such an extent that the umpires and therefore the players are struggling to pick up the flight of the ball.

PC 4.4 Once a ball is replaced (it has been lost and cannot be retrieved in a timely manner), the original ball cannot be reintroduced back into the game at the discretion of the umpires. The only way an original ball can be reintroduced is when the replacement ball also becomes lost or unfit for play and a suitable replacement is required.

Should only a newer ball be available as a replacement, umpires are NOT to scuff it up or bounce it to attempt to make it a similar condition to the original – preparation should be made to have an appropriate range of replacement balls prior to the match starting. **From the box of available balls, the one nearest to the condition of the lost ball must be used**

To reinforce a few points relating to ball replacement -

- **It hurts the game:** The break in play will result in people switching channels or doing something else instead of continuing to watch the cricket.
- **Throw it back early:** One supplier (Kookaburra) have said the ball moves in and out of shape in the first 20 overs. Their advice has always been to keep giving the ball back if there is a flat spot early, and only replace the ball if the ball is out of shape for an extended period.
- **Tactics:** Be conscious that the players bringing the ball to the umpires attention could be being used as a tactic, particularly if the pitch is flat and the ball is not swinging. This is starting to happen more frequently, particularly with swing bowlers. It can't be just the balls. Each time a ball is replaced, it encourages the players to try it again. If the ball keeps getting thrown back, they will eventually stop.
- **Always use the rings:** If there are repeated instances of the ball being out of shape, and the umpire is contemplating replacing the ball, it should only be replaced if the ball doesn't pass the rings test (men's ball rings please). This is to protect the umpires more than anything. Nobody can argue if a ball doesn't pass the rings test, but if an umpire exercises his judgment then he leaves himself open to people criticizing his decision.
- **It is mandatory that both umpires carry a set of ball rings on to the field with them. This not only avoids time wasting but also does not give the perception that only one umpire is making the decision with regard to the shape of the ball. A cursory check can be carried out**

	<p>by either umpire, and the ball tossed back, instead of them always having to get together</p> <ul style="list-style-type: none"> <li>• <b>Fairness:</b> Both teams need to be treated the same when it comes to replacing balls that are out of shape. Like bad light, don't set a benchmark until it is absolutely necessary.</li> </ul> <p><a href="https://1drv.ms/v/s!AvjXL88fHlxx_CMJn0oOstzGC1EE">https://1drv.ms/v/s!AvjXL88fHlxx_CMJn0oOstzGC1EE</a></p>
<p><b>5 THE BAT</b></p> <p><b>5.1 The bat</b></p> <p>5.1.1 The bat consists of two parts, a handle and a blade.</p> <p>5.1.2 The basic requirements and measurements of the bat are set out in this clause with detailed specifications in paragraph 1 of Appendix B.</p>	<p>Whilst play is in progress should a bat break in two, until and unless the ball becomes dead The broken portion will still be considered to be the bat for the purpose of - touching down for a run or the batsman making his ground with the portion as long as he has contact with it.</p> <p><b>MCC confirmation: 28 April 2020 reads:</b></p> <p>The batsman touching any part of the bat, whether broken or not, is fine and will go towards making his ground. Imagine a tiny chunk (1%) broke off the bottom of the bat but then they ran 2, with the striker still holding 99% of his bat. Of course, the runs would be allowed. So, it cannot be any different for a 50%-50% split or whatever. Any part of the bat is still the bat and can be used to make good his ground if he is in contact with it.</p>
<p><b>5.2 The handle</b></p> <p>5.2.1 The handle is to be made principally of cane and/or wood.</p> <p>5.2.2 The part of the handle that is wholly outside the blade is defined to be the upper portion of the handle. It is a straight shaft for holding the bat.</p> <p>5.2.3 The upper portion of the handle may be covered with a grip as defined in paragraph 1.2.2 of Appendix B.</p>	
<p><b>5.3 The blade</b></p> <p>5.3.1 The blade comprises the whole of the bat apart from the handle as defined in clause 5.2 and in paragraph 1.3 of Appendix B.</p> <p>5.3.2 The blade shall consist solely of wood.</p>	
<p><b>5.4 Protection and repair</b></p> <p>Subject to the specifications in paragraph 1.4 of Appendix B. and providing clause 5.5 is not contravened,</p> <p>5.4.1 solely for the purposes of</p> <p style="padding-left: 40px;">either protection from surface damage to the face, sides and shoulders of the blade</p> <p style="padding-left: 40px;">or repair to the blade after surface damage,</p>	



<p>material that is not rigid, either at the time of its application to the blade or subsequently, may be placed on these surfaces.</p> <p>5.4.2 for repair of the blade after damage other than surface damage</p> <p>5.4.2.1 solid material may be inserted into the blade.</p> <p>5.4.2.2 The only material permitted for any insertion is wood with minimal essential adhesives.</p> <p>5.4.3 to prevent damage to the toe, material may be placed on that part of the blade but shall not extend over any part of the face, back or sides of the blade.</p>	
<p><b>5.5 Damage to the ball</b></p> <p>5.5.1 For any part of the bat, covered or uncovered, the hardness of the constituent materials and the surface texture thereof shall not be such that either or both could cause unacceptable damage to the ball.</p> <p>5.5.2 Any material placed on any part of the bat, for whatever purpose, shall similarly not be such that it could cause unacceptable damage to the ball.</p> <p>5.5.3 For the purpose of this clause, unacceptable damage is any change that is greater than normal wear and tear caused by the ball striking the uncovered wooden surface of the blade.</p>	<p>5.5 Law Interpretation</p> <p><a href="#">Striker using back of bat deliberately to hit the ball</a> - It is not illegal for a striker to use the back of his bat deliberately to hit the ball when playing a shot. (Note from MCC) ) <b>Unless by its use it causes damage or changes the condition of the ball.</b></p>
<p><b>5.6 Contact with the ball</b></p> <p>In these clauses,</p> <p>5.6.1 reference to the bat shall imply that the bat is held in the batsman's hand or a glove worn on his hand, unless stated otherwise.</p> <p>5.6.2 contact between the ball and any of 5.6.2.1 to 5.6.2.4</p> <p>5.6.2.1 the bat itself</p> <p>5.6.2.2 the batsman's hand holding the bat</p> <p>5.6.2.3 any part of a glove worn on the batsman's hand holding the bat</p> <p>5.6.2.4 any additional materials permitted under 5.4</p> <p>shall be regarded as the ball striking or touching the bat or being struck by the bat.</p>	<p>5.6.2.3 <b>Example: The striker's arm guard has slipped down whilst batting and is now covering the sweat band attached to the glove. The ball hits the portion of the armguard that is over-lapping the sweat band attached to the glove. It has been given not out on-field and comes up to you TV umpire for a review:</b></p> <p><b>Answer: Important:</b></p>

	<p>Note: following the very recent directive out of MCC Laws committee received by us December 14<sup>th</sup> 2019– a fair ball delivered which strikes the arm guard of the striker and is caught, will be deemed to be <b>NOT OUT</b>, even if the arm guard is touching and overlapping the glove, and the ball has hit the portion that is overlapping the glove.</p> <p>Produced herewith is the relevant section of the MCC guideline:  <b>It was agreed that the interpretation should remain that only the glove itself should be considered to be the glove, but that this will be looked at again if there is an indication that players are attempting to circumvent the Law.</b></p>
<p><b>5.7 Bat size limits</b></p> <p>5.7.1 The overall length of the bat, when the lower portion of the handle is inserted, shall not be more than 38 in/96.52 cm.</p> <p>5.7.2 The blade of the bat shall not exceed the following dimensions:  Width: 4.25in / 10.8 cm  Depth: 2.64in / 6.7 cm  Edges: 1.56in / 4.0cm.  Furthermore, it should also be able to pass through a bat gauge as described in paragraph 1.6 of Appendix B.</p> <p>5.7.3 The handle shall not exceed 52% of the overall length of the bat.</p> <p>5.7.4 The material permitted for covering the blade in clause 5.4.1 shall not exceed 0.04 in/0.1 cm in thickness.</p> <p>5.7.5 The maximum permitted thickness of protective material placed on the toe of the blade is 0.12 in/0.3 cm.</p>	
<p><b>5.8 Categories of bat</b></p> <p>5.8.1 Type A bats conform to clauses 5.1 to 5.7 inclusive.</p> <p>5.8.2 Only Type A bats may be used in <b>CWC Super League</b> matches.</p>	
<p><b>6 THE PITCH</b></p> <p><b>6.1 Area of pitch</b></p> <p>The pitch is a rectangular area of the ground 22 yards/20.12 m in length and 10 ft/3.05 m in width. It is bounded at either end by the bowling creases and on either</p>	

<p>side by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 5 ft/1.52 m from it. If the pitch is next to an artificial pitch which is closer than 5 ft/1.52 m from the middle stumps, the pitch on that side will extend only to the junction of the two surfaces. See clauses 8.1 (Description, width and pitching) and 7.2 (The bowling crease).</p>	
<p><b>6.2 Fitness of pitch for play</b></p> <p>The umpires shall be the sole judges of the fitness of the pitch for play. See clauses 2.7 (Fitness for play) and 2.8 (Suspension of play in dangerous or unreasonable conditions).</p>	
<p><b>6.3 Selection and preparation</b></p> <p>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.</p> <p>6.3.1 The Ground Authority shall ensure that during the period prior to the start of play and during intervals, the pitch area shall be roped off so as to prevent unauthorised access. (The pitch area shall include an area at least 2 metres beyond the rectangle made by the crease markings at both ends of the pitch).</p> <p>6.3.2 The fourth umpire shall ensure that, prior to the start of play and during any intervals, only authorised staff, the ICC match officials, players, team coaches and authorised television personnel shall be allowed access to the pitch area. Such access shall be subject to the following limitations:</p> <p>6.3.2.1 Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).</p> <p>6.3.2.2 Access to the pitch area by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcaster(s) (but not news crews).</p> <p>6.3.2.3 No spiked footwear shall be permitted.</p> <p>6.3.2.4 No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.</p> <p>6.3.2.5 Access shall not interfere with pitch preparation.</p> <p>6.3.3 In the event of any dispute, the ICC Match Referee will rule and his ruling will be final.</p>	<p>PC 6.3.2.4 – Visualization by batsman before the commencement of play or during intervals must only be carried out in the area behind the wickets on both ends of the pitch and not in the area between the popping crease and the wickets. Fourth umpire must ensure strict compliance. Fourth umpire to request the Curator to rope off the pitch to a distance of one meter behind the stumps at each end and one meter either side of the pitch.</p>

## **6.4 Changing the pitch**

- 6.4.1 If the on-field umpires decide that it is dangerous or unreasonable for play to continue on the match pitch, they shall stop play and immediately advise the ICC Match Referee.
- 6.4.2 The on-field umpires and the ICC Match Referee shall then consult with both captains.
- 6.4.3 If the captains agree to continue, play shall resume.
- 6.4.4 If the decision is not to resume play, the on-field umpires together with the ICC Match Referee shall consider whether the existing pitch can be repaired and the match resumed from the point it was stopped. In considering whether to authorise such repairs, the ICC Match Referee must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.
- 6.4.5 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences:
- 6.4.5.1 In the event of the required number of overs to constitute a match having been completed at the time the match is abandoned, the result shall be determined according to the provisions of clause 16.4.2.
- 6.4.5.2 In the event of the required number of overs to constitute a match not having been completed, the match will be abandoned as a no result.
- 6.4.6 If the abandonment occurs on the day of the match, the ICC Match Referee shall consult with the Home Board with the objective of finding a way for a new match (including a new nomination of teams and toss) to commence on the same date and venue.
- Such a match may be played either on the repaired pitch or on another pitch, subject to the ICC Match Referee and the relevant Ground Authority both being satisfied that the new pitch will be of the required ODI standard. The playing time lost between the scheduled start time of the original match and the actual start time of the new match will be covered by the provisions of clause 16.4.2.
- 6.4.7 If it is not possible to start a new match on the scheduled day of the match, the relevant officials from the participating Boards shall agree on whether the match can be replayed within the existing tour schedule.

<p>6.4.8 Throughout the above decision making processes, the ICC Match Referee shall keep informed both captains and the head of the Ground Authority. The head of the Ground Authority shall ensure that suitable and prompt public announcements are made.</p> <p><b>6.5 Non-turf pitches</b></p> <p>All <b>CWC Super League</b> matches shall be played on natural turf pitches. The use of PVA and other adhesives in the preparation of pitches is not permitted.</p>	
<p><b>7 THE CREASES</b></p> <p><b>7.1 The creases</b></p> <p>The positions of a bowling crease, a popping crease and two return creases shall be marked by white lines, as set out in clauses 7.2, 7.3 and 7.4, at each end of the pitch. See paragraph 1 of Appendix C.</p>	<p>The marking of the guidelines for the 'Wide creases' could be in a color other than white if it helps make it more visible under bright sunshine or lights.</p>
<p><b>7.2 The bowling crease</b></p> <p>The bowling crease, which is the back edge of the crease marking, is the line that marks the end of the pitch, as in clause 6.1 (Area of pitch). It shall be 8 ft 8 in/2.64 m in length.</p>	
<p><b>7.3 The popping crease</b></p> <p>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 15 yards/13.71 m on either side of the imaginary line joining the centres of the two middle stumps and shall be considered to be unlimited in length.</p>	<p><a href="#">Playing Condition (P/C) 7.3</a></p> <p>The extended popping crease marking is for the benefit of the TV Umpire when called upon to adjudicate on a line decision with the batsman running wide of the pitch.</p> <p>It is also acceptable practice for the umpire at square leg to stand off the popping crease line so as to not block the broadcaster's side-on camera for stumping decisions.</p>
<p><b>7.4 The return creases</b></p> <p>The return creases, which are the inside edges of the crease markings, shall be at right angles to the popping crease at a distance of 4 ft 4 in/1.32 m either side of the imaginary line joining the centres of the two middle stumps. Each return crease shall be marked from the popping crease to a minimum of 8 ft/2.44 m behind it and shall be considered to be unlimited in length.</p>	

<p><b>7.5 Additional Crease Markings</b></p> <p>As a guideline to the umpires for the calling of Wides on the offside, the crease markings detailed in paragraph 1 of Appendix C shall be marked in white at each end of the pitch.</p>	
<p><b>8 THE WICKETS</b></p> <p><b>8.1 Description, width and pitching</b></p> <p>Two sets of wickets shall be pitched opposite and parallel to each other in the centres of the bowling creases. Each set shall be 9 in/22.86 cm wide and shall consist of three wooden stumps with two wooden bails on top. See paragraph 2 of Appendix B.</p>	
<p><b>8.2 Size of stumps</b></p> <p>The tops of the stumps shall be 28 in/71.12 cm above the playing surface and shall be dome shaped except for the bail grooves. The portion of a stump above the playing surface shall be cylindrical apart from the domed top, with circular section of diameter not less than 1.38 in/3.50 cm nor more than 1.5 in/3.81 cm.</p> <p>See paragraph 2 of Appendix B.</p> <p>For televised matches the Home Board may provide a slightly larger cylindrical stump to accommodate the stump camera. When the larger stump is used, all three stumps must be exactly the same size.</p>	<p><a href="#">Playing Condition (P/C) 8.2</a></p> <p>This additional regulation does not allow the stumps to be any higher or wider than the laws of cricket allow. The only difference with these wider stumps would be in the gaps. The overall width of the set of wickets must remain at 9 inches.</p> <p>It is mandatory that the 4<sup>th</sup> umpire at the start of play and thereafter following each interval throughout the game, except the drinks interval, advises Match Referee that wickets are properly pitched and aligned before play commences for that session.</p> <p>If play is continuing in strong winds umpires can agree to dispense with bails. The umpires can as an alternative use heavy bails, if there are available. This decision is for the umpires alone to decide and if bails are to be dispensed with, it should be at both ends, as stated in the Laws.</p>
<p><b>8.3 The bails</b></p> <p>8.3.1 The bails, when in position on top of the stumps,  - shall not project more than 0.5 in/1.27 cm above them.  - shall fit between the stumps without forcing them out of the vertical.</p> <p>8.3.2 Each bail shall conform to the following specifications. See paragraph 2 of Appendix B.</p> <p>Overall length 4.31 in/10.95 cm  Length of barrel 2.13 in /5.40 cm  Longer spigot 1.38 in/3.50 cm</p>	<p><a href="#">PC 8.3.4</a> - -Note: Tethering of bails permitted with the approval of Home Board and ICC</p>

<p>Shorter spigot 0.81 in/2.06 cm.</p> <p>8.3.3 The two spigots and the barrel shall have the same centre line.</p> <p>8.3.4 Devices aimed at protecting player safety by limiting the distance that a bail can travel off the stumps will be allowed, subject to the approval of the Home Board and the ICC.</p>	
<p><b>8.4 Dispensing with bails</b></p> <p>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 clause 29.4 (Dispensing with bails).</p>	<p>PC 8.4 - Agreeing to play without bails is not easy. Law 29 the wicket is down completely changes, the manner in which the wicket is put down if agreement to play without bails is reached.</p> <p>See PC 29.4 for details.</p>
<p><b>8.5 LED Wickets</b></p> <p>The use of approved LED Wickets is permitted. Refer also to paragraphs 3.8.1.6 and 4.2 of Appendix D.</p>	<p>PC 8.5 – When using LED wickets, it is only when the bails light up that it indicates the wicket has been broken, i.e. a bail has lost complete contact with the stump at both of its ends.</p> <p>Just a reminder that the LED bails will light up independently, but both stumps will illuminate when one bail is removed. Zing bails once illuminated, will remain illuminated for at least 4 -5 seconds. This means that if a zing bail that has broken contact with both groves of the stumps, lights up but then falls back on to a stationary position on top of the stumps, it will stay lit up, and if then only the wicket is put down, the TV umpire must ensure he has visuals of the bail completely free of the stumps before he makes up his mind that the wicket is fairly down.</p>
<p><b>9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA</b></p> <p><b>9.1 Rolling</b></p> <p>The pitch shall not be rolled during the match except as permitted in clauses 9.1.1 and 9.1.2.</p> <p>9.1.1 Frequency and duration of rolling During the match the pitch may be rolled at the request of the captain of the side batting second, for a period of not more than 7 minutes, before the start of the second innings.</p> <p>9.1.2 Rolling after a delayed start In addition to the rolling permitted above, if, after the toss and before the first innings of the match, the start is delayed, the captain of the batting side may request that the pitch be rolled for not more than 7 minutes. However, if the umpires together agree that the delay has had no</p>	

<p>significant effect on the state of the pitch, they shall refuse such request for rolling of the pitch.</p> <p>9.1.3 Choice of rollers If there is more than one roller available the captain of the batting side shall choose which one is to be used.</p> <p>The following shall apply in addition to clause 9.1:</p> <p>9.1.4 Prior to the scheduled time for the toss, the artificial drying of the pitch and outfield shall be at the discretion of the Ground Authority. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the Ground Authority, 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.</p> <p>9.1.5 The umpires may instruct the Ground Authority to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.</p> <p>9.1.6 An absorbent roller may be used to remove water from the covers including the cover on the match pitch.</p>	
<p><b>9.2 Clearing debris from the pitch</b></p> <p>9.2.1 The pitch shall be cleared of any debris</p> <p>9.2.1.1 between innings. This shall precede rolling if any is to take place.</p> <p>9.2.1.2 at all intervals for meals.</p> <p>9.2.2 The clearance of debris in clause 9.2.1 shall be done by sweeping, except where the umpires consider that this may be detrimental to the surface of the pitch. In this case the debris must be cleared from that area by hand, without sweeping.</p> <p>9.2.3 In addition to 9.2.1, debris may be cleared from the pitch by hand, without sweeping, before mowing and whenever either umpire considers it necessary.</p>	<p>In order to be consistent in the way a pitch is cleared of debris (which includes “sweeping”) at the appropriate intervals, the pitch should be swept from the bowling crease up to the 5ft marking at both ends. For the area of the pitch past the 5ft marking, the pitch should be cleared of debris with consideration to the prevailing conditions under the supervision of the 4th umpire.</p> <p>This may take the form of sweeping or hand removal of debris – whichever is deemed appropriate by the curator and match umpires – it does not necessarily mean the whole pitch will be swept. (See Law 9.2)</p> <p>PC 9.2.2 -Umpires must be aware of their responsibilities with regard to removal of debris, especially in the sub-continent with dry, brittle pitches. Reserve umpire must be instructed accordingly on whether entire pitch will be swept/brushed/cleared by hand of debris during intervals in play.</p> <p>Before the start of the match the 4<sup>th</sup> umpire can liaise with the curator as to which broom would be used to clear the debris from the pitch. It is advised to use a soft broom and to maintain consistency the same broom can be used for the entire duration of the match.</p>



<p><b>9.3 Mowing</b></p> <p>9.3.1 Responsibility for mowing</p> <p>9.3.1.1 All mowings which are carried out before the match shall be the sole responsibility of the Ground Authority.</p>	<p>PC 9.3.1 – In the case of a reserve day - All mowing (the pitch) must be carried out under the supervision of the reserve umpire before 30 minutes of the scheduled/re-scheduled start of play on that day had the toss taken place the previous day.</p>
<p><b>9.4 Watering the pitch</b></p> <p>The pitch shall not be watered during the match.</p>	
<p><b>9.5 Re-marking creases</b></p> <p>Creases shall be re-marked whenever either umpire considers it necessary.</p>	
<p><b>9.6 Maintenance of footholes</b></p> <p>The umpires shall ensure that the holes made by the bowlers and batsmen are cleaned out and dried whenever necessary to facilitate play.</p> <p>The umpires shall allow, if necessary, the returfing of footholes made by the bowlers in their delivery strides, or the use of quick-setting fillings for the same purpose.</p> <p>In addition, 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 footholes.</p>	<p><a href="#">Playing Condition (P/C) 9.6</a></p> <p>Routine maintenance and rolling supervision can be delegated by the on-field umpires to the 4th Umpire if they so wish. However, this does not alter the fact that the on field umpires will still be responsible to ensure that the preparation and maintenance of the pitch is dealt with strictly according to the Law.</p> <p>Whenever drying of the pitch is necessary following rain, the on-field umpires should oversee this to ensure that everything possible is being done to facilitate play as soon as possible.</p>
<p><b>9.7 Securing of footholds and maintenance of pitch</b></p> <p>During play, umpires shall allow the players to secure their footholds by the use of sawdust provided that no damage to the pitch is caused and that clause 41 (Unfair play) is not contravened.</p>	
<p><b>9.8 Protection and preparation of adjacent pitches during matches</b></p> <p>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:</p>	<p>PC 9.8 - Note umpires before the start of the match must approve any 'watering plan' or protective covering of the adjacent pitches, if any, and advise Captains and Match Referee accordingly. All such maintenance work must be carried out under the supervision of the 4<sup>th</sup> Umpire.</p>

<p>9.8.1 Such measures will only be possible if requested by the Ground Authority and approved by the umpires before the start of the match.</p> <p>9.8.2 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.</p> <p>9.8.3 The preparation work shall be carried out under the supervision of the fourth umpire.</p> <p>9.8.4 The consent of the captains is not required but the umpires shall advise both captains and the ICC Match Referee before the start of the match on what has been agreed.</p>	
<p><b>10 COVERING THE PITCH</b></p> <p><b>10.1 Before the match</b></p> <p>The use of covers before the match is the responsibility of the Ground Authority and may include full covering if required. The pitch shall be entirely protected against rain up to the commencement of play.</p> <p>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 clauses 2 (The umpires), 6 (The pitch), 7 (The creases), 8 (The wickets), and 9 (Preparation and maintenance of the playing area).</p>	
<p><b>10.2 During the match</b></p> <p>The pitch shall be entirely protected against rain up to the commencement of play, and for the duration of the period of the match.</p> <p>The covers must totally protect the pitch and also the pitch surroundings, to a minimum of 5 metres either side of the pitch, and any worn or soft areas in the outfield.</p> <p>The bowlers' run-ups shall be covered during inclement weather, in order to keep them dry, to a distance of at least 10 x 10 metres.</p>	
<p><b>10.3 Removal of covers</b></p> <p>All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2 ½ hours before the scheduled start of</p>	<p>PC 10.3 - Note: covers including hessian or scrim for protection from sun must be removed 2 ½ hours before scheduled start of play if no rain</p>

<p>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.</p>	
<p><b>11 INTERVALS</b></p> <p><b>11.1 An interval</b></p> <p>11.1.1 The following shall be classed as intervals.</p> <ul style="list-style-type: none"> <li>- Intervals between innings.</li> <li>- Intervals for meals.</li> <li>- Intervals for drinks.</li> <li>- Any other agreed interval.</li> </ul> <p>11.1.2 Only these intervals shall be considered as scheduled breaks for the purposes of clause 24.2.6.</p>	<p>Note: No reserve day allocated for CWCSL matches, hence interval between close of play on one day and start of play the next does not arise.</p>
<p><b>11.2 Duration of interval</b></p> <p>There shall be a 30-minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.</p>	
<p><b>11.3 Allowance for interval between innings</b></p> <p>Law 11.3 of the Laws of Cricket shall not apply.</p>	
<p><b>11.4 Changing agreed times of intervals</b></p> <p>11.4.1 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence after the interval.</p> <p>-</p> <p><b>Note:</b> The prescribed interval timings above may be reduced by the ICC Match Referee taking into account the intention of not having a prolonged interval after a lengthy interruption close to the conclusion of the innings of the team batting first. However, the minimum interval shall not be less than 10 minutes.</p>	<p>11.4.1 – Note: Should the first innings be completed prior to the scheduled time for the interval the interval will be taken immediately.</p> <p><u>Should the referee reduce the interval, then as a guide, the minimum interval should not be less than 10 minutes.</u></p>
<p><b>11.5 Intervals for drinks</b></p>	<p>Umpires are also to be mindful of extra drinks being taken out to the batsmen in the middle. In order to reduce the number of delays and stoppages, there should be no drinks or glove changes permitted by the umpires within 15 minutes either side of a scheduled drinks interval, unless gloves are damaged.</p>

<p>11.5.1 Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. Under conditions of extreme heat the umpires may permit extra intervals for drinks.</p> <p>11.5.2 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire (subject to the wearing of bibs – refer to the note in clause 24.1.4).</p>	
<p><b>11.6 Scorers to be informed</b></p> <p>The umpires shall ensure that the scorers are informed of all agreements about hours of play and intervals and of any changes made thereto as permitted under this clause.</p>	
<p><b>12 START OF PLAY; CESSATION OF PLAY</b></p>	
<p><b>12.1 Call of Play</b></p> <p>The bowler's end umpire shall call Play before the first ball of the match and on the resumption of play after any interval or interruption.</p>	<p><a href="#">Playing Condition (P/C) 12.1</a> Convention for the start of an innings</p> <p>There have been recent examples at the start of an innings where the fielding captain wishes to decide on which bowler to bowl the first over depending on which batsman is facing and the batsmen wish to decide which batsman shall face depending on which bowler is bowling the first over, resulting in a stalemate.</p> <p>The umpires should ensure compliance with the following:</p> <ul style="list-style-type: none"> <li>• The umpires take to the field first, and choose the end from which they each will officiate.</li> <li>• The fielding side takes to the field next and informs the umpires from which end they will be bowling the first over and who that bowler will be.</li> <li>• The batsmen take to the field last and with the above information decide who is going to face the first ball.</li> </ul>
<p><b>12.2 Call of Time</b></p> <p>The bowler's end umpire shall call Time, when the ball is dead, at the end of any session of play or as required by these Playing Conditions. See also clause 20.3 (Call of Over or Time).</p>	

<p><b>12.3 Removal of bails</b></p> <p>After the call of Time, the bails shall be removed from both wickets.</p>	
<p><b>12.4 Starting a new over</b></p> <p>Another over shall always be started at any time during the match, unless an interval is to be taken in the circumstances set out in clause 12.5.2, if the umpire, walking at normal pace, has arrived at the position behind the stumps at the bowler's end before the time agreed for the next interval has been reached.</p>	
<p><b>12.5 Completion of an over</b></p> <p>Other than at the end of the match,</p> <p>12.5.1 if the agreed time for an interval is reached during an over, the over shall be completed before the interval is taken, except as provided for in clause 12.5.2.</p> <p>12.5.2 when less than 3 minutes remains before the time agreed for the next interval, the interval shall be taken immediately if,</p> <p style="padding-left: 40px;">either a batsman is dismissed or retires or</p> <p style="padding-left: 40px;">the players have occasion to leave the field</p> <p>whether this occurs during an over or at the end of an over. Except at the end of an innings, if an over is thus interrupted it shall be completed on the resumption of play.</p>	
<p><b>12.6 Conclusion of match</b></p> <p>12.6.1 The match is concluded</p> <p style="padding-left: 20px;">12.6.1.1 as soon as a result as defined in clauses 16.1 to 16.5 (The result) is reached.</p> <p style="padding-left: 20px;">12.6.1.2 as soon as the prescribed number of overs have been completed</p> <p>12.6.2 The match is concluded if, without a conclusion having been reached under 12.6.1, the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible.</p>	
<p><b>12.7 Hours of Play; Minimum Overs Requirement</b></p>	

<p>12.7.1 To be determined by the Home Board subject to there being 2 sessions of 3.5 hours each, separated by a 30-minute interval between innings. Note: The playing hours of matches scheduled to take place at venues where dew is likely to be a factor should be determined so as to ensure that the effect of any dew is minimised.</p>	
<p><b>12.8 Minimum Over Rates</b></p> <p>12.8.1 The minimum over rate to be achieved in CWC Super League Matches shall be 14.28 overs per hour.</p> <p>12.8.2 The actual over rate shall be calculated at the end of each innings by the umpires.</p> <p>12.8.3 In calculating the actual over rate for the match, allowances will be given as follows:</p> <p>12.8.3.1 The time lost as a result of treatment given to a player by an authorised medical personnel on the field of play;</p> <p>12.8.3.2 The time lost as a result of a player being required to leave the field as a result of a serious injury;</p> <p>12.8.3.3 The time taken for all third umpire referrals and consultations and any umpire or player reviews;</p> <p>12.8.3.4 The time lost as a result of time wasting by the batting side; and</p> <p>12.8.3.5 The time lost due to all other circumstances that are beyond the control of the fielding side.</p> <p>12.8.4 In the event of any time allowances being granted to the fielding team under clause 12.8.3.4 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.</p> <p>12.8.5 If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.</p> <p>12.8.6 The current over rate of the fielding team (+/- overs compared to the minimum rate required), to be advised by the 3rd umpire every 30 minutes as a minimum, shall be displayed on a scoreboard or replay screen.</p>	<p><u>Playing Condition (P/C) 12.8.3.4</u></p> <ul style="list-style-type: none"> <li>If, in the opinion and judgement of the umpires, there are repetitive stoppages in play caused by the batting side, the umpires may apply this Clause. Should there be repetitive stoppages by the batting side, then the on field umpires are to issue a first and final caution to the batsmen at the wicket.</li> <li>Secondly, the 4<sup>th</sup> umpire should ensure the batting Captain (if not at the wicket) and team management are aware of the warning. When further delays are caused by the batting side, the 3<sup>rd</sup> umpire will make the appropriate adjustments (debits) to the daily over rate sheets for either the next innings of the current batting side (or previous one) for its bowling over rate – this is best done as a manual adjustment in the allowances column.</li> <li>There is a possibility of a 3<sup>rd</sup> umpire having to redo the match summary sheet if the side batting last in the match breaches this Clause.</li> <li>A time allowance for the fielding side is NOT to be given when the fielding team is late to start the innings / session through having a huddle upon entering the field provided the umpires and batsmen are ready to start.  Same principle applies for batsmen who are not ready to play at the start of a session.  The clock starts for play when the umpires, and broadcaster are ready to start.</li> </ul> <p><u>Teams tactically slowing down the over rate mid-match</u></p> <p>The current interpretation PC 41.9 Time wasting by the fielding side is as follows:</p> <p>The ICC Playing Condition has only one type of penalty for wasting time and that is a 5 run penalty. The Law which provides for the bowler to be removed from the attack for a second time that a member of the fielding side wastes time, is not applied.</p> <p>The Playing Conditions do in 41.9 allow for the on-field umpires to report the matter to the ICC match referee to take appropriate action under the ICC Code of Conduct if repetitive or deliberate.</p> <p>The current interpretation is:</p> <p><i>Teams have a responsibility to maintain a reasonable over rate throughout the match, irrespective of whether the team is well ahead of the required over rate. If</i></p>

*after an unofficial warning the practice of intentionally slowing down the over rate continues, the captain should receive an official warning and then be charged with time wasting if necessary.*

The intention of this interpretation has been to give the umpires the ability to act in situations when fielding sides, for example, tactically slowed the game down, even if they were ahead of the required over rate, to a level which was against the spirit of the game and the general cricket etiquette.

The slowing down of over rates should be obvious to all watching and playing.

The implementation of this interpretation needs to be tightened in the following way:

The ICC have issued a directive: Field Management Guidelines which clearly sets out how the Pace of Play is to be implemented to which all umpires must adhere to accordingly. This is no way is meant to deter a batsman from having a drink or a change of gloves but more to bring under the control of the umpires the entrance of any persons, other than at the fall of wicket, or drinks intervals (subs), on/off the field of play promptly. The fourth umpire, working closely with his on-field colleagues, has a major role to play in the proper administration of this directive.

#### **ICC Field Management Guidelines, October 2018**

##### **BACKGROUND**

At the June meetings of the ICC, both the Chief Executives' Committee and the ICC Board expressed serious concern about the pace of play, reflected by historically low over rates and regular interruptions to play for players to change equipment and take extra drinks.

The umpires have been instructed to minimize the delays to the game, and to take stronger action if the players of either team are not working with the umpires to maintain an appropriate pace of play.

##### **AIM**

This document serves as guidance to ICC Match Officials and competing teams, as to the expectations regarding the pace of play, and the instructions to umpires if teams are not observing these guidelines.

The below guidelines shall be distributed and discussed at all international pre-series meetings and should be used as guidance in addition to the ICC Playing Conditions.

##### **GUIDELINES**

Both Teams

- Teams to be ready to commence play precisely on schedule at the commencement of a day's play, after a scheduled interval and for the beginning of a new innings.
- Each scheduled Drinks Interval shall not last longer than 4 minutes.
- No drinks or towels on the field of play except at a scheduled Drinks break, or at the fall of a wicket, providing it is done without causing a delay in play.
- Substitutes entering the field of play, for any reason, must do so with the consent of the on-field umpires and without causing a delay in play. If an umpire tells a substitute to leave the field, he/she must do so immediately.
- Substitutes or support staff are not to enter the field during a DRS or 3rd umpire review. Only if the decision following the review is OUT shall substitutes or support staff be allowed to enter the field, providing it is done without causing a delay.
- In hot and/or humid conditions, the umpires, at their discretion, may decide to either:
  - schedule one additional Drinks Interval per session, or;
  - If after an interval there has been no wicket for, as a guide 20 minutes, and upon request from either team, allow a substitute to quickly bring a drink on to the field between overs. Under these circumstances, this shall only be allowed with the permission of the umpires, and as long as there is no delay to play. The umpires shall use their best judgment when assessing the conditions of the day and the needs of players.

#### Batting Team

- Following a wicket, the incoming batter must pass the dismissed batter on the field of play.
- Following a wicket, the incoming batter must be ready to face their first ball within 90 seconds in T20I matches and within 120 seconds in Test or ODI matches.
- A batter shall be ready to face whenever the bowler is ready at the top of their run-up.
- Any change of batting equipment shall only occur between overs, ensuring such change does not delay play. No drinks or towels shall be permitted during the equipment change.
- Any delays in play caused by the batting team shall be deducted from the allowances granted to that team in the calculation of its overrate whilst fielding.



	<p><b>Bowling Team</b></p> <ul style="list-style-type: none"> <li>• Change over quickly between overs, particularly when a new bowler is commencing a spell.</li> <li>• Any change in wicket keeping or fielding equipment, unless it is damaged, shall only be completed between overs, ensuring such change does not delay play. No drinks or towels shall be permitted during such equipment changes.</li> <li>• All players must be in position ready for the ball to be bowled when a batsman takes guard following the fall of wicket.</li> <li>• Drinks containers may be stationed outside the field of play and fielders may take a drink between balls or between overs as long as play is not delayed.</li> </ul> <p><b>ACTIONS AVAILABLE TO UMPIRES</b></p> <p>Under the ICC Playing Conditions and ICC Code of Conduct, there are measures that umpires have been instructed to apply when they believe a team is ignoring their instructions when asked to minimize delays to the game:</p> <ul style="list-style-type: none"> <li>• ICC Playing conditions – Clause 41.9 (Time Wasting by the Fielding Side) and 41.10 (Batter Wasting Time) outlines the process that umpires will follow if they believe either team is willfully wasting time. <ul style="list-style-type: none"> <li>• First occasion in an innings – Warning</li> <li>• Second occasion in an innings – 5-run penalty</li> </ul> </li> <li>• Code of Conduct – Article 2.4 Disobeying and umpire’s instruction during an international match. This could be triggered by the repeated failure by a player to comply with the instruction or directive of an umpire during an international match. A breach of Article 2.4 will result in a Level 1 charge.</li> <li>• Code of Conduct – Article 2.10.7 (Unfair play) Time wasting by any player or team. This offence supplements and does not replace ICC Playing Conditions clauses 41.9 and 41.10. Umpires will only act under these clauses for repeated breaches of 41.9 or 41.10 during a match, and the charge will be against the player(s) involved and/or the captain, who will be charged with a Level 1 offence.</li> </ul> <p><b>INSTRUCTIONS TO UMPIRES</b></p> <p>The umpires will proactively enforce the above guidelines in all international matches. Umpires will work with players to minimize delays to the game, particularly between overs. If umpires believe their attempts to speed up play are being ignored by players of either team, and the guidelines are being ignored, they have been instructed to apply Clauses 41.9 or 41.10 of the ICC Playing Conditions, and in cases of repeated or deliberate breaches of these guidelines,</p>
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umpires may, as a last resort, charge a player and/or captain under the ICC Code of Conduct.

**First breach by a team in an innings**

On the first occasion in an innings the umpires are not satisfied that players are operating within these guidelines, they will apply Clause 41.9 or 41.10 of the ICC Playing Conditions and provide an official warning to the offending player and to the captain of that side. Such warning will be considered a warning to the team for that innings, not only the player/s involved in the specific breach.

**Second breach by a team in an innings**

On the second occasion in an innings the umpires are not satisfied that players are operating within these guidelines, they will apply Clause 41.9 or 41.10 of the ICC Playing Conditions and award a 5-run penalty against the offending team.

**Repeated breaches by a team during a match**

As a last resort, and if the conduct of a player or team is deemed to be repeatedly and deliberately ignoring the requests from umpires to resume play, they shall further charge the offending and captain under Code of Conduct article 2.10.7, at a Level 1 charge.

The ICC Match Referees should discuss this interpretation and the resultant action at the pre series meetings

To avoid unnecessary delays in play due to **sightscreen** issues:

- PCT to be proactive and have both teams check and confirm that the sightscreens are acceptable as to height and width the day before the match starts.
- PCT to discuss and instruct the stadium authorities as to the requirements for the sightscreen operation and the areas around it. In particular:
- There is to be a "no-go" area in front of the sightscreen (where possible).
- Ground personnel to be properly instructed to prevent spectators above the sightscreens from disrupting play
- PCT to ensure that the ground staff has a good fall back system that can be efficiently activated if the sightscreen turning device (for advertising) fails.

The umpires should be especially vigilant in the monitoring of **batsmen** who waste time by taking too long to settle into their guard.

<p><b>12.9 Penalty Overs – Points Deduction</b></p> <p>12.9.1 If, at the end of the match, the over rate calculation determines that a team has bowled one or more overs less than the minimum over rate requirement, that team will incur a deduction of one point per over for each full over the team falls short of its minimum over rate required in a match.</p>	<p>Teams have a responsibility to maintain a reasonable over rate throughout the match, irrespective of whether the team is well ahead of the required over rate. If after an unofficial warning the practice of intentionally slowing down the over rate continues, the captain should receive an official warning and then be charged for time wasting if necessary. <b>See interpretation in Clause 12.8.(Minimum over rates).</b></p> <p>12.9 – This serves in conjunction with Clause 4 of Appendix 2 of The Code of Conduct for Players and PSP - (FV effective 1 August 2019)</p>
<p><b>13 INNINGS</b></p> <p><b>13.1 Number of innings</b></p> <p>13.1.1 A match shall be one innings for each side.</p>	
<p><b>13.2 Alternate innings</b></p> <p>Each side shall take their innings alternately.</p>	
<p><b>13.3 Completed innings</b></p> <p>A side's innings is to be considered as completed if any of the following applies</p> <p>13.3.1 the side is all out.</p> <p>13.3.2 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.</p> <p>13.3.3 the prescribed number of overs have been bowled to the batting side.</p>	
<p><b>13.4 The toss</b></p> <p>The captains shall toss a coin for the choice of innings, on the field of play and under the supervision of the ICC Match Referee, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play. Note, however, the provisions of clause 1.3 (Captain).</p>	

<p><b>13.5 Decision to be notified</b></p> <p>As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the umpires of this decision. Once notified, the decision cannot be changed.</p>	
<p><b>13.6 Duration of Match</b></p> <p>13.6.1 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</p> <p>13.6.2 There shall be no reserve days allocated for any matches.</p>	<p>Note: No reserve day allocated for CWCSL matches.</p>
<p><b>13.7 Length of Innings</b></p> <p>13.7.1 Uninterrupted Matches.</p> <p>13.7.1.1 Each team shall bat for 50 overs unless all out earlier.</p> <p>13.7.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. Subject to clause 11.4, the interval shall be fixed at <b>30 minutes</b>. 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.</p> <p>13.7.1.3 If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.</p> <p>13.7.1.4 If the team fielding second fails to bowl 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.</p> <p>13.7.1.5 Penalties shall apply for slow over rates (refer to the ICC Code of Conduct).</p> <p>13.7.2 Delayed or Interrupted Matches</p>	<p>In a match where the team batting first gets the opportunity to bat a full fifty overs, then unless an interruption takes place late in this innings, for a considerable time, but does not shorten the duration of the game, the interval will be <b>fixed at 30 minutes</b>. If however, the team fielding first has to undergo an interruption late in this innings for a considerable time, which does not alter the original duration of the 50 overs, then the Match Referee may use his discretion and shorten the interval between innings to less than 30 minutes. The minimum interval, however, is <b>10 minutes</b>.</p> <p>Example: The first session is scheduled from 10.00am to 1.30pm. There is 60 minutes of extra time. At 1.10pm after 45 overs have been completed there is an interruption for 50 minutes. The Match Referee may now advise that the interval between innings following the completion of the 50 overs will be 20 minutes or less, as he seems appropriate, but not less than 10 minutes.</p>

13.7.2.1	Delay or Interruption to the Innings of the Team Batting First (see paragraph 1 of Appendix E)	
13.7.2.1.1	When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.	
13.7.2.1.2	The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 20 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.	<p><a href="#">Setting a cut off time for a delayed match to start</a> in order not to be abandoned</p> <p><a href="#">Scenario applicable for CWCSL &amp; ODIs</a>  <a href="#">Hours of Play: 2.30pm to 6.00pm &amp; 6.45pm to 10.15pm. 60 minutes extra time</a></p>
13.7.2.1.3	As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.2, then the first innings is terminated and the provisions of 13.7.2.2 below take effect.	<p>Question - What is the latest time the ODI must start for a 20 overs per side game? The one hour extra time, will take us from 10.15pm to 11.15pm. If we need two times x 84 minutes (20 overs each x 4.2) plus the 10 minute change of innings (therefore 178 minutes), the latest starting time must be 11.15 pm. less 178 minutes = 8.17pm.  i.e First session: 8.17 to 9.41pm + 10 min break – 9.51pm to 11.15pm</p>
13.7.2.1.4	<p>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.</p> <p>This calculation must not cause the match to finish earlier than the original or rescheduled 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.</p>	<p>If one takes in consideration the last sentence of clause 13.7.2.1.4, which states "If required the original time shall be extended to allow for one extra over for each team, will it be still fine to start up to 8:26 pm?"</p> <p><a href="#">ICC interpretation / guidance...</a></p> <p>The confusion seems to stem from a misreading of the regulation, or rather quoting of it out of context.</p> <p>The last sentence of clause 13.7.2.1.4 which states "If required the original time shall be extended to allow for one extra over for each team" immediately follows the line that "this calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play".</p> <p>The adding of the extra over would <u>only</u> apply in this context if the new finish time were earlier than 11.15pm. At 8.26, the rescheduled finish time will be 11.24pm, so <a href="#">this additional over clause does not apply.</a></p>
13.7.2.1.5	If the team fielding first fails to bowl the revised number of overs by the specified time, play shall	

	<p>continue until the required number of overs have been bowled or the innings is completed.</p> <p>13.7.2.1.6 Penalties shall apply for slow over rates (refer to the ICC Code of Conduct).</p> <p>13.7.2.2 Delay or Interruption to the innings of the Team Batting Second (see paragraph 2 of Appendix E)</p> <p>13.7.2.2.1 When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 14.28 overs per hour, 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.</p> <p>13.7.2.2.2 In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.</p> <p>13.7.2.2.3 To constitute a match, a minimum of 20 overs have to be bowled to the team batting second subject to a result not being achieved earlier.</p> <p>13.7.2.2.4 The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.</p> <p>13.7.2.2.5 A fixed time will be specified for the close of play by applying a rate of 14.28 overs per hour. 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.</p> <p>13.7.2.2.6 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</p>	<p>Indeed, this should never apply when setting the start time for a match. It may only be relevant where there is a first innings interruption when the over rate to date is higher than required for the innings.</p> <p>Example: of PC13.7.2.1.3 – Hours of Play same as above:  Match commences at 2.45pm and is interrupted at 6.46pm after 44 over bowled.  Play is possible at 8.15pm. Time left in the game is 8.15pm to maximum 11.15pm (after adding extra time). Overs possible in 180 minutes = 43 overs (rounded up).  Therefore, second session starts immediately match commences at 8.15pm</p>
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<p>extended until the overs have been bowled or a result achieved.</p> <p>13.7.2.2.7 Penalties shall apply for slow over rates (refer to the ICC Code of Conduct).</p>	
<p><b>13.8 Extra Time</b></p> <p>The Home Board and Visiting Board may agree to provide for extra time of up to 90 minutes where the start of play is delayed or play is suspended. For clarity, the changeover period (maximum 05 mins) for a Super Over after the main match is not to be taken into account when applying any permitted extra time available.</p>	<p>13.8 – Changeover time in the event of a Super over is 05 minutes</p>
<p><b>13.9 Number of Overs per Bowler</b></p> <p>13.9.1 No bowler shall bowl more than 10 overs in an innings.</p> <p>13.9.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.</p> <p>13.9.3 Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.</p> <p>13.9.4 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.</p> <p>13.9.5 The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.</p>	<p>PC 13.9.4 – A bowler whilst running in to bowl the first ball of his first over is unable to deliver the ball due to a pulled muscle. He leaves the field. Another bowler who has not bowled the last nor will bowl the next now completes the over. For the purpose of bowling quota this over will count as 1 each for the bowler who got injured as well as the bowler who completed the over.</p>
<p><b>14 THE FOLLOW-ON</b></p> <p>Shall not apply.</p>	
<p><b>15 DECLARATION AND FORFEITURE</b></p> <p>Shall not apply.</p>	

## 16 THE RESULT

### 16.1 A Win – one-innings match

- 16.1.1 Unless the winner is determined by DLS (see clause 16.4), the side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See clause 13.3 (Completed innings). Note also clause 16.5 (Winning hit or extras).
- 16.1.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 16.2), 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.
- 16.1.3 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 16.2), all matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared a No Result.

Playing Condition (P/C) 16.1.2 Guidance to match officials - This section advises you how to deal with a very specific ODI Scenario.

- The innings of the team batting second (Team 2) is interrupted before they have faced 20 overs but when they are clearly well on course for victory.
- Once a certain number of overs have been lost, you see from the DLS print out that Team 2 has already reached any target that could be set for them under DLS.

There can be no further cricket played in the match, since even if conditions improve, Team 2 will not need to score any more runs to win.

The question is, therefore, when is the match a no result and when is it a win for Team 2?

There are two possibilities:

1. The playing conditions do not improve in time to allow for even a 20 over innings to be scheduled, then the match is abandoned as a no result.
2. The playing conditions improve by a time that allows for an innings of at least 20 overs to be scheduled, then Team 2 will have reached their new DLS target score and so wins the match. Note there is no need for either team physically to take the field and then immediately walk off again.

#### ***Implications for umpires***

The umpires need to be in a position to judge fairly whether a resumption that allows Team 2 to face 20 overs would have been possible, even though in practice no more play will take place. However it is undesirable for spectators to sit waiting for a match to resume beyond the point where there could be any further play. The following procedure should therefore be followed

1. Once the time is reached when no more play will take place, because any new DLS target would already have been reached, this should be made clear to all parties.
2. If the umpires then decide on a time by which playing conditions would allow further play (and time for a minimum 20 over innings), they should inform all parties that provided conditions at that time are indeed playable, then at that point, the new DLS target will apply and Team 2, having reached their target, will have won the match.
3. If playing conditions do not allow such a resumption, as soon as the latest time for resuming a 20 over innings is reached, or as soon as the umpires conclude that no start will be possible by that cut-off time, then the match is a no result.



	<p><b>Implications for ground authorities</b></p> <p>A curious side-effect of the above is that the ground authorities are required to make all normal efforts to make conditions playable even beyond the point when no further actual play will take place. It is not reasonable for the umpires to have to hypothesise that, had the ground authorities continued working, a restart would have been possible prior to the cut-off time. Similarly, it is not fair on the competing teams for the result of the match to depend on the umpires making such a judgement.</p> <p>However, once the umpires are satisfied that conditions are such that it is possible for a time to be set for play to resume, the ground authorities will not be expected to carry out any further aspect of ground preparation (marking lines, applying sawdust etc.).</p> <p><b>Playing regulations</b></p> <p>The above is not a change to playing condition 16.1.2, but guidance on how to apply it. Playing Condition 16.1.2 confirms how Team 2 can win a match without batting for 20 overs. They can win if they had the opportunity to bat for at least 20 overs but didn't need to do so because they passed their original or adjusted target.</p>
<p><b>16.2 ICC Match Referee awarding a match</b></p> <p>16.2.1 A match shall be lost by a side which either</p> <p>16.2.1.1 concedes defeat or</p> <p>16.2.1.2 in the opinion of the ICC Match Referee refuses to play and the ICC Match Referee shall award the match to the other side.</p> <p>16.2.2 If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the ICC Match Referee of this fact. The ICC Match Referee shall together with the umpires ascertain the cause of the action. If the ICC Match Referee, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, he/she shall so inform the captain of that side. If the captain persists in the action the ICC Match Referee shall award the match in accordance with clause 16.2.1.2 above.</p> <p>16.2.3 If action as in clause 16.2.2 above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clauses 13.7.2 (Delayed and Interrupted Matches) and 11.4 (Changing agreed times for intervals) above.</p>	

<p><b>Note:</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 ICC Code of Conduct.</p>	
<p><b>16.3 All other matches – A Tie or No Result</b></p> <p>16.3.1 A Tie</p> <p>16.3.1.1 If the teams' scores are equal after both innings have been completed (if applicable under DLS – see clause 16.4), then a Super Over shall be played. If the Super Over is a tie, then unless exceptional circumstances arise (see paragraph 26 of Appendix G) subsequent Super Overs shall be played until there is a winner. Should it not be possible to play or to complete the Super Overs needed to determine a winner, the match shall be tied.</p> <p>16.3.2 No Result</p> <p>16.3.2.1 See clause 16.1.3 above</p>	<p>All information concerning Super Over (see Appendix G)</p> <p>Note: Appendix G – paragraph 26 – talks of multiple Super overs being bowled should a Super over end in a tie. However, should time constraints or any other factors as determined by the Match Referee, restrict multiple Super overs from being played out if necessary, he could advise the two team of a limit to the number of Super overs that could be permitted. He shall do so prior to the start of the first Super over.</p>
<p><b>16.4 Calculation of the Target Score</b></p> <p>16.4.1 Interrupted Matches</p> <p>16.4.1.1 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using DLS. The target set will always be a whole number and one run less will constitute a Tie.</p> <p>16.4.2 Prematurely Terminated Matches</p> <p>16.4.2.1 If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension using DLS. 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.</p>	<p><u>Playing Condition (P/C) 16.4</u> Guidance to match officials - This section advises you how to deal with a very specific ODI Scenario. See 16.1.2 above</p> <ul style="list-style-type: none"> <li>- The innings of the team batting second (Team 2) is interrupted before they have faced 20 overs but when they are clearly well on course for victory.</li> <li>- Once a certain number of overs have been lost, you see from the DLS print out that Team 2 has already reached any target that could be set for them under <u>DLS</u>. There can be no further cricket played in the match, since even if conditions improve, Team 2 will not need to score any more runs to win.</li> </ul> <p>The question is, therefore, when is the match a no result and when is it a win for Team 2?</p> <p>There are two possibilities</p> <ol style="list-style-type: none"> <li>1. The playing conditions do not improve in time to allow for even a 20 over innings to be scheduled, then the match is abandoned as a no result.</li> <li>2. The playing conditions improve by a time that allows for an innings of at least 20 overs to be scheduled, then Team 2 will have reached their new DLS target score and so wins the match. Note there is no need for either team physically to take the field and then immediately walk off again.</li> </ol>

<p><b>16.5 Winning hit or extras</b></p> <p>16.5.1 As soon as a result is reached as defined in clauses 16.1, 16.2 or 16.3.1, the match is at an end. Nothing that happens thereafter, except as in clause 41.18.2 (Penalty runs), shall be regarded as part of it. Note also clause 16.8.</p> <p>16.5.2 The side batting last will have scored enough runs to win only if its total of runs is sufficient without including any runs completed by the batsmen before the completion of a catch, or the obstruction of a catch, from which the striker could be dismissed.</p> <p>16.5.3 If a boundary is scored before the batsmen have completed sufficient runs to win the match, the whole of the boundary allowance shall be credited to the side's total and, in the case of a hit by the bat, to the striker's score.</p>	<p>PC 16.5.3 – The batting side needs 1 run to win. The striker is on 96. He strikes the ball through the covers and runs, crosses his colleague but does not ground his bat at the other end, instead stops just short of the crease at that end. The ball now reaches the boundary. The batting side wins the match and his score is 100 not out. Had he completed his first run before the ball reached the boundary, then his team would have won, the match which would then have concluded and he would have been 97 runs not out.</p>
<p><b>16.6 Statement of result</b></p> <p>If the side batting last wins the match without losing all its wickets, the result shall be stated as a win by the number of wickets still then to fall, unless clause 16.4.2.1 (Prematurely Terminated Matches – Calculation of the Target Score) applies..</p> <p>If, without having scored a total of runs in excess of the total scored by the opposing side, the innings of the side batting last has been completed, but as the result of an award of 5 Penalty runs its total of runs is then sufficient to win, the result shall be stated as a win to that side by Penalty runs</p> <p>If the side fielding last wins the match, the result shall be stated as a win by runs. If the match is decided by one side conceding defeat or refusing to play, the result shall be stated as Match Conceded or Match Awarded, as the case may be.</p>	<p>PC 16.6 – Win by Penalty Runs: The batting side needs 3 runs to win with the last pair in. The fast bowler runs in and bowls the batsman with a late swinging yorker. The batting side is all out. The umpires taking possession of the ball find that the quarter seam has been intentionally raised. As per the law they now award 5 Penalty runs to the batting side. Since they are all out - The statement of result would read: Win by Penalty runs. (Rare but possible)</p>
<p><b>16.7 Correctness of result</b></p> <p>Any decision as to the correctness of the scores shall be the responsibility of the umpires. See clause 2.15 (Correctness of scores).</p>	
<p><b>16.8 Mistakes in scoring</b></p> <p>If, after the players and umpires have left the field in the belief that the match has been concluded, the umpires discover that a mistake in scoring has occurred which affects the result then, subject to clause 16.9, they shall adopt the following procedure.</p>	

<p>16.8.1 If, when the players leave the field, the side batting last has not completed its innings and either the number of overs to be bowled in that innings has not been completed, or the end of the innings has not been reached, then, unless one side concedes defeat, the umpires shall order play to resume.</p> <p>Unless a result is reached sooner, play will then continue, if conditions permit, until the prescribed number of overs has been completed. The number of overs shall be taken as they were at the call of Time for the supposed conclusion of the match. No account shall be taken of the time between that moment and the resumption of play.</p> <p>16.8.2 If, at this call of Time, the overs have been completed and no Playing time remains, or if the side batting last has completed its innings, the umpires shall immediately inform both captains of the necessary corrections to the scores and to the result.</p>	
<p><b>16.9 Result not to be changed</b></p> <p>Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match – see clauses 2.15 (Correctness of scores) and 3.2 (Correctness of scores) – the result cannot thereafter be changed.</p>	
<p><b>16.10 Competition Format</b></p> <p>16.10.1 The CWC Super League shall be contested by 13 teams (seeded by ICC ODI Rankings as at 1 July 2020):</p> <ol style="list-style-type: none"> <li>1. England;</li> <li>2. India;</li> <li>3. New Zealand;</li> <li>4. South Africa;</li> <li>5. Australia;</li> <li>6. Pakistan;</li> <li>7. Bangladesh;</li> <li>8. Sri Lanka;</li> <li>9. West Indies;</li> <li>10. Afghanistan;</li> <li>11. Ireland;</li> <li>12. Netherlands; and</li> <li>13. Zimbabwe.</li> </ol>	

<p>16.10.2 The format of the CWC Super League shall be a league in which each team will play eight (8) series, four (4) series at home and four (4) series away.</p> <p>16.10.3 Each series shall consist of 3 ODI matches.</p>							
<p><b>16.11 Points</b></p> <p>16.11.1 Points shall be allocated for each match played within a series as follows:</p> <table data-bbox="296 423 709 505"> <tr> <td>Win:</td> <td>10</td> </tr> <tr> <td>Tie, No Result or Abandoned</td> <td>5</td> </tr> <tr> <td>Loss</td> <td>0</td> </tr> </table> <p>16.11.2 If a match is abandoned and the pitch and/or outfield is ultimately rated as 'Unfit' under the ICC Pitch and Outfield Monitoring Process, points for that match shall be distributed on the basis that the visiting team won the match and the home team lost the match, superseding any result that may have been derived under the DLS method. However, any such match shall be classified as a No Result for statistical purposes.</p>	Win:	10	Tie, No Result or Abandoned	5	Loss	0	
Win:	10						
Tie, No Result or Abandoned	5						
Loss	0						
<p><b>16.12 Penalty Overs – Points Deduction</b></p> <p>16.12.1 Any team which has been unable to maintain the minimum over rate as defined in clause 12.9 shall incur one Penalty Over for each full over it is short of the minimum over rate requirement.</p> <p>16.12.2 A team shall have one (1) CWC Super League competition point deducted from its points total for each Penalty Over it incurs.</p>							
<p><b>16.13 Points Table</b></p> <p>16.13.1 The CWC Super League Points Table shall rank the teams in order of the Total Points earned across the eight (8) series. Total Points earned shall be the points won or awarded (clause 16.11 above) less the points deducted through any Penalty Overs incurred (clause 16.12 above).</p> <p>16.13.2 Where two or more teams are level on points at the end of the CWC Super League, the following criteria shall be used to determine positions in the CWC Super League Points Table:</p> <p>16.13.2.1 The team that has won the greater number of matches will be placed higher;</p> <p>16.13.2.2 If still equal, the team with the higher Net Run Rate will be placed higher (refer to clause 16.13.3 below for the calculation of net run rate);</p> <p>16.13.2.3 If still equal, the team that is ranked in the higher position in the ICC Men's ODI Team Rankings on 1 July 2020 (listed in 16.10.1 above) shall be placed higher.</p>							

<p><b>16.13.3 Net Run Rate</b></p> <p><b>16.13.3.1</b> 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.</p> <p><b>16.13.3.2</b> 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.</p> <p><b>16.13.3.3</b> 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 DLS, for net run rate purposes Team 1 will be credited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded with DLS having been applied at an earlier point in the match, Team 1 will be credited 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.</p> <p><b>16.13.3.4</b> If a match is awarded to the visiting team under clause 16.11.2 above, the runs scored / balls bowled in that match shall not be included in the calculation of the Net Run Rate for the two teams involved in that match.</p>	<p><b>16.13.3.3 – Those matches that end in a tie and a Super Over/s is played to decide a winner, will not have the runs scored in the Super Over/s added when calculating the Net Run Rate.</b></p> <p><b>16.13.3.4 – Any match that is abandoned at any stage due to the pitch and/or outfield being marked as 'Unfit' will be considered to have been won by the visiting side despite any other result that may have been derived by applying the DLS Method. However, any runs scored in this match, <u>will not be considered</u> for Net Run Rate purposes for both teams.</b></p>
<p><b>16.14 Qualification for ICC Men's Cricket World Cup 2023</b></p> <p><b>16.14.1</b> The host country shall qualify automatically for the ICC Men's Cricket World Cup 2023.</p> <p><b>16.14.2</b> The highest 7 teams in the CWC Super League Points Table (excluding the host) shall qualify for the ICC Men's Cricket World Cup 2023.</p> <p><b>16.14.3</b> The lowest five (5) teams in the CWC Super League Points Table (excluding the host) shall progress to the Qualifier for the ICC Men's Cricket World Cup 2023.</p>	
<p><b>17 THE OVER</b></p> <p><b>17.1 Number of balls</b></p> <p>The ball shall be bowled from each end alternately in overs of 6 balls.</p>	

<p><b>17.2 Start of an over</b></p> <p>An over has started when the bowler starts his run-up or, if there is no run-up, starts his action for the first delivery of that over.</p>	<p>A bowler whilst running in to bowl the first ball of his first over is unable to deliver the ball due to a pulled muscle. He leaves the field. Another bowler who has not bowled the last nor will bowl the next now completes the over. For the purpose of bowling quota this over will count as 1 each for the bowler who got injured as well as the bowler who completed the over.</p>
<p><b>17.3 Validity of balls</b></p> <p>17.3.1 A ball shall not count as one of the 6 balls of the over unless it is delivered, even though, as in clause 41.16 (Non-striker leaving his ground early) a batsman may be dismissed or some other incident occurs without the ball having been delivered.</p> <p>17.3.2 A ball delivered by the bowler shall not count as one of the 6 balls of the over</p> <p>17.3.2.1 if it is called dead, or is to be considered dead, before the striker has had an opportunity to play it. See clause 20.6 (Dead ball; ball counting as one of over).</p> <p>17.3.2.2 if it is called dead in the circumstances of clause 20.4.2.6. Note also the special provisions of clause 20.4.2.5 (Umpire calling and signaling Dead ball)</p> <p>17.3.2.3 if it is a No ball. See clause 21 (No ball).</p> <p>17.3.2.4 if it is a Wide. See clause 22 (Wide ball).</p> <p>17.3.2.5 when any of clauses 24.4 (Player returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract striker), or 41.5 (Deliberate distraction, deception or obstruction of batsman) is applied.</p> <p>17.3.3 Any deliveries other than those listed in clauses 17.3.1 and 17.3.2 shall be known as valid balls. Only valid balls shall count towards the 6 balls of the over.</p>	
<p><b>17.4 Call of Over</b></p> <p>When 6 valid balls have been bowled and when the ball becomes dead, the umpire shall call Over before leaving the wicket. See also clause 20.3 (Call of Over or Time).</p>	

<p><b>17.5 Umpire miscounting</b></p> <p>17.5.1 If the umpire miscounts the number of valid balls, the over as counted by the umpire shall stand.</p> <p>17.5.2 If, having miscounted, the umpire allows an over to continue after 6 valid balls have been bowled, he/she may subsequently call Over when the ball becomes dead after any delivery, even if that delivery is not a valid ball.</p> <p>17.5.3 Whenever possible, the third umpire shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.</p>	<p><u>Playing Condition (P/C) 17.5</u> Teamwork with all 3 umpires is crucial to ensuring all overs are counted correctly.</p> <p>The on field Umpires should agree to assist each other with a “2 to go” signal and the 3rd Umpire to be ready to assist when required. However, the objective of this clause is to encourage the involvement of the 3rd Umpire and work with the on field Umpires to ensure that 6 legal deliveries are bowled in an over.</p> <p>The 3rd Umpire is to count the deliveries in an over in the same way as the on field Umpires – preferably a recording sheet (or ball counter), however, whichever method is used it must be robustly accurate on all occasions. Should the on field Umpires wish to check or confirm the balls left in an over, the TV Umpire should be able to assist instantly (in extreme circumstances – the TV Umpire can check with the Scorers).</p> <p>17.5.2 – Example: Should the umpire miscount and allow a 7<sup>th</sup> ball in the over which in turn is called a No ball. The mistake is now discovered. Immediately over shall be called, even though the 7<sup>th</sup> ball was a no ball. Any runs scored or wicket taken off such a ball will however, stand.</p> <p>Should the TV Umpire believe that the over has been incorrectly counted, he should intervene immediately and advise the on field Umpires. The timing here is critical.</p> <p>Upon 6 fair deliveries already being bowled in an over – the TV Umpire is to speak to the on field Umpire as the bowler is walking back to his mark for the 7th delivery. However, the task of intervening when the Umpire has called “over” after 5 deliveries is more difficult. <b>This is where the on field Umpires should check the count with the TV Umpire if they have any doubt or counting discrepancy at all.</b></p>
<p><b>17.6 Bowler changing ends</b></p> <p>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.</p>	
<p><b>17.7 Finishing an over</b></p> <p>17.7.1 Other than at the end of an innings, a bowler shall finish an over in progress unless incapacitated or suspended under these Playing Conditions.</p> <p>17.7.2 If for any reason, other than the end of an innings, an over is left uncompleted at the start of an interval or interruption, it shall be completed on resumption of play.</p>	



<p><b>17.8 Bowler incapacitated or suspended during an over</b></p> <p>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.</p>	<p>PC 17.8 – for all purposes if the bowler starts his run up for the over – whether delivered or not it will count in the cases of quota of overs etc. if applicable.</p>
<p><b>18 SCORING RUNS</b></p> <p><b>18.1 A run</b></p> <p>The score shall be reckoned by runs. A run is scored</p> <p>18.1.1 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.</p> <p>18.1.2 when a boundary is scored. See clause 19 (Boundaries).</p> <p>18.1.3 when Penalty runs are awarded. See clause 18.6</p>	
<p><b>18.2 Runs disallowed</b></p> <p>Wherever in these Playing Conditions provision is made for the scoring of runs or awarding of penalties, such runs and penalties will be subject to any provisions that may be applicable for the disallowance of runs or for the non-award of penalties.</p> <p>When runs are disallowed, the one run penalty for No ball or Wide shall stand and 5 run penalties shall be allowed, except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).</p>	<p>Example: Q: A batsman <u>does not offer a stroke</u> to a ball that hits him on the pads and goes towards to cover point. He takes off for a run. A fielder who has returned without permission at the start of the over now picks the ball up and throws the wicket down at the wicket-keeper's end with the non-striker trying to make his ground at that end.</p> <p>A: Call dead ball as soon as the fielder comes into contact with the ball. Return the batsman back to their original ends. Award 5 penalty runs to the batting side for 'Player returning without permission' No dismissal permitted. Ball does not count in over. No report necessary.</p> <p>Example: Q2: The striker does not offer a stroke to a ball which then hits him on the pads and goes towards third man. Both batsmen run, cross and the striker is now run out at the bowler's end. What happens next?</p> <p>A: – <b>in this case the original non-striker goes back to that end, and the incoming batsman goes to the striker's end (assuming there is another ball to be bowled in that over).</b> By doing this, it is consistent with what would have happened without a run attempted (where the batsmen would have been for the next delivery) and there is no possibility of the batting side changing who faces the next ball through an unpermitted act.</p> <p>MCC confirmed: 20 July 2020</p>

<p><b>18.3 Short runs</b></p> <p>18.3.1 A run is short if a batsman fails to make good his ground in turning for a further run.</p> <p>18.3.2 Although a short run shortens the succeeding one, the latter if completed shall not be regarded as short. A striker setting off for the first run from in front of the popping crease may do so also without penalty.</p>	
<p><b>18.4 Unintentional short runs</b></p> <p>Except in the circumstances of clause 18.5,</p> <p>18.4.1 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.</p> <p>18.4.2 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.</p> <p>18.4.3 if both batsmen run short in one and the same run, this shall be regarded as only one short run.</p> <p>18.4.4 if more than one run is short then, subject to clauses 18.4.2 and 18.4.3, all runs called as short shall not be scored.</p> <p>18.4.5 if there has been more than one short run, the umpire shall inform the scorers as to the number of runs to be recorded.</p>	<p>PC18.4.1 - Question: Striker hits the ball and runs. However, when touching down for his first run he unintentionally fails to ground his bat behind the popping crease at that end. He starts off on his second run and is sent back but fails to beat the fielder's throw which hits the wicket at bowler's end. He is given out! Run out. Should the bowler's end umpire also signal one short to the scorer?</p> <p>Answer: Yes, he should for the benefit of the scorers since in this instant no runs are scored.</p>
<p><b>18.5 Deliberate short runs</b></p> <p>18.5.1 If either umpire considers that one or both batsmen deliberately ran short at that umpire's end, the umpire concerned shall, when the ball is dead, call and signal Short run and inform the other umpire of what has occurred and apply clause 18.5.2.</p> <p>18.5.2 The bowler's end umpire shall</p> <ul style="list-style-type: none"> <li>- disallow all runs to the batting side</li> <li>- return any not out batsman to his original end</li> <li>- signal No ball or Wide to the scorers, if applicable</li> <li>- award 5 Penalty runs to the fielding side</li> <li>- award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side)</li> <li>- inform the scorers as to the number of runs to be recorded, and</li> </ul>	<p>Note: PC 18.5.2 – No warning like previous – immediate award of Penalty runs when the ball becomes dead.</p> <p>No Report considered</p>

<p>- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.</p>	
<p><b>18.6 Runs awarded for penalties</b></p> <p>Runs shall be awarded for penalties under clauses 18.5 (Deliberate short runs), 21 (No ball), 22 (Wide ball), 24.4 (Player returning without permission), 26.4 (Penalties for contravention), 28.2 (Fielding the ball), 28.3 (Protective helmets belonging to the fielding side) 41 (Unfair play) and 42 (Players' conduct). Note, however, the restrictions on the award of Penalty runs in clauses 23.3 (Leg byes not to be awarded), 28.3 (Protective helmets belonging to the fielding side) and 34 (Hit the ball twice).</p>	<p>PC 18.6 – Note: Additional: Penalty 5 runs now awarded for:</p> <ul style="list-style-type: none"> <li>• PC 26.4.2 – Practice on the field,</li> <li>• PC 41.15 – Striker in protected area,</li> <li>• PC 41.2 – Unfair actions (Not covered in the Laws) and,</li> <li>• PC 42.2 – Level 4 offences.</li> </ul>
<p><b>18.7 Runs scored for boundaries</b></p> <p>Runs shall be scored for boundary allowances under clause 19 (Boundaries).</p>	
<p><b>18.8 Runs scored when a batsman is dismissed</b></p> <p>When a batsman is dismissed, any runs for penalties awarded to either side shall stand.</p> <p>No other runs shall be credited to the batting side, except as follows.</p> <p>18.8.1 If a batsman is dismissed Obstructing the field, the batting side shall also score any runs completed before the offence. If, however, the obstruction prevented a catch being made, no runs other than penalties shall be scored.</p> <p>18.8.2 If a batsman is dismissed Run out, the batting side shall also score any runs completed before the wicket was put down.</p>	
<p><b>18.9 Runs scored when the ball becomes dead other than at the fall of a wicket</b></p> <p>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 these Playing Conditions, any runs for penalties awarded to either side shall be scored. Note however the provisions of clauses 23.3 (Leg byes not to be awarded) and 28.3 (Protective helmets belonging to the fielding side).</p> <p>Additionally the batting side shall be credited with all runs completed by the batsmen before the incident or call of Dead ball and the run in progress if the batsmen had already crossed at the instant of the incident or call of Dead ball.</p>	

<p>Note specifically, however, the provisions of clause 41.5.8 (Deliberate distraction, deception or obstruction of batsman).</p>	
<p><b>18.10 Crediting of runs scored</b></p> <p>Unless stated otherwise in these Playing Conditions,</p> <p>18.10.1 if the ball is struck by the bat, all runs scored by the batting side shall be credited to the striker, except for the following:</p> <ul style="list-style-type: none"> <li>- an award of 5 Penalty runs, which shall be scored as Penalty runs</li> <li>- the one run penalty for a No ball, which shall be scored as a No ball extra.</li> </ul> <p>18.10.2 if the ball is not struck by the bat, runs shall be scored as Penalty runs, Byes, Leg byes, No ball extras or Wides as the case may be. If Byes or Leg byes accrue from a No ball, only the one run penalty for No ball shall be scored as such, and the remainder as Byes or Leg byes as appropriate.</p> <p>18.10.3 the bowler shall be debited with:</p> <ul style="list-style-type: none"> <li>- all runs scored by the striker</li> <li>- all runs scored as No ball extras</li> <li>- all runs scored as Wides.</li> </ul>	
<p><b>18.11 Batsman returning to original end</b></p> <p>18.11.1 When the striker is dismissed in any of the circumstances in clauses 18.11.1.1 to 18.11.1.5, the not out batsman shall return to his original end.</p> <ul style="list-style-type: none"> <li>18.11.1.1 Bowled.</li> <li>18.11.1.2 Stumped.</li> <li>18.11.1.3 Hit the ball twice.</li> <li>18.11.1.4 LBW.</li> <li>18.11.1.5 Hit wicket.</li> </ul> <p>18.11.2 The batsmen shall return to their original ends in any of the cases of clauses 18.11.2.1 to 18.11.2.3.</p> <ul style="list-style-type: none"> <li>18.11.2.1 A boundary is scored.</li> <li>18.11.2.2 <b>Runs are disallowed for any reason.</b></li> </ul>	

<p>18.11.2.3 A decision by the batsmen at the wicket to do so, under clause 41.5 (Deliberate distraction, deception or obstruction of batsman).</p>	
<p><b>18.12 Batsman returning to wicket he has left</b></p> <p>18.12.1 When a batsman is dismissed in any of the ways in clauses 18.12.1.1 to 18.12.1.3, 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>If runs are to be disallowed, however, the not out batsman shall return to his original end.</b></p> <p>18.12.1.1 Caught</p> <p>18.12.1.2 Obstructing the field</p> <p>18.12.1.3 Run out.</p> <p><b>18.12.2</b> If, while a run is in progress, the ball becomes dead for any reason other than the dismissal of a batsman, 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. <b>If, however, any of the circumstances of clauses 18.11.2.1 to 18.11.2.3 apply, the batsmen shall return to their original ends.</b></p>	<p>18.12.1 - Note: If either batsman is dismissed whilst attempting a run which will subsequently be disallowed – any <b>not out batsman shall return to their original end.</b></p>
<p><b>19 BOUNDARIES</b></p> <p><b>19.1 Determining the boundary of the field of play</b></p> <p>19.1.1 Before the toss, the umpires shall determine the boundary of the field of play, which shall be fixed for the duration of the match. See clause 2.3.4 (Consultation with Home Board).</p> <p>19.1.2 The boundary shall be determined such that no part of any sight-screen, will, at any stage of the match, be within the field of play.</p> <p>19.1.3 The aim shall be to maximize the size of the playing area at each venue. With respect to the size of the boundaries, no boundary shall be longer than 90 yards (82.29 meters), and no boundary should be shorter than 65 yards (59.43 metres) from the centre of the pitch to be used.</p> <p>19.1.4 At all times, there must be 3 yards (2.74 meters) from the boundary rope to the first solid object (advertising boards/LEDs, photographers, cameramen, dug outs, covers, perimeter fence) for the player's safety run off.</p>	

<p>19.1.5 If the boundary is positioned less than 90 yards (82.29 meters) from the centre of the pitch, the boundary rope cannot be set at a distance of more than 10 yards (9.14 meters) from the perimeter fence. The 10 yards shall be inclusive of the 3 yards (2.74 meters) provided for the player's safety run off.</p> <p>19.1.6 Any ground which has previously been approved to host international cricket which is unable to conform to the minimum boundary dimension shall be exempt. In such cases the boundary shall be positioned so as to maximize the size of the playing area.</p>	
<p><b>19.2 Identifying and marking the boundary</b></p> <p>19.2.1 All boundaries must be designated by a rope, or similar object of a minimum standard as authorised by the ICC from time to time.</p> <p>19.2.2 If the boundary is marked by means of an object that is in contact with the ground the boundary will be the edge of the grounded part of the object which is nearest the pitch.</p> <p>19.2.3 An obstacle within the field of play shall not be regarded as a boundary unless so determined by the umpires before the toss. See clause 2.3.4 (Consultation with Home Board).</p> <p>19.2.4 If an unauthorised person enters the playing arena and handles the ball, the umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batsman is liable to be out as a result of the unauthorised person handling the ball.</p>	
<p><b>19.3 Restoring the boundary</b></p> <p>If a solid object used to mark the boundary is disturbed for any reason, then:</p> <p>19.3.1 the boundary shall be considered to be in its original position.</p> <p>19.3.2 the object shall be returned to its original position as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.</p> <p>19.3.3 if some part of a fence or other marker has come within the field of play, that part shall be removed from the field of play as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.</p>	<p>PC 19.3 – At all times umpires must be observant when boundary markers have moved due to fielders running/sliding into them and have it restored before the next ball is bowled. In the event a boundary marker has moved and not restored – the original position it occupied will be considered when making a judgement on a boundary. (TV Umpire/4<sup>th</sup> Umpire proactive here).</p> <p>This is not difficult when the boundary has moved <b>further away</b> from the field of play. It becomes confusing when the boundary is pushed <b>further into</b> the field of play. Umpires make it a point to be vigilant and have such replacement done before commencing play again.</p>
<p><b>19.4 Ball grounded beyond the boundary</b></p> <p>19.4.1 The ball in play is grounded beyond the boundary if it touches,</p>	<p><u>Playing Condition (P/C) 19.4</u> The wording has been clarified to emphasize that, when fielding or catching a ball after it has crossed the boundary in the air, that <u>any fielder</u> to touch the ball must not only have some part of his person in contact with</p>

<ul style="list-style-type: none"> <li>- the boundary or any part of an object used to mark the boundary;</li> <li>- the ground beyond the boundary;</li> <li>- any object that is grounded beyond the boundary.</li> </ul> <p>19.4.2 The ball in play is to be regarded as being grounded beyond the boundary if</p> <ul style="list-style-type: none"> <li>- a fielder, grounded beyond the boundary as in clause 19.5, touches the ball;</li> <li>- a fielder, after catching the ball within the boundary, becomes grounded beyond the boundary while in contact with the ball, before completing the catch.</li> </ul>	<p>the ground within the boundary, but must have no part grounded on or beyond the boundary.</p> <p><a href="https://1drv.ms/v/s!AvjXL88fHlxrAdMr_AsHKwIIHYO">https://1drv.ms/v/s!AvjXL88fHlxrAdMr_AsHKwIIHYO</a></p> <p>A <u>second fielder</u> making contact with the ball after a teammate has already touched it <u>may not</u> however, jump up from a position beyond the boundary, unless he too had <u>first handled the ball within the field of play</u>.</p>
<p><b>19.5 Fielder grounded beyond the boundary</b></p> <p>19.5.1 A fielder is grounded beyond the boundary if some part of his person is in contact with any of the following:</p> <ul style="list-style-type: none"> <li>- the boundary or any part of an object used to mark the boundary;</li> <li>- the ground beyond the boundary;</li> <li>- any object that is in contact with the ground beyond the boundary;</li> <li>- another fielder who is grounded beyond the boundary.</li> </ul> <p>19.5.2 A fielder who is not in contact with the ground is considered to be grounded beyond the boundary if his final contact with the ground, before his first contact with the ball after it has been delivered by the bowler, was not entirely within the boundary.</p>	<p>PC 19.5.2 - The law change stipulates that any number of fielders handling the ball in the air over the boundary should first have contacted it, if grounded, within the boundary or if in the air – last contact with the ground before touching the ball from within the field of play</p>
<p><b>19.6 Boundary allowances</b></p> <p>19.6.1 6 runs shall be allowed for a boundary 6; and 4 runs for a boundary 4. See also clause 19.7.</p>	
<p><b>19.7 Runs scored from boundaries</b></p> <p>19.7.1 A boundary 6 will be scored if and only if the ball has been struck by the bat and is first grounded beyond the boundary without having been in contact with the ground within the field of play. This shall apply even if the ball has previously touched a fielder.</p> <p>19.7.2 A boundary 4 will be scored when a ball that is grounded beyond the boundary</p>	

<p>- whether struck by the bat or not, was first grounded within the boundary, or</p> <p>- has not been struck by the bat.</p> <p>19.7.3 When a boundary is scored, the batting side, except in the circumstances of clause 19.8, shall be awarded whichever is the greater of</p> <p>19.7.3.1 the allowance for the boundary</p> <p>19.7.3.2 the runs completed by the batsmen together with the run in progress if they had already crossed at the instant the boundary is scored.</p> <p>19.7.4 When the runs in clause 19.7.3.2 exceed the boundary allowance they shall replace the boundary allowance for the purposes of clause 18.12.2.</p> <p>19.7.5 The scoring of Penalty runs by either side is not affected by the scoring of a boundary.</p>	
<p><b>19.8 Overthrow or wilful act of fielder</b></p> <p>If the boundary results from an overthrow or from the wilful act of a fielder, the runs scored shall be</p> <p>any runs for penalties awarded to either side</p> <p>and the allowance for the boundary</p> <p>and 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.</p> <p>Clause 18.12.2 (Batsman returning to wicket he has left) shall apply as from the instant of the throw or act.</p>	<p>Note: The Overthrow or the wilful act of fielder are two different actions.</p> <p>Examples:</p> <p>The <b>overthrow</b> starts when the fielder releases the ball on its way back to the wicket in order to affect a run out or stop further runs from being accrued and then it goes for further runs.</p> <p>The <b>wilful act</b> is when a fielder deliberately makes contact with a ball to help it over the boundary to gain an advantage i.e. keep a particular batsman off strike in the first ball of the next over.</p> <p>In both examples given above, should the on-field umpires wish to clarify whether the batsmen had crossed at the time of the overthrow or act, they may seek the assistance of the TV Umpire, should that ball go to the boundary.</p>
<p><b>20 DEAD BALL</b></p> <p><b>20.1 Ball is dead</b></p> <p>20.1.1 The ball becomes dead when</p> <p>20.1.1.1 it is finally settled in the hands of the wicket-keeper or of the bowler.</p> <p>20.1.1.2 a boundary is scored. See clause 19.7 (Runs scored from boundaries).</p> <p>20.1.1.3 a batsman is dismissed. The ball will be deemed to be dead from the instant of the incident causing the dismissal.</p>	<p>20.1.1.1 – Ball settled in the hands of the wicketkeeper is quite difficult to explain but easy to judge when it takes place. The factors to consider are (i) is there an intent/opportunity for the wicketkeeper/fielder to affect a dismissal. (ii) are the batsman in their ground or showing intent to run. (iii) does the wicketkeeper pass the ball on to the slips for onward transmission to the bowler.</p> <p>In international cricket it is quite commonplace to see a striker leave a ball, watch it to the wicketkeeper, then nod at the keeper and move out to do some gardening. In games which are competitive, hard fought and bordering on becoming contentious, and you feel the striker is leaving his ground early, it would be good sense to have a word with him and avoid a difficult situation</p>



<p>20.1.1.4 whether played or not it becomes trapped between the bat and person of a batsman or between items of his clothing or equipment.</p> <p>20.1.1.5 whether played or not it lodges in the clothing or equipment of a batsman or the clothing of an umpire.</p> <p>20.1.1.6 there is an award of Penalty runs under either of clauses 24.4 (Player returning without permission) or 28.3 (Fielding the ball). The ball shall not count as one of the over.</p> <p>20.1.1.7 there is a contravention of clause 28.3 (Protective helmets belonging to the fielding side).</p> <p>20.1.1.8 the match is concluded in any of the ways stated in clause 12.6 (Conclusion of match).</p> <p>20.1.2 The ball shall be considered to be dead when it is clear to the bowler's end umpire that the fielding side and both batsmen at the wicket have ceased to regard it as in play.</p> <p>20.1.3 In a match where cameras are being used on or over the field of play (e.g. Spidercam), should a ball that has been hit by the batsman make contact, while still in play, with the camera, its apparatus or its cable, either umpire shall call and signal 'dead ball'. The ball shall not count as one of the over and no runs shall be scored. If the delivery was called a No ball it shall count and the No ball penalty shall be applied. No other runs (including penalty runs) apart from the No ball penalty shall be scored.</p> <p>20.1.4 Should a ball thrown by a fielder make contact with a camera on or over the field of play, its apparatus or its cable, either umpire shall call and signal dead ball. Unless this was already a No ball or Wide, the ball shall count as one of the over. All runs scored to that point shall count, plus the run in progress if the batsmen have already crossed.</p> <p>20.1.5 Refer also to paragraph 2.6 of Appendix D.</p>	<p>PC 20.1 - Note: Ball not dead when it lodges in the helmet/visor of a fieldsman</p> <p>Clause 20.1.1.3 – Examples (Note: ANB - TV Umpire calling front foot No ball))</p> <ol style="list-style-type: none"> <li>1. Striker given out LBW. Ball after hitting pads travels along ground over the boundary. Bowler's end umpire calls for No ball check other than a front foot no ball, as this is already checked by the TV umpire. TV umpire confirms it is a No ball. Bowler's end signals No ball. Original striker resumes his innings. Only 1 Penalty run for the no ball scored. Ball is deemed to be dead once original out decision is given.</li> <li>2. Striker hits ball high into the air completes one and coming back for second not crossed when ball is caught. Bowler's end umpire calls for No ball check other than a front foot no ball, as this is already checked by the TV umpire. TV Umpire confirms it is a No ball. Striker continues his innings but is now at non-striker's end. No run scored except one run Penalty for the No ball. Ball is deemed to be dead from the moment the catch is completed.</li> </ol> <p>(Note Umpire can only check for No ball, other than a front foot no ball, as this is already checked by the TV umpire, following a dismissal in which the validity of the dismissal would be affected by the no ball.))</p> <p>Clause 20.1.1.3 – Examples of Fair catch referrals:</p> <ol style="list-style-type: none"> <li>1. Diving catch held in the outfield. Batsmen have crossed before catch is completed and claimed. Umpires not certain but in favor of it being held. Refer it to TV umpire with soft signal of OUT. TV umpire on checking has clear evidence that ball 'did not carry'. Gives it Not Out on giant screen. Since the batsman have crossed, the run is scored, and non-striker will face next ball if over not called. Note: the soft signal of out given by B/E umpire is only an indicative signal.</li> <li>2. Same scenario as above only this time the TV umpire finds that the ball 'has clearly carried'. Striker is given out, <u>no runs counted</u> but new batsman goes to non-striker's end if over not called. Note: the ball becomes dead the moment the striker is dismissed. However, the batsman remain as they are since the catch was completed after they crossed.  <u>Note: A soft signal is only an indicative signal. Should the batsman be found to be not out following a review for a fair catch where the soft signal was given as OUT – he will get the benefit of the run if he had crossed prior to the attempted catch being taken.</u>  <u>A decision of out given on-field by the umpire and then reviewed and found to be not out will not enjoy this status since the ball became dead no sooner the decision of out was given and no runs are permitted as per the laws on a catch that is out.</u></li> </ol>
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	<p><u>PC 20.1.3 -Playing Condition (P/C) 20.1.3-</u> This Playing condition is broken up into 2 separate parts – the first one deals with the batsman hitting the ball into the camera / cable, and the other part deals with the fielder throwing the ball into the camera / cable.</p> <ol style="list-style-type: none"> <li>1. Batsman hitting the ball - everything counts, <b>except runs scored</b>, with the <u>ball in play</u>, up until the moment the ball hits the camera / cable. Either umpire could either call and signal Dead ball. The ball shall not count and no runs shall be scored. However, a no ball shall stand together with the one run penalty for bowling it.</li> <li>2. <b>However</b>, the batsman could be Out “hit wicket” before the ball hits the camera. In this case, the batsman is dismissed, as the ball is still in play when the wicket was put down and the ball has become dead upon dismissal. The ball hitting the camera / cable is irrelevant.</li> <li>3. Fielder throwing the ball - the ball becomes Dead at the point of contact (everything is counted up to that moment) the ball DOES count as one in the over unless a no ball has been called. No other runs including Penalty runs shall be scored.</li> </ol> <p>Should the ball be <u>deflected</u> off an umpire, batsman or fielder before hitting a camera / cable, then the act of either the batsman hitting the ball or fielder throwing the ball, if applicable in the first instance, is what has to be applied.</p> <p><b>Should a ball that is hit by the striker, high into the deep makes first contact with the camera or its cable, in the air, <b>beyond the boundary</b> and the ball then is deflected back to the field of play, <b>boundary six would apply</b></b></p> <p><a href="https://onedrive.live.com/?id=718C1C1FCF2FD7F8%215640&amp;cid=718C1C1FCF2FD7F8&amp;group=0&amp;parId=718C1C1FCF2FD7F8%212170&amp;o=OneUp">https://onedrive.live.com/?id=718C1C1FCF2FD7F8%215640&amp;cid=718C1C1FCF2FD7F8&amp;group=0&amp;parId=718C1C1FCF2FD7F8%212170&amp;o=OneUp</a></p> <p>The onfield umpires are now permitted to consult with the 3<sup>rd</sup> umpire on whether the ball did touch an elevated camera, cable or apparatus.</p>
<p><b>20.2 Ball finally settled</b></p> <p>Whether the ball is finally settled or not is a matter for the umpire alone to decide.</p>	
<p><b>20.3 Call of Over or Time</b></p> <p>Neither the call of Over (see clause 17.4), nor the call of Time (see clause 12.2) is to be made until the ball is dead, either under clauses 20.1 or 20.4.</p>	
<p><b>20.4 Umpire calling and signalling Dead ball</b></p>	

<p>20.4.1 When the ball has become dead under clause 20.1, the bowler's end umpire may call and signal Dead ball if it is necessary to inform the players.</p> <p>20.4.2 Either umpire shall call and signal Dead ball when</p> <p>20.4.2.1 intervening in a case of unfair play.</p> <p>20.4.2.2 a possibly serious injury to a player or umpire occurs.</p> <p>20.4.2.3 leaving his/her normal position for consultation.</p> <p>20.4.2.4 one or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball.</p> <p>20.4.2.5 the striker is not ready for the delivery of the ball and, if the ball is delivered, makes no attempt to play it. Provided the umpire is satisfied that the striker had adequate reason for not being ready, the ball shall not count as one of the over.</p> <p>20.4.2.6 the striker is distracted by any noise or movement or in any other way while preparing to receive, or receiving a delivery. This shall apply whether the source of the distraction is within the match or outside it. Note also clause 20.4.2.7. The ball shall not count as one of the over.</p> <p>20.4.2.7 there is an instance of a deliberate attempt to distract under either of clauses 41.4 (Deliberate attempt to distract striker) or 41.5 (Deliberate distraction, deception or obstruction of batsman). The ball shall not count as one of the over.</p> <p>20.4.2.8 the bowler drops the ball accidentally before delivery.</p> <p>20.4.2.9 the ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker under clause 41.16 (Non-striker leaving his ground early).</p> <p>20.4.2.10 satisfied that the ball in play cannot be recovered.</p> <p>20.4.2.11 required to do so under any of the Playing Conditions not included above.</p>	<p><a href="#">PC 20.4.2.6 -Towel falling from the bowler's trouser during run up / delivery stride - Umpires to have a proactive discussion with the bowler and warn them that if the batsman complains after the towel has fallen, the ball may be called dead and any dismissal not allowed.</a></p> <p><a href="#">PC 20.4.2.10 – Note Lost ball has now become obsolete and replaced with this clause.</a></p>
<p><b>20.5 Ball ceases to be dead</b></p> <p>The ball ceases to be dead – that is, it comes into play – when the bowler starts his run-up or, if there is no run-up, starts his bowling action.</p>	
<p><b>20.6 Dead ball; ball counting as one of over</b></p>	

<p>20.6.1 When a ball which has been delivered is called dead or is to be considered dead then, other than as in clause 20.6.2,</p> <p>20.6.1.1 it will not count in the over if the striker has not had an opportunity to play it.</p> <p>20.6.1.2 Unless No ball or Wide ball has been called, it will be a valid ball if the striker has had an opportunity to play it, except in the circumstances of clauses 20.4.2.6 and 24.4 ( Player returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract striker) and 41.5 (Deliberate distraction, deception or obstruction of batsman).</p> <p>20.6.2 In clause 20.4.2.5, the ball will not count in the over only if both conditions of not attempting to play the ball and having an adequate reason for not being ready are met. Otherwise the delivery will be a valid ball.</p>	
<p><b>21 NO BALL</b></p> <p><b>21.1 Mode of delivery</b></p> <p>21.1.1 The umpire shall ascertain whether the bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker.</p> <p>It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball.</p> <p>21.1.2 Underarm bowling shall not be permitted.</p>	<p>Following the introduction of the TV umpire calling the front foot No ball (Auto No ball), there will be significant changes to the routines and protocols employed by umpires as they go about their business. The most important factor is to be aware and prepare for is the two different types of modes you could be called upon to perform under i.e. (a) Auto No ball (ANB) mode and (b) the usual system of the TV umpire only getting involved in calling No ball on request when dismissals or reviews occur.</p> <p>Some of the significant changes in the ANB mode are:</p> <ol style="list-style-type: none"> <li>1. On field umpire does not call the front foot No ball except when advised by TV Umpire that the technology (camera's down) and you are empowered to do so.</li> <li>2. All other forms of no balls i.e. beamers, field restrictions, illegal bowling actions, ball bouncing more than once, coming to rest, off the pitch etc. etc. will be called live on field by the respective umpires.</li> <li>3. Other than the front foot landing No ball, all other forms of no balls can be checked by the on-field umpires ONLY on a dismissal.</li> <li>4. Any Referrals or reviews that have to be sent up to the TV Umpire will only be done after confirmation is received from the TV umpire of the legality of the delivery. Then if still relevant the TV signal will be made sending the decision upstairs.</li> <li>5. The TV Umpire would have to check every delivery and make a judgement on its fairness.</li> <li>6. It is mandatory that the TV Umpire advises the on-field umpires of the fairness of the delivery once THE BALL IS DEAD.</li> </ol>

	<ol style="list-style-type: none"> <li>7. If there is a tight no ball that needs to be given more scrutiny, then it would be necessary to advise on-field umpire "CHECKING FRONT FOOT" and once finalized advise on-field accordingly.</li> <li>8. <b>Once the 3<sup>rd</sup> Umpire advises a front foot no-ball</b>, and should a dismissal have resulted from that delivery, any runs completed before the dismissal became effective <b>shall not count</b>, together with the run that has been crossed.</li> <li>9. The ball is to be considered dead from the first dismissal, which could later be revoked by the discovery of the no-ball. Any <b>actions or runs attempted after the first dismissal</b> will not be considered should the ball be then judged as a no-ball.</li> <li>10. Should the On-Field umpires initiate a request for a no-ball check (other than a front foot), then if a No-ball is called following the check by the 3<sup>rd</sup> Umpire, the batting side shall benefit from the reversal of the dismissal and the one run for the No-ball, <b>but shall not benefit from any runs that may subsequently have accrued from the delivery had the On-Field Umpire originally called a No-ball</b>. Where the batsmen crossed while the ball was in the air before being caught, the batsmen shall remain at the same ends as if the striker had been dismissed, but no runs shall be credited to the striker even if one (or more) runs were completed before the catch being taken.</li> <li>11. Should a wide be called On-Field which is later judged to be a No-ball by 3<sup>rd</sup> Umpire - The No-ball will override the wide and the batting side will incur the benefits of the No ball once the wide is revoked.</li> <li>12. 3.3.5 – Note: The TV umpire will check all other modes of No balls, other than front foot not behind the popping crease (since already checked) provided it is initiated by the on-field umpires, following a dismissal.</li> </ol>
<p><b>21.2 Fair delivery – the arm</b></p> <p>For a delivery to be fair in respect of the arm the ball must not be delivered with an Illegal Bowling Action.</p> <p>An Illegal Bowling Action is defined as a bowling action where a bowler's Elbow Extension exceeds 15 degrees, measured from the point at which the bowling arm reaches the horizontal until the point at which the ball is released (any Elbow Hyperextension shall be discounted for the purposes of determining an Illegal Bowling Action).</p> <p>Should either umpire or the ICC Match Referee suspect that a bowler has used an Illegal Bowling Action, they shall complete the ICC Bowling Action Report Form at the conclusion of the match, as set out in the Illegal Bowling Regulations.</p>	<p><a href="#">Law 21.2</a> Guidance for judging a "specific illegal delivery"</p> <p>A specific illegal delivery refers to a situation when a bowler, after having been tested under the ICC Regulations, is told of a certain type of delivery that he is not permitted to bowl in international cricket. For example, a faster ball or the Doosra.</p> <p>Please note that it is only at the fall of a wicket that the on field umpires can request the 3<sup>rd</sup> umpire to assist in the identification of whether that particular delivery was one of the "specific illegal deliveries". The on field challenge of identifying the illegal delivery as soon as it happens, while it may be easier for the bowler's end umpire to pick up a faster delivery, it may not be easy to identify a Doosra. Therefore, the first instance of this illegal delivery may be missed – or it may be called a "No ball".</p> <p>If it is missed or unclear, the delivery in question should put the on field and 3<sup>rd</sup> umpires on notice and they should then be carefully watching for a repeat of the illegal delivery.</p>

	<p>The square leg umpire and 3rd umpire are able to assist the bowler's end umpire in assessing whether the illegal delivery has been bowled (e.g. faster one or Doosra). The 3rd umpire is best placed to support the identification of a Doosra being bowled.</p> <p>If there is doubt that a legal delivery has been bowled and a wicket falls, the on field umpire can request the 3<sup>rd</sup> umpire to check by applying Clause 3.10 or Clause 7 of the TV umpire Playing Conditions.</p> <p>For clarity and to summarize:</p> <ul style="list-style-type: none"> <li>• Certain bowlers have been told not to bowl their particular illegal delivery of a fast/spear ball or the Doosra.</li> <li>• If such an illegal delivery is bowled by the said bowler, the on field umpires can call No ball. These deliveries do not have to be adjudged to have been bowled with an illegal action; the fact that they have been bowled is sufficient to call a No ball.</li> <li>• If No ball is called, the procedure set out in Law 21.2 applies, i.e. if the bowler is <u>called twice</u> in the innings then he cannot bowl for the rest of that innings.</li> <li>• If No ball is called under these circumstances, the bowler is automatically reported with a suspect illegal bowling action. See the opening paragraph to section 2 of the IBA regulations.</li> <li>• At the fall of a wicket if the on field umpires suspect that the wicket was taken by an illegal delivery, the 3rd umpire may be consulted which could result in a No ball being called.</li> </ul> <p>NOTE: if a bowler bowls the specific illegal delivery in a match, he is called on field or reported during or after the game. The normal ICC Regulations for the review of bowlers reported with suspected illegal bowling actions becomes operable, and the following applies:</p> <ul style="list-style-type: none"> <li>- Can continue to bowl (unless called 3 times in an innings)</li> <li>- Must be tested in the lab within 14 days</li> <li>- If found to have an illegal action for any type of delivery he will not be able to bowl in an International match for a minimum of 12 months</li> <li>- All the normal tests and match comparisons will be done</li> <li>- The bowler will have to bowl that specific delivery, i.e., a doosra or faster ball in the lab and satisfy the test.</li> </ul>
<p><b>21.3 Ball thrown or delivered underarm – action by umpires</b></p> <p>21.3.1 If, in the opinion of either umpire, the ball has been thrown (where such mode of delivery does not correspond to the bowler's normal bowling</p>	<p>21.3 – to be adjudged live by on field umpire or referred to TV umpire only if dismissal occurs</p>

<p>action) or delivered underarm, he/she shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call.</p> <p>The bowler's end umpire shall then</p> <ul style="list-style-type: none"> <li>- warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings.</li> <li>- inform the captain of the fielding side of the reason for this action.</li> <li>- inform the batsmen at the wicket of what has occurred.</li> </ul> <p>21.3.2 If either umpire considers that, in that innings, a further delivery by the same bowler is thrown (where such mode of delivery does not correspond to the bowler's normal bowling action) or delivered underarm, he/she shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.</p> <p>The bowler's end umpire shall then</p> <ul style="list-style-type: none"> <li>- direct the captain of the fielding side to suspend the bowler immediately from bowling. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.</li> <li>- inform the batsmen at the wicket and, as soon as practicable, the captain of the batting side of the reason for this action.</li> </ul> <p>21.3.3 The umpires together shall report the occurrence as soon as possible after the match to the ICC Match Referee, who shall take such action as is considered appropriate against the bowler concerned.</p>	<p>PC 21.3.1 – Note if ball considered to have been thrown or bowled underarm <b>only one warning applies</b>, the second time it happens, call no ball, and instruct Captain to suspend bowler from bowling for that innings.</p> <p>Shall report to the Match Referee.</p>
<p><b>21.4 Bowler throwing towards striker's end before delivery</b></p> <p>If the bowler throws the ball towards the striker's end before entering the delivery stride, either umpire shall call and signal No ball. See clause 41.17 (Batsmen stealing a run).</p> <p>However, the procedure stated in clause 21.3 of caution, informing, final warning, action against the bowler and reporting shall not apply.</p>	<p><b>21.4 -</b> to be adjudged live by on field umpires or referred to TV umpire only if dismissal occurs</p> <p>The following three questions were asked of the MCC, to which they provided us with an explanation and interpretations as below:</p> <p><b>Example: 1.</b>  <i>The striker takes up his stance <u>on the crease</u>, the bowler in is run up throws towards the striker before entering his delivery stride. The striker in his surprise back away. The ball hits the wicket. The striker is on the crease with no <u>part of his person behind it</u>. He is <u>not trying to run</u>. No ball is called. Could the striker be run out?</i></p>

**Answer 1:** Law 21.4 exists precisely so that a bowler can Run out a batsman who is out of his/her ground before the ball is delivered. It is not about attempting a run, necessarily, but more about advancing down the pitch. The Law states: *'If the bowler throws the ball towards the striker's end before entering the delivery stride, either umpire shall call and signal No ball.'*

Furthermore, Law 41.17 (Batsmen stealing a run) specifically states that the action permitted in 21.4 is a method of running the striker out.

Furthermore, Law 38.1 states:

*'Either batsman is out Run out, except as in 38.2, if, at any time while the ball is in play,*

*he/she is out of his/her ground, and  
his/her wicket is fairly put down by the action of a fielder  
even though No ball has been called, except in the circumstances of  
38.2.2.2, and whether or not a run is being attempted.'*

In this example, the ball is in play (it comes into play when the bowler starts his/her run-up), and all of these conditions have been met. The batsman is therefore out, Run out.

There is an argument to say that the striker backing away might lead the umpire to call the ball dead under Law 20.4, but I don't think that would be appropriate in this case. The fact that he may only just be out of his ground is also to be disregarded. If the striker had been in his ground, then left it to avoid being hit by the ball, he would be protected by Law 38.2.1.1. Again, that appears not to be the case in your question.

**Example 2.**

1. Same as above, this time the striker smashed the ball to the boundary. **Would the boundary count.**

**Answer 2:** The boundary or any runs taken would not count. The ball has not been delivered (note, the title of the Law refers to the throw being before delivery) and so runs off the bat cannot accrue. Although the Laws are silent on this, which may need rectifying in due course, it would be sensible to invoke the same principle as is applied in Law 41.16 – namely that, if the run out attempt fails, the umpire should call and signal Dead ball.

**Example 3.**

2. Same as Ques 1., this time the ball makes **contact with the silly mid-off fielder** and goes on to hit the stumps with
  - (a) the striker on the crease with no part behind it not trying to run.
  - (b) The striker trying to run.



	<p><b>Answer 3:</b> Law 21.9 states:  <i>'If, except in the circumstances of Law 27.3 (Position of wicket-keeper), a ball delivered by the bowler makes contact with any part of a fielder's person before it either makes contact with the striker's bat or person, or it passes the striker's wicket, the umpire shall call and signal No ball and immediately call and signal Dead ball.'</i></p> <p>However, under this Law, it clearly states that the ball has to have been delivered, which is not the case when the ball is thrown before the delivery stride. The throw does not have to hit the stumps directly for a run out to be made – it can involve another member of the fielding side, so the contact with another fielder does not render a run out impossible. The attempting of a run, or not, is irrelevant.</p>
<p><b>21.5 Fair delivery – the feet</b></p> <p>For a delivery to be fair in respect of the feet, in the delivery stride</p> <p>21.5.1 the bowler's back foot must land within and not touching the return crease appertaining to his stated mode of delivery.</p> <p>21.5.2 the bowler's front foot must land with some part of the foot, whether grounded or raised</p> <ul style="list-style-type: none"> <li>- on the same side of the imaginary line joining the two middle stumps as the return crease described in clause 21.5.1, and</li> <li>- behind the popping crease.</li> </ul> <p>If the bowler's end umpire is satisfied that any of these three conditions have not been met, he/she shall call and signal No ball. See clause 41.8 (Bowling of deliberate front foot No ball).</p> <p>As per CWCSL – all front foot landing with some part of foot behind popping crease – No balls will be adjudged by TV Umpire (ANB -Auto No Ball)</p> <p>In addition, if the third umpire, having reviewed television replays of the front foot landing, judges that the bowler's front foot did not land with some part of the foot, whether grounded or raised, behind the popping crease, he/she shall immediately advise the bowler's end umpire who shall in turn immediately call and signal No ball.</p>	<p><u>Playing Condition (P/C) 21.5</u> The ICC Playing Conditions relating to "Fair Delivery – the feet" is different to the MCC Law. The Playing Condition says <i>"If the bowler's end umpire is satisfied that any of these conditions have not been met, he shall call and signal No ball."</i></p> <p>This means that if the bowler's end umpire or <b>3<sup>rd</sup> Umpire as the case may be</b> cannot be satisfied that the placement of feet has breached the Law, then <b><u>the umpire gives the benefit of doubt to the bowler. There must be clear and conclusive evidence that...</u></b></p> <ul style="list-style-type: none"> <li>• <b>No part</b> of the front foot is grounded or raised behind the popping crease on landing (first contact), <b>to be judged by TV Umpire</b> or</li> <li>• The back foot <b>did not</b> land within and not touching the return crease, or <b>to be adjudged live by on field umpire or referred to TV umpire only if dismissal occurs.</b></li> <li>• The front foot <b>did not</b> land with some part on the same side as the imaginary line joining the two middle stumps. <b>to be adjudged by on field umpire live or referred to TV Umpire only if dismissal occurs.</b></li> </ul> <p>... in order to rule and signal a No ball.</p> <p>21.5.2 – In order to follow the "In addition" guidelines for the TV Umpire only calling the front foot No ball (ANB - please refer to Appendix H)</p> <p><b><i>Foot Fault No Ball (Definition of "Landing")</i></b></p> <ul style="list-style-type: none"> <li>• The broadcaster in the pre match meetings is to be requested when reviewing a foot fault no ball to stop/freeze the image at the point where the back heel lands, not where it ends up or at its finishing point.</li> <li>• <b>Front foot</b> – first contact for grounding only for any part of the foot and not applicable for to any raised part of foot. <b>This is where the umpire must ask the Broadcaster to freeze the image.</b> For a fast bowler this is generally the moment</li> </ul>

	<p>when the heel touches the ground. As a guide whether some portion of the raised heel is behind the popping crease once the foot has touched down, – it is the sole of the heel/boot that is taken into account and not any upper extension of the heel/foot.</p> <p><a href="https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&amp;id=718C1C1FCF2FD7F8%212432&amp;v=3">https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&amp;id=718C1C1FCF2FD7F8%212432&amp;v=3</a></p> <ul style="list-style-type: none"> <li>• <b>Back foot</b> – MCC interpretation. First point of contact is to be freeze framed by the broadcaster, and at the point where the foot touches the ground first. Delivery is fair even if part of foot is in the air and subsequently touches or slides across return crease.</li> </ul> <p><a href="https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&amp;id=718C1C1FCF2FD7F8%212433&amp;v=3">https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&amp;id=718C1C1FCF2FD7F8%212433&amp;v=3</a></p>
<p><b>21.6 Bowler breaking wicket in delivering ball</b></p> <p>Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under clause 41.16, the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride.</p> <p>This shall include any clothing or other object that falls from his person and breaks the wicket.</p>	<p>21.6- to be adjudged live by on field umpires or referred to TV umpire only if dismissal occurs</p> <p><a href="https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&amp;id=718C1C1FCF2FD7F8%212492&amp;v=3">https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&amp;id=718C1C1FCF2FD7F8%212492&amp;v=3</a></p> <p>PC 21.6 – Note: This includes any clothing or other objects that may fall from his person and break the wicket before the completion of his stride after the delivery stride.</p> <p>21.6 – with reference to PC 41.16 in this clause: <b>Please note:</b></p> <p><b>PC41.16 differs from the MCC Law in that an attempt must be made under our PC whereas the Law accommodates even an accidental breaking of the stumps and delivering the ball, to which an appeal is valid.</b></p>
<p><b>21.7 Ball bouncing more than once, rolling along the ground or pitching off the pitch</b></p> <p>The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker,</p> <ul style="list-style-type: none"> <li>- bounces more than once</li> <li>- or rolls along the ground before it reaches the popping crease.</li> <li>- or pitches wholly or partially off the pitch as defined in clause 6.1 (Area of pitch) before it reaches the line of the striker's wicket.</li> </ul>	<p>21.7 - to be adjudged live by on field umpires or referred to TV umpire only if dismissal occurs</p> <p>PC 21.7 Note for ball bouncing more than once or rolling along the ground – <b>it is before reaching the popping crease.</b></p> <p>For pitching partially or wholly off the pitch <b>it is the line of the striker's wicket.</b></p>
<p><b>21.8 Ball coming to rest in front of striker's wicket</b></p>	<p>21.8 - to be adjudged live by on field umpires or referred to TV umpire only if dismissal occurs</p>

<p>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.</p>	<p>Note: For ball coming to rest: <b>it is the line of the striker's wicket</b></p>
<p><b>21.9 Fielder intercepting a delivery</b></p> <p>If except in the circumstances of clause 27.3 (Position of wicket-keeper) a ball, delivered by the bowler, makes contact with any part of a fielder's person before it either makes contact with the striker's bat or person, or it passes the striker's wicket, the umpire shall call and signal No ball and immediately call and signal Dead ball.</p>	<p>21.9 - to be adjudged live by on field umpires or referred to TV umpire only if dismissal occurs</p> <p><b>Example: 1</b> The striker goes down the wicket to play at a slow delivery that is tossed up. He completely misses the ball, which continues past him. The short-leg fielder from his position in front of the popping crease, now dives on to the pitch, and deflects the ball on to the wicket, with the striker out of his ground. There is an appeal? For Run Out. How do the umpires respond?</p> <p><b>Answer:</b> Bowler's end umpires calls No ball and immediately call dead ball. The fielder has intercepted the ball, which has not contacted the striker's bat or person, before it passes the line of the striker's wicket in contravention of Law 21.9 (Fielder intercepting a delivery). Striker's end umpire does not have to answer the appeal since ball was called dead ball</p>
<p><b>21.10 Ball bouncing over head height of striker</b></p> <p>See clauses 22.1.1.2 and 41.6.1.7.</p>	<p>Note: called a Wide in our PC. Unless it is the <b>third</b> bouncer for the over, which passes over the head – then it is called No ball.</p> <p>to be adjudged live by on field umpires or referred to TV umpire only if dismissal occurs</p>
<p><b>21.11 Call of No ball for infringement of other clauses</b></p> <p>In addition to the instances above, No ball is to be called and signalled as required by the following:</p> <p>Clause 27.3 – Position of wicket-keeper</p> <p>Clause 28.4 – Limitation of on side fielders</p> <p>Clause 28.5 – Fielders not to encroach on pitch</p> <p>Clause 41.6 – Bowling of dangerous and unfair short pitched deliveries</p> <p>Clause 41.7 – Bowling of dangerous and unfair non-pitching deliveries</p> <p>Clause 41.8 – Bowling of deliberate front foot No ball.</p>	<p>21.11- to be adjudged live by on field umpires or referred to TV umpire only if dismissal occurs</p> <p>3.3.5 – Note: The TV umpire will check all other modes of No balls, other than front foot not behind the popping crease (since already checked) provided it is initiated by the on-field umpires. Understand every time there is a Player review the TV Umpire cannot go around checking all forms of No ball unless it is obvious, or a specific request is made</p> <p>PC 27.3 – Note wicket keeper to remain wholly behind the wicket from time bowler begins his run up until ball touches striker's bat or person, or passes the wicket or striker tries to run.</p> <p><b>21.11 – Interpretation of - PC27.3 - Question:</b> The bowler is in his run up. The wicketkeeper who is standing up to the stumps, in settling down into a crouch, accidentally knocks one of his pads against the stumps from behind. Would the striker's end umpire call 'dead ball' or would he allow the ball to be delivered and call 'No ball' for wicketkeeper not remaining wholly behind the stumps or would he do nothing and allow play to continue.</p> <p><b>The interpretation from MCC was:</b></p> <p>A strict and literal interpretation of the Laws would say that if the keeper <b>breaks the wicket (before any of the 3 'moments')</b>, then it should be a No ball, as he</p>

	<p>will have come in front of the line at the back of the wicket. But, after consultation on this, there are some who have reservations with such a strict interpretation, while others endorse it. There is also a case for calling Dead ball under Law <a href="#">20.4.2.4</a>.</p> <p>However, questions were asked from a field-craft angle as to how umpires should judge the situation for the good of the game –<a href="#">03 December 2019</a>.</p> <p><a href="#">This was followed by:</a></p> <p>This was discussed at the recent Laws sub-committee meeting. The technically correct answer was clear to all, namely that this should be a No ball, as the wicket-keeper has come further forward than the back of the stumps. -<a href="#">16 January 2020</a></p> <p><a href="#">Answer: For the sake of clarity and consistency if the wickets are broken before any of the three 'moments' as per 27.3.1, and the ball is delivered the umpire at the striker's end shall call and signal no ball.</a></p> <p>PC 28.5 – Note fielder to stay off pitch from time bowler starts his run up till ball makes contact with striker bat/person or passes the wicket.</p>
<p><b>21.12 Revoking a call of No ball</b></p> <p>An umpire shall revoke the call of No ball if Dead ball is called under any of clauses 20.4.2.4 to 20.4.2.9 (Umpire calling and signaling Dead ball). However, if a no ball is called in breach of clause 20.4.2.7 (41.4 - Deliberate attempt to distract striker before playing the ball or 41.5 – Deliberate attempt of Distraction, Deception or Obstruction of striker after the stroke) the No ball will stand.</p>	<p><a href="#">Important: If no ball is called and violations under clause 20.4.2.7 – takes place i.e. 41.4 -Deliberate attempt to distract striker before playing the ball or 41.5 – Deliberate attempt of Distraction, Deception or Obstruction of striker after the stroke, the No ball will stand.</a></p> <p><a href="#">21.12 – No ball called under the Auto No Ball (ANB protocols) this clause will not apply except for clause 20.4.2.7 as above.</a></p>
<p><b>21.13 No ball to over-ride Wide</b></p> <p>A call of No ball shall over-ride the call of Wide ball at any time. See clauses 22.1 (Judging a Wide) and 22.2 (Call and signal of Wide ball).</p>	
<p><b>21.14 Ball not dead</b></p> <p>The ball does not become dead on the call of No ball.</p>	<p>21.14 – – <a href="#">No ball called under the (ANB protocol) this will not apply, since the No ball will only be advised to the on field umpire by the TV umpire once the ball is dead.</a></p>
<p><b>21.15 Penalty for a No ball</b></p> <p>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</p>	

<p>in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.</p>	
<p><b>21.16 Runs resulting from a No ball – how scored</b></p> <p>The one run penalty shall be scored as a No ball extra and shall be debited against the bowler. If other Penalty runs have been awarded to either side these shall be scored as stated in clause 41.18 (Penalty runs).</p> <p>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 Byes or Leg byes as appropriate.</p>	<p>PC 21.16 – Change – Any runs completed by batsman shall be scored appropriately. Runs off bat to striker, striker completely misses ball – byes, ball hits striker’s person whilst attempting the play ball – leg byes. One run penalty only for bowling No ball to be debited to bowler.</p>
<p><b>21.17 No ball not to count</b></p> <p>A No ball shall not count as one of the over. See clause 17.3 (Validity of balls).</p>	
<p><b>21.18 Out from a No ball</b></p> <p>When No ball has been called, neither batsman shall be out under any of the Playing Conditions except clause 34 (Hit the ball twice), clause 37 (Obstructing the field) or clause 38 (Run out).</p>	
<p><b>21.19 Free Hit</b></p> <p>21.19.1 In addition to the above, the delivery following a No ball called (all modes of No ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball) then the next delivery will become a free hit for whichever batsman is facing it.</p> <p>21.19.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide.</p> <p>21.19.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:</p> <p>21.19.3.1 There is a change of striker (the provisions of clause 41.2 shall apply), or</p> <p>21.19.3.2 The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.</p>	<p><u>Playing Condition (P/C) 21.19 Free hit – positioning of the keeper and other factors</u></p> <p>Fielders cannot move unless there has been change of strikes. For clarity, the keeper must stay back or up and not change his position unless there has been a change of striker.</p> <p>For the sake of clarity –if the batsman advises the umpire that he wishes to change his stance from his original one to either left/right hand for the free hit, this will be permitted and so will the field change by the fielding side to accommodate such a change.</p> <p>Short leg can go off the field for that one ball, if he considers staying in his original position is too dangerous.</p> <p>Keeper and fielders can put on helmets if they feel it is necessary.</p> <p>If the front foot no ball is called and at the same time there is a fielding infringement that would have been called anyway. The captain is entitled to change his field to prevent a further and ongoing fielding infringement</p>

<p>21.19.4 For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances clause 21.1 shall apply.</p> <p>21.19.5 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.</p>	<p>Note: Any form of no ball attracts a free hit</p>
<p><b>22 WIDE BALL</b></p> <p><b>22.1 Judging a Wide</b></p> <p>22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in clause 22.1.2</p> <p>22.1.1.1 the ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position.</p> <p>22.1.1.2 the ball passes above the head height of the striker standing upright at the popping crease.</p> <p>22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat by means of a normal cricket stroke.</p> <p>22.1.3 Umpires are instructed to apply very strict and consistent interpretation in regard to this clause in order to prevent negative bowling wide of the wicket.</p>	<p><a href="#">Playing Condition (P/C) 22.1</a> Umpires need to balance the application of the Law and the Playing Condition in this format of the game.</p> <p><b>Guidelines</b></p> <p><b>A. Leg side</b></p> <p>All deliveries directed and bowled down the leg side (behind the body of the striker, standing in his normal batting stance) will be interpreted as a form of negative bowling and should be called “wide”.</p> <p>However, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a “wide” for the purposes of this Playing Condition as there has been a reasonable opportunity for the batsman to score.</p> <p>There only two exceptions to this directive are as follows:</p> <ol style="list-style-type: none"> <li>1. It is <b>not a “wide”</b> when the batsman moves across to the off stump from his original stance and the ball just misses the leg stump. Had the batsman not moved towards the off stump but remained in his normal batting stance the ball would have struck him, thereby negating any wide call. (See video link)</li> </ol> <p><a href="https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&amp;id=718C1C1FCF2FD7F8%212408&amp;v=3">https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&amp;id=718C1C1FCF2FD7F8%212408&amp;v=3</a></p> <ol style="list-style-type: none"> <li>2. Batsman <b>attempts a reverse sweep or switch hit.</b> <ul style="list-style-type: none"> <li>• By the batsman playing the switch hit or the reverse sweep or getting in a position to play the shot, he is deemed to bring the ball sufficiently within his reach - on the leg side as well.</li> <li>• Consequently, in these circumstances, the wider 75cm wide guidelines (ODIs and T20Is) shall apply on the off side and the leg side.</li> <li>• Simply, when the batsman plays or aborts playing a reverse sweep or a switch hit, these shots negate the leg stump wide interpretation (See video link)</li> </ul> </li> </ol> <p><a href="https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&amp;id=718C1C1FCF2FD7F8%212409&amp;v=3">https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&amp;id=718C1C1FCF2FD7F8%212409&amp;v=3</a></p>

## **B. Offside**

Applying the ICC Playing Condition clause 7.5, in conjunction with PC 22.1 any delivery that passes outside the wide guideline, with the batsman in a “normal” batting stance, should be called “wide”.

There are three exceptions to this directive as follows:

4. If the batsman brings the ball sufficiently within reach and the ball passes outside the wide “guideline” then it is **not** a “wide”. For example, a batsman moving to the off side as the bowler bowls, could bring the ball within his reach and even if he fails to make contact with the ball though the ball passes outside the “wide” guideline, the delivery will not be called a wide. (See video link).

<https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&id=718C1C1FCF2FD7F8%212413&v=3>

2. In extreme cases where the bowler delivers a ball and it passes wide of the return crease, then regardless of what movement the striker makes and even if he brings the ball within reach, if he makes no contact with the ball, then this delivery shall be called “wide”. (See video link)

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3. When a right arm bowler is bowling around the wicket to a right hand batsman, or left arm bowler bowling around the wicket to a LH batsman and bowls full yorkers on the off side just on the marked “guideline”; this is deemed a negative tactic, and the delivery should be called “wide”. (See video link – these deliveries in the video ARE to be called “wide” irrespective of where the batsman takes guard in front of the stumps)

<https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&id=718C1C1FCF2FD7F8%212410&v=3>

For the sake of clarity, this video link shows a correct call of NO “wide”...

<https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&id=718C1C1FCF2FD7F8%212412&v=3>

## **C. Wides / Height**

Height-wides to be judged as though the batsman is standing up at the crease.

Applying the ICC Playing Conditions Clause 41.6 - Fast short pitched balls in ODIs and T20Is:

- Being a limited overs contest, the intention is to discourage the bowling of fast short pitched deliveries that pass above the head of the batsman standing upright at the popping crease.
- This type of bowling is considered a form of negative tactic – so the directive is to call “wide” for the marginal deliveries in this category.
- The umpire at the bowler’s end will be guided by the signal he receives from the square leg umpire. It is agreed that if the umpire at the bowler’s end is in doubt as to the validity of the square leg umpire’s judgement, he must stick with his partner’s signal and judgment.
- The only exception is when the square leg umpire is unsighted or does not provide a signal for whatever reason and informs the umpire at the bowler’s end of such, through an agreed teamwork signal. The umpire at the bowler’s end must then rule.
- It is suggested that the evidence of the following be considered by the square-leg umpire:
  - Ball passing over head
  - Keeper catching height
  - Steepness of the ball’s path post bounce
  - Gut feel or instinct

**D. Switch Hit**

- The batsman’s grip and stance should be the same from the start of the bowler’s run up until the beginning of the bowler’s delivery stride. The batsman can utilize any grip, as long as he does not change it while the bowler is running in to bowl.
- From the beginning of the delivery stride (defined as the moment that the bowler’s back foot lands in the delivery stride), the batsman, if he chooses, may start to play the switch-hit stroke.
- If the bowler sees the batsman alter his grip or stance before he enters his delivery stride, he is not compelled to deliver the ball.
- If the bowler does not deliver the ball, in this instance, the umpire shall give the striker an informal warning.
- The second time this happens, the striker should be formally warned that he is wasting time under Law 41.10 (Batsman wasting time). This shall constitute a first and final warning, and be applicable to any batsman in that innings.



	<p>Any subsequent instances shall result in 5 penalty runs being awarded to the fielding side.</p> <ul style="list-style-type: none"> <li>The bowler, having seen the batsman change his grip and/or stance, may decide to bowl at the batsman, and is entitled to do so. The umpires should allow that option.</li> </ul> <p><b><i>In short, the batsman is still entitled to play the switch-hit stroke but he is only allowed to alter from one stance or grip to another once the bowler has entered his delivery stride.</i></b></p>
<p><b>22.2 Call and signal of Wide ball</b></p> <p>If the umpire adjudges a delivery to be a Wide he/she shall call and signal Wide ball as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant that the bowler entered his delivery stride, even though it cannot be called Wide until it passes the striker's wicket.</p>	<p>PC 22.2 – Although the Wide is called after the ball has passed the striker's wicket it is deemed to be a wide <b><u>from the instant the bowler entered his delivery stride.</u></b></p>
<p><b>22.3 Revoking a call of Wide ball</b></p> <p>22.3.1 The umpire shall revoke the call of Wide ball if there is then any contact between the ball and the striker's bat or person before the ball comes into contact with any fielder.</p> <p>22.3.2 The umpire shall revoke the call of Wide ball if a delivery is called a No ball. See clause 21.13 (No ball to over-ride Wide).</p>	
<p><b>22.4 Delivery not a Wide</b></p> <p>22.4.1 The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him, as defined in clause 22.1.2 or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.</p> <p>22.4.2 The umpire shall not adjudge a delivery as being a Wide if the ball touches the striker's bat or person, but only as the ball passes the striker.</p>	
<p><b>22.5 Ball not dead</b></p> <p>The ball does not become dead on the call of Wide ball.</p>	
<p><b>22.6 Penalty for a Wide</b></p>	

<p>A penalty of one run shall be awarded instantly on the call of Wide ball. Unless the call is revoked, see clause 22.3, 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.</p>	
<p><b>22.7 Runs resulting from a Wide – how scored</b></p> <p>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.</p>	
<p><b>22.8 Wide not to count</b></p> <p>A Wide shall not count as one of the over. See clause 17.3 (Validity of balls).</p>	
<p><b>22.9 Out from a Wide</b></p> <p>When Wide ball has been called, neither batsman shall be out under any of the Playing Conditions except clause 35 (Hit wicket), clause 37 (Obstructing the field), clause 38 (Run out) or clause 39 (Stumped).</p>	
<p><b>23 BYE AND LEG BYE</b></p> <p><b>23.1 Byes</b></p> <p>If the ball, delivered by the bowler, not being 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.</p> <p>Additionally, if the delivery is a No ball, the one run penalty for such a delivery shall be incurred.</p>	
<p><b>23.2 Leg byes</b></p> <p>23.2.1 If a ball delivered by the bowler first strikes the person of the striker, runs shall be scored only if the umpire is satisfied that the striker has</p> <p style="padding-left: 40px;">either attempted to play the ball with the bat</p> <p style="padding-left: 40px;">or tried to avoid being hit by the ball.</p> <p>23.2.2 If the umpire is satisfied that either of these conditions has been met runs shall be scored as follows.</p>	

<p>23.2.2.1 If there is either no subsequent contact with the striker's bat or person, or only inadvertent contact with the striker's bat or person any runs completed by the 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 clause 23.2.3.</p> <p>23.2.2.2 If the striker wilfully makes a lawful second strike, clause 34.3 (Ball lawfully struck more than once) and clause 34.4 (Runs permitted from ball lawfully struck more than once) shall apply.</p> <p>23.2.3 The runs in clause 23.2.2.1, unless credited to the striker, shall be scored as Leg byes.</p> <p>Additionally, if the delivery is a No ball, the one run penalty for the No ball shall be incurred.</p>	
<p><b>23.3 Leg byes not to be awarded</b></p> <p>If in the circumstance of clause 23.2.1 the umpire considers that neither of the conditions therein has been met, then Leg byes shall not be awarded.</p> <p>If the ball does not become dead for any other reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run.</p> <p>The umpire shall then:</p> <ul style="list-style-type: none"> <li>- disallow all runs to the batting side;</li> <li>- return any not out batsman to his original end;</li> <li>- signal No ball to the scorers if applicable;</li> <li>- award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).</li> </ul>	<p>Example: The striker does not offer a stroke to a ball which then hits him on the pads and goes towards third man. Both batsmen run, cross and the striker is now run out at the bowler's end. What happens next?</p> <p>A: – in this case the original non-striker goes back to that end, and the incoming batsman goes to the striker's end (assuming there is another ball to be bowled in that over). By doing this, it is consistent with what would have happened without a run attempted (where the batsmen would have been for the next delivery) and there is no possibility of the batting side changing who faces the next ball through an unpermitted act.</p> <p><b>MCC confirmed: 20 July 2020</b></p> <p>23.3 -Should the striker not offer a stroke to a ball, which then hits him on the pads and he decides to run, only to find that a fielder without permission who has returned to the field, now picks the ball up and throws the wicket down at the non-striker's end, with the striker short of his ground at that end. Appeal for Run Out. What happens next?</p> <p>Answer: No sooner the field who has returned without permission contacts the ball in play, the ball becomes dead. (It would be a good practice for the umpires too, to call dead ball, if they had been aware of it). Return the batsmen back to their original end since no stroke offered. Run-out appeal will not be answered. Award 5 Penalty Runs to the batting side – Fielder Returning without permission (PC -24.4). No</p>

	<p>Reporting required. However, through a similar incident of not offering a stroke, and in the event the Penalty Runs are because of PC28.3 (Protective Helmets belonging to fielding side) Then the award of 5 Penalty Runs will not accrued. All other actions will.</p> <p>Note: A striker who has not offered a stroke to a ball, which has then contacted his person and subsequently does/does not contact his bat, must be permitted to run, <b>only the first run</b>. No sooner he makes his ground at the bowler's end, or turns for the next, – dead ball <b>must be called</b>, runs disallowed, and he must be returned to his original end. <b>Under no circumstances should he be permitted to start off on, or get run out off, a second run.</b></p>
<p><b>24 FIELDER'S ABSENCE; SUBSTITUTES</b></p> <p><b>24.1 Substitute fielders</b></p> <p>24.1.1 The umpires shall allow a substitute fielder</p> <p>24.1.1.1 if they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or</p> <p>24.1.1.2 for any other wholly acceptable reason.</p> <p>In all other circumstances, a substitute is not allowed.</p> <p>24.1.2 A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires. Note, however, clause 42.4.1.</p> <p>24.1.3 A nominated player may bowl or field even though a substitute has previously acted for him, subject to 24.2 and 24.3.</p> <p>24.1.4 Squad members of the fielding or batting team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).</p>	<p>Interpretation of Clause 24.1 – <b>A substitute shall only be allowed on the field of play by the umpires, after ascertaining the reason, and granting permission, for a nominated player leaving the field or not taking the field after an interval or at the start of a day's play. The onus is on the umpires to strictly adhere to this, and ensure they are aware of who is off and on the field at the beginning of a session, or after any intervals in play – as this could impact the game i.e. a catch is held by an unauthorized substitute or he fields the ball. Failure to comply will result in the umpires being marked down in their assessments which drive behavior. Note: The TV umpire and the 4<sup>th</sup> Umpire could also support the on-field colleagues with their keen observations. Furthermore, before the start of play at the beginning of the day or after every interval, the umpires MUST ask the fielding Captain whether he has any substitutes on the field. In the unlikely event – a legitimate (nominated in team sheet) but unauthorized (without permission) substitute takes the field, and contacts the ball, the ball becomes dead, five penalty runs will be awarded to the batting side in addition to any runs completed and crossed at the time of the infringement, dismissal shall not count and ball will also not count in the over. Advise all concerned as per PC 24.4. Free hit if applicable shall stand. No report considered.</b></p> <p>PC 24.1.2 – Note: substitute may act as wicket keeper only with the consent of the Umpires. Note clause 42.4.1. Note: Under the Level 4 offence if a wicket keeper is suspended, a substitute shall not be permitted to keep wickets. One of the nominated members of the team must act as wicket keeper. This applies even</p>

	<p>though the substitute could be brought in for another player who is ill or injured during the match.</p>
<p><b>24.2 Fielder absent or leaving the field of play</b></p> <p>24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this clause, is he to be regarded as having left the field of play.</p> <p>24.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,</p> <p>24.2.2.1 an umpire shall be informed of the reason for this absence.</p> <p>24.2.2.2 he shall not thereafter come on to the field of play during a session of play without the consent of the umpire. See clause 24.4. The umpire shall give such consent as soon as it is practicable.</p> <p>24.2.3 If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:</p> <p>24.2.3.1 The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time).</p> <p>A player's unexpired Penalty time shall be limited to a maximum of 120 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.</p> <p>24.2.3.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he may bat immediately.</p> <p>If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.</p> <p>24.2.4 If the player leaves the field before having served all of his Penalty time, the balance is carried forward as unserved Penalty time.</p> <p>24.2.5 On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains</p>	<p><u>Clause 24.1</u> Substitute fielders should only be allowed in cases of <b><i>injury, illness or other wholly acceptable reasons</i></b>.</p> <ul style="list-style-type: none"> <li>The <b><i>illness or injury</i></b> must be genuine and umpires are encouraged to take a firm approach.</li> <li><b><i>Other wholly acceptable reasons</i></b> should be restricted to <b><i>extreme circumstances</i></b> i.e. they should be limited to genuine emergencies. This does <b><u>NOT</u></b> include <b><i>comfort breaks</i></b>.</li> <li><b><i>Comfort breaks</i></b> shall mean toilet breaks, ice baths, showers, change of clothing, massages etc (no substitute should be permitted for any of these reasons)</li> <li>Toilet <b><i>visits</i></b> as a result of illnesses such as diarrhea or vomiting do permit the use of a substitute.</li> </ul> <p>All players <b><u>MUST</u></b> inform the umpires of their intention and the reasons for wanting to leave the field prior to doing so. If they do not inform the umpires or the umpires do not accept the reason given as a valid reason for a substitute, no substitute is to be allowed. Umpires are to take a strong approach to such requests and must ensure that they are given a valid and genuine reason before giving permission for a substitute.</p> <p>The 4<sup>th</sup> umpire should go to the dressing room to enquire about the player who has left the field to confirm the reason for leaving the field. If the reason given is not confirmed as a valid and genuine reason he shall inform the on-field umpires who shall then require the substitute fielder to immediately leave the field. If the absence is longer than 8 minutes then the 4<sup>th</sup> umpire shall also inform the on-field umpires and provide an update as to the reasons.</p> <p><b><i>Notes on defining injuries (Playing Condition 24.3)</i></b></p> <ul style="list-style-type: none"> <li>An <b><i>external blow</i></b> is defined as when a player is hit by something or hits something. It must be noted that this definition does not include blisters.</li> <li><b><u>Any player, on the advice of medical personnel, who does not take the field due to possible testing, leading up to the possibility of Covid19 virus check, will on his return, and on taking the field again, be treated in the same manner as an external injury, for the purpose of zero Penalty time.(Includes: temperature checks etc.)</u></b></li> <li>Examples of an <b><i>internal injury</i></b> are pulled muscles or blisters.</li> </ul>

<p>unserved, subject to a maximum cumulative Penalty time of 120 minutes, and that player shall not bowl until all of his Penalty time has been served.</p> <p>24.2.6 For the purposes of clauses 24.2.3.1 and 24.2.3.2, playing time shall comprise the time play is in progress excluding intervals, intervals between innings and official drinks intervals. For clarity, a player's Penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings.</p> <p>24.2.7 If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,</p> <p>24.2.7.1 the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his side is now batting.</p> <p>24.2.7.2 the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he is able to participate, and either takes the field on the resumption of play, or his side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.</p> <p>24.2.8 Any unserved Penalty time shall be carried forward into the next innings of the match, as applicable.</p>	<p>The medical committee has ruled that players with cramp are entitled to a substitute as cramp should be considered an <b><i>injury or illness</i></b>. This is no longer an issue for batsmen as they are no longer allowed runners.</p> <p>In order to speed up play, fielders are permitted and indeed encouraged to leave the field to either put on or take off protective equipment such as internal leg guards for spinners just prior to or just after their spells. This should be done just outside the field of play and under the sight of the umpires. This includes broken equipment.</p> <p><u>Playing Condition (P/C) Clause 24.2.3 &amp; 24.3</u></p> <p><b>Definition: Penalty Time.</b></p> <p>If a player leaves the field of play for <b>more than 8 minutes (not having any unserved penalty time outstanding)</b> of playing time he shall not be allowed to bowl until he has been on the field or available to play for <b>that amount of time he was absent, subject to a maximum of 120 minutes of playing time.</b> This time is referred to as <b>penalty time throughout these interpretations.</b></p> <ul style="list-style-type: none"> <li>• A player who leaves the field <b>with unserved penalty time outstanding will count any occasion of absence or duration towards his already outstanding penalty time, even if it is less than 8 minutes. PC 24.2.5.</b></li> <li>• However, a fielder leaving the field for an <b>"external" injury or for "wholly acceptable reasons" other than illness or internal injury, is exempt from this sanction.</b></li> </ul> <ul style="list-style-type: none"> <li>• Any player can serve penalty time while his side is batting or fielding. The intention of this regulation is to prevent the higher order batsmen leaving the field of play to refresh themselves prior to the start of their innings. Once both umpires have agreed and noted the amount of penalty time to be served, the captain of the team should be notified.</li> <li>• In the case of a fielder leaving the field prior to the start of his side's innings, then he shall not be allowed to bat until his side has been batting for the length of time he was off the field (subject to the maximum penalty time of 120 minutes) during the previous innings or until the fall of the 5th wicket – whichever the sooner.</li> <li>• This new maximum penalty limit of 120 minutes of playing time applies to <b>both</b> the bowling and batting component. (Note – he can still bat when his side loses 5 wickets). Time off the field and time served are to be treated like a bank account – all time off the field is added up (absences longer than 8 mins <b>if he had zero time off at the time of leaving</b>), and all time served is taken off. Once the player has served his 120 minutes of playing time cumulatively, any penalty time left is removed and his "penalty account" returns to zero (0). - Once he has been off the field for longer than 120mins, then as long as he is fit for play</li> </ul>
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for a cumulative (total) of 120mins, then he can bowl / bat and any other time remaining is wiped off. He starts afresh.

- The playing time that a player can be absent from the field of play without incurring a penalty is 8 minutes or less , **provided he does not have any unserved penalty time outstanding at the time of leaving**. If a fielder is absent from the field of play within this time limit then he does not have to serve any penalty.
- **Note: Playing time does not include scheduled intervals such as drinks breaks, and break between innings – these timings should be excluded from all calculations regarding penalty time.**
- The penalty time **does** carry over into the next innings (in the case of a Super over). It is therefore necessary at the end of the 1<sup>st</sup> innings to calculate how much penalty time remains to be served in the 2<sup>nd</sup> innings and the Captain informed.
- A player will be exempt from penalty time if he has suffered an external blow earlier in the match and as a result has had to leave the field. This external blow would have had to occur in that particular match.
- A player **who is already off the field** cannot serve penalty time off the field during an unscheduled interruption to play without **personally** informing the umpires of their fitness to continue. As soon as the umpires are informed of a player's fitness to resume during an unscheduled interruption, penalty time will start to be reduced. The player must also take the field with his side after the interruption or his team must be batting; **otherwise**, none of the time served during the interruption will be credited towards reducing his penalty time.
- For a player who is already on the field at the time of the interruption – all such stoppage time will automatically come off his penalty obligation (ie. No need to personally inform the umpires) but he must come back with his side after the interruption or his side must be batting to count such time.
- Fielders are permitted to return to the field (with the consent of the bowler's end umpire) provided there is no waste of time during an over. Normal convention sees this happen at the end of the over, fall of wicket, drinks break or other break in play.

#### **PENALTY TIME (Examples)**

1. A player leaves the field due to an internal injury and is off for 140 minutes of playing time. On his return and after been on the field for 50 minutes he leaves again due to an internal injury. He returns after 40 minutes. How long (minutes) of playing time will he have to stay on the field before he could now bowl?

**Answer... 110 minutes of playing time**

2. A player leaves the field for 50 minutes of playing time due to a hamstring. On his return he stays on the field for 20 minutes of playing time. Again he leaves the field due to a hamstring and this time he returns after 100 minutes of playing time. How many minutes will he now have to wait before he could bowl?

**Answer 120 minutes (maximum) of playing time.**

3. A player leaves the field due to muscle strain and is off for 130 minutes of playing time. On his return and after being on the field for 70 minutes, it rains and play is suspended. Play resumes after 55 minutes.

**The player takes the field 15 minutes after the resumption of play following the interruption. His captain inquires from you when (minutes) he could bowl.**

**Answer... 65 minutes of playing time**

4. A player is off the field for 160 minutes for an internal injury when the batting side is all out. He now bats after the fall of 5 early wickets after 65 minutes of play. His team is all out in 95 minutes.

(a) If his team was asked to follow on, when can he bat again? (minutes)

Answer... any time after 25 minutes of playing time or after the fall of 5 wickets

(b) If his team is fielding again, can he bowl immediately? If not when? (minutes)

Answer...No he has to wait 25 minutes of playing time.

(c) His team is asked to follow on, however after 10 minutes of playing time it rains for a period of 30 minutes. Within 5 minutes of the game restarting a wicket falls. Can the injured player now bat or if not when (minutes) can he do so?

Answer... No he cannot bat for another 10 minutes or 5 wickets down. However, had he personally advised the umpires of his fitness to play at the start and/or during the interruption he would have been able to count the interruption time against his penance and then bat at the fall of the wicket.

Example question - Fielder absent for 7 mins when the inns comes to an end in a tie and a Super over, thus requiring his side to field again. Fielder returns 6 mins after the start of the new inns. Can he bat in the Super over?

Doubt: Add  $7 + 6 = 13$  and enforce 13 mins penalty? Alternatively, ignore both, since both were less than 8 mins each?

- Answer - Ignore both as each was less than the "longer than 8 mins" – no penance penalty applies.



<p><b>24.3 Penalty time not incurred</b></p> <p>A nominated player's absence will not incur Penalty time if,</p> <p>24.3.1 he has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.</p> <p>24.3.2 in the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.</p> <p>24.3.3 the player is absent from the field for a period of 8 minutes or less.</p>	<p><b>24.3.3 – The 'grace' period of 8 minutes is <u>only</u> given to fielder's <u>who do not have any accumulated Penalty time left when he/she leave the field.</u></b></p> <p><b>Example: A fielder who is on the field and has 12 more minutes of penalty time to serve, now leaves the field and is away for 6 minutes. On his return he has to stay 18 minutes before he could bowl.</b></p>
<p><b>24.4 Player returning without permission</b></p> <p>If a player comes on to the field of play in contravention of clause 24.2 and comes into contact with the ball while it is in play, the ball shall immediately become dead.</p> <ul style="list-style-type: none"> <li>- The umpire shall award 5 Penalty runs to the batting side.</li> <li>- Runs completed by the batsmen shall be scored together with the run in progress if they had already crossed at the instant of the offence.</li> <li>- The ball shall not count as one of the over.</li> <li>- The umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for this action.</li> </ul>	<p><b>PC24.4 - Interpretation of Clause 24.1 – <i>A substitute shall only be allowed on the field of play by the umpires, after ascertaining the reason, and granting permission, for a nominated player leaving the field or not taking the field after an interval or at the start of a day's play.</i></b></p> <p><b><i>The onus is on the umpires to strictly adhere to this, and ensure they are aware of who is off and on the field at the beginning of a session, or after any intervals in play – as this could impact the game i.e. a catch is held by an unauthorized substitute or he fields he ball. Failure to comply will result in the umpires being marked down in their assessments which drive behavior. Note: The TV umpire and the 4<sup>th</sup> Umpire could also support the on-field colleagues with their keen observations.</i></b></p> <p><b><i>Furthermore, before the start of play at the beginning of the day or after every interval, the umpires MUST ask the fielding Captain whether he has any substitutes on the field.</i></b></p> <p><b><i>In the unlikely event – a legitimate (nominated in team sheet) but unauthorized (without permission) substitute takes the field, and contacts the ball, the ball becomes dead, five penalty runs will be awarded to the batting side in addition to any runs completed and crossed at the time of the infringement, dismissal shall not count and ball will also not count in the over. Advise all concerned as per PC 24.4. Free hit if applicable shall stand.</i></b></p> <p><b>No Report considered</b></p>

<p><b>25 BATSMAN'S INNINGS</b></p> <p><b>25.1 Eligibility to act as a batsman</b></p> <p>Only a nominated player may bat and, subject to clause 24.2.2, may do so even though a substitute fielder has previously acted for him.</p>	
<p><b>25.2 Commencement of a batsman's innings</b></p> <p>The innings of the first two batsmen, and that of any new batsman on the resumption of play after a call of Time, shall commence at the call of Play. At any other time, a batsman's innings shall be considered to have commenced when that batsman first steps onto the field of play.</p>	<p>PC 25.2 – Umpires to be vigilant – especially when the players are situated in dug-outs by the edge of the perimeter boards. At the fall of a wicket it becomes possible for the next batsman to step into the playing area only to be called back by Coach/Captain and replaced by another batsman whom they feel may be more appropriate for the situation. This should not be allowed as the previous batsman had commenced his innings.</p>
<p><b>25.3 Restriction on batsman commencing an innings</b></p> <p>25.3.1 If a member of the batting side has unserved Penalty time, see clause 24.2.7, that player shall not be permitted to bat until that Penalty time has been served. However, even if the unserved Penalty time has not expired, that player may bat after his side has lost 5 wickets.</p> <p>25.3.2 A member of the batting side's Penalty time is served during Playing time, in the event of an unscheduled stoppage, the stoppage time after the batsman notifies an umpire in person that he is able to participate shall count as Penalty time served.</p> <p>25.3.3 If any unserved Penalty time remains at the end of a team's innings, it shall be carried forward to the next innings of the match if appropriate.</p>	<p>25.3.2 – Penalty time can only be accrued when you are a fielder. However, if not completely worked off, it will carry into your batting innings. As a batsman there are two ways you could work off your penalty time. They are:</p> <ol style="list-style-type: none"> <li>1. PC24.2.7.1 – You are serving penalty time as a fielder on the field, when play is interrupted and then on re-start, your team is now batting. Time spent during this interruption <b>ONLY</b> will count for you against your outstanding penalty time.</li> <li>2. PC25.3.2 – Whilst waiting to bat due to the restriction of outstanding penalty time, <b>EVERY TIME</b> there is an interruption, within that period, and you are in a position to bat but not able to do so because of the penalty time outstanding, you have to <b>INFORM THE UMPIRE IN PERSON</b>, to be able to count that stoppage against your outstanding penalty time</li> </ol>
<p><b>25.4 Batsman retiring</b></p> <p>25.4.1 A batsman may retire at any time during his innings when the ball is dead. The umpires, before allowing play to proceed, shall be informed of the reason for a batsman retiring.</p> <p>25.4.2 If a batsman retires because of illness, injury or any other unavoidable cause, that batsman is entitled to resume his innings. If for any reason</p>	

<p>this does not happen, that batsman is to be recorded as 'Retired - not out'.</p> <p>25.4.3 If a batsman retires for any reason other than as in clause 25.4.2, the innings of that batsman may be resumed only with the consent of the opposing captain. If for any reason his innings is not resumed, that batsman is to be recorded as 'Retired - out'.</p> <p>25.4.4 If after retiring a batsman resumes his innings, subject to the requirements of clauses 25.4.2 and 25.4.3, it shall be only at the fall of a wicket or the retirement of another batsman.</p>	
<p><b>25.5 Runners</b></p> <p>Runners shall not be permitted.</p>	
<p><b>26 PRACTICE ON THE FIELD</b></p> <p><b>26.1 Practice on the pitch or the rest of the square</b></p> <p>26.1.1 There shall not be any practice on the pitch at any time.</p> <p>26.1.2 There shall not be any practice on the rest of the square at any time except with the approval of the umpires.</p> <p>26.1.2.1 If approved by the umpires, 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.</p> <p>26.1.2.2 Bowling practice on the bowling strips referred to above shall also be permitted during the interval (and change of innings if not the interval) unless the umpires consider that, in the prevailing conditions of ground and weather, it will be detrimental to the surface of the square.</p>	<p>It has been customary for the bowling strips and outfield to be used by bowlers and fieldsman (no batting practice on the strips past toss time) to keep warming up until just before 5mins before the start of play. The 4<sup>th</sup> umpire should ensure that all practice is complete and the ground is clear prior to the umpires walking out to commence the game. This should be explained at the pre series briefing</p>
<p><b>26.2 Practice on the outfield</b></p> <p>26.2.1 On any day of the match, all forms of practice are permitted on the outfield</p> <ul style="list-style-type: none"> <li>- before the start of play</li> <li>- after the close of play, and</li> <li>- during the interval or between innings</li> </ul>	

<p>providing the umpires are satisfied that such practice will not cause significant deterioration in the condition of the outfield.</p> <p>26.2.2 Between the call of Play and the call of Time, practice shall be permitted on the outfield, providing that all of the following conditions are met:</p> <ul style="list-style-type: none"> <li>- only the fielders as defined in paragraph 7 of Appendix A participate in such practice.</li> <li>- no ball other than the match ball is used for this practice.</li> <li>- no bowling practice takes place in the area between the square and the boundary in a direction parallel to the match pitch.</li> <li>- the umpires are satisfied that it will not contravene either of clauses 41.3 (The match ball changing its condition) or 41.9 (Time wasting by the fielding side).</li> </ul> <p>Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the other conditions in this clause.</p>	<p>PC 26.2.2 - -Note: Bouncing of medicine ball or warming up, down at fine leg permissible provided no bowling to anyone outside the boundary.</p>
<p><b>26.3 Trial run-up</b></p> <p>A bowler is permitted to have a trial run-up provided the umpire is satisfied that it will not contravene either of clauses 41.9 (Time wasting by the fielding side) or 41.12 (Fielder damaging the pitch).</p>	
<p><b>26.4 Penalties for contravention</b></p> <p>All forms of practice are subject to the provisions of clauses 41.3 (The match ball – changing its condition), 41.9 (Time wasting by the fielding side) and 41.12 (Fielder damaging the pitch).</p> <p>26.4.1 If there is a contravention of any of the provisions of clause 26.1 or 26.2, the umpire shall</p> <ul style="list-style-type: none"> <li>- warn the player that the practice is not permitted;</li> <li>- inform the other umpire and, as soon as practicable, both captains of the reason for this action.</li> </ul> <p>26.4.1.1 If the contravention is by a batsman at the wicket, the umpire shall inform the other batsman and each incoming batsman that the warning has been issued. The warning shall apply to the team of that player throughout the match.</p>	<p>26.4.1 – If any practice takes place on the field of play once Play has been called and before the call of Time to end the session, any contravention of Clause 26.2.2 (Practice on the outfield) shall:</p> <p>If the contravention is by either side – warn the relevant side and inform both Captain as soon as possible.</p> <p>If the contravention is by the batting side – warn the batsmen at the wicket and each incoming batsman.</p> <p><b>The warning to both teams shall apply for the entire match.</b></p> <p><b>Any further contravention by any player of either side shall result in 5 Penalty Runs being awarded to the opposing side under advice to the Captains, and if during play the batsmen at the wicket.</b></p>

<p>26.4.2 If during the match there is any further contravention by any player of that team, the umpire shall</p> <ul style="list-style-type: none"> <li>- award 5 Penalty runs to the opposing side;</li> <li>- inform the other umpire, the scorers and, as soon as practicable, both captains, and, if the contravention is during play, the batsmen at the wicket.</li> </ul>	<p>No Report considered</p>
<h2>27 THE WICKET-KEEPER</h2> <h3>27.1 Protective equipment</h3> <p>The wicket-keeper is the only fielder permitted to wear gloves and external leg guards. If these are worn, they are to be regarded as part of his person for the purposes of clause 28.2 (Fielding the ball).</p> <p>If by the wicket-keeper's actions and positioning when the ball comes into play it is apparent to the umpires that he will not be able to carry out the normal duties of a wicket-keeper, he shall forfeit this right and also the right to be recognized as a wicket-keeper for the purposes of clauses 32.2 (A fair catch), 39 (Stumped), 28.1 (Protective equipment), 28.4 (Limitation of on-side fielders) and 28.5 (Fielders not to encroach on pitch).</p>	<p><b>27.1 – Protective equipment - Gloves</b></p> <p>The keeper does not have to wear keeping glove(s). Should the ball hit the glove(s) not worn but discarded, either in his waist band or on the ground, then a dead ball and 5 penalty runs will be awarded. (Note, ball does not count as one in the over under illegal fielding).</p> <ul style="list-style-type: none"> <li>• One glove, no gloves and/or no pads is acceptable, but the keeper needs to be mindful of where he places the glove/s or pads. He should not be permitted to place it on the field of play behind the wickets.</li> <li>• When the keeper discards his apparel, he needs to be mindful of timewasting. During an over the keeper cannot run on and off retrieving or giving his gloves/pads to his support team. This should be done at the end of the over.</li> <li>• He must place the gloves within a helmet if there is one or send it off once so as not to waste time.</li> </ul> <p>If the ball, in play, hits the glove, on the ground or tucked into the waist band, it will be called dead ball, as it is illegal fielding and will cost the team a 5 run penalty, and the ball will not be counted in the over.</p> <p>27.1 - Should a wicket keeper need to be substituted then the protective equipment should be exchanged as quickly as possible</p>
<h3>27.2 Gloves</h3> <p>27.2.1 If, as permitted under clause 27.1, the wicket-keeper wears gloves, they shall have no webbing between the fingers except joining index finger and thumb, where webbing may be inserted as a means of support.</p> <p>27.2.2 If used, the webbing shall be a single piece of non-stretch material which, although it may have facing material attached, shall have no reinforcements or tucks.</p> <p>27.2.3 The top edge of the webbing shall not protrude beyond the straight line joining the top of the index finger to the top of the thumb and shall be taut</p>	

<p>when a hand wearing the glove has the thumb fully extended. See paragraph 3 of Appendix B.</p>	
<p><b>27.3 Position of wicket-keeper</b></p> <p>27.3.1 The wicket-keeper shall remain wholly behind the wicket at the striker's end from the moment the ball comes into play until a ball delivered by the bowler touches the bat or person of the striker, or passes the wicket at the striker's end, or the striker attempts a run.</p> <p>27.3.2 In the event of the wicket-keeper contravening this clause, the striker's end umpire shall call and signal No ball as soon as applicable after the delivery of the ball.</p>	<p><a href="#">Law 27.1 &amp; 27.3 Position of Wicket Keeper and keeping gloves</a></p> <p>If a wicket keeper walks back to the 30 yard circle or stands in a position where it is felt he is not acting as the wicket keeper, then the umpires will step in and move him to a normal wicket keeper position (possible dead ball call if that was during the delivery). The keeper does not have to wear keeping glove(s), but if they are not worn, they <b>may</b> be put in the back of their trouser <b>at their risks</b>. Should the ball hit the glove(s) not worn, but <b>so</b> discarded, then a dead ball and 5 penalty runs will be awarded. (Note, ball does not count as one in the over under illegal fielding).</p> <p><b>Question:</b> The bowler is in his run up. The wicketkeeper who is standing up to the stumps, in settling down into a crouch, accidentally knocks one of his pads against the stumps from behind. Would the striker's end umpire call 'dead ball' or would he allow the ball to be delivered and call 'No ball' for wicketkeeper <b>not remaining wholly behind the stumps</b> or would he do nothing and allow play to continue.</p> <p><b>The interpretation from MCC was:</b></p> <p>A strict and literal interpretation of the Laws would say that if the keeper <b>breaks the wicket (before any of the 3 'moments' -27.3.1)</b>, then it should be a No ball, as he will have come in front of the line at the back of the wicket. But, after consultation on this, there are some who have reservations with such a strict interpretation, while others endorse it.</p> <p>There is also a case for calling Dead ball under Law <a href="#">20.4.2.4</a>.</p> <p>However, questions were asked from a field-craft angle as to how umpires should judge the situation for the good of the game –<b>03 December 2019</b></p> <p><b>This was followed by:</b></p> <p>This was discussed at the recent Laws sub-committee meeting. The technically correct answer was clear to all, namely that this should be a No ball, as the wicket-keeper has come further forward than the back of the stumps. -<b>16 January 2020</b></p> <p><b>Answer:</b> For the sake of clarity and consistency <b>if the wickets are broken</b> before any of the three 'moments' as per 27.3.1, and the ball is delivered the umpire at the striker's end shall call and signal no ball.</p> <p><b>27.3.2 – following above to be adjudged live by on field umpires or referred to TV umpire only if dismissal occurs</b></p> <p><a href="https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&amp;id=718C1C1FCF2FD7F8%212505&amp;v=3">https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&amp;id=718C1C1FCF2FD7F8%212505&amp;v=3</a></p>

## 27.4 Movement by wicket-keeper

- 27.4.1 After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters his position in relation to the striker's wicket, except for the following:
- 27.4.1.1 movement of a few paces forward for a slower delivery, unless in so doing it brings him within reach of the wicket.
  - 27.4.1.2 lateral movement in response to the direction in which the ball has been delivered.
  - 27.4.1.3 movement in response to the stroke that the striker is playing or that his actions suggest he intends to play. However the provisions of clause 27.3 shall apply.
- 27.4.2 In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball.

The ICC has adopted the new MCC Law Clause and it is consistent with that that applies for a normal fielder. The keeper is permitted to move in response to a shot that that the striker is about to play before the ball actually reaches the striker

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### MCC Guidance notes on the change...

The existing Law was designed to prevent the wicket-keeper stealthily moving up to the stumps from a standing-back position, after the ball comes into play and before the ball reaches the striker, in order to effect a 'surprise' stumping; there was a concession of a few paces in adjusting to a slower delivery. The aim of the redraft is to continue the thrust of the existing Law, but also to tackle three additional situations:

(i) It was felt unfair for a wicket-keeper who was standing back within say 5 yards of the stumps, who in moving forwards for a slower delivery, came within reach of the stumps to effect a 'surprise' stumping with the ball in his gloves. Hence the redrafted Law does not allow the wicket-keeper to move forward for a slower delivery if by doing so it brings him within reach of the stumps.

(ii) It was felt unfair for a wicket-keeper who initially takes his position on the off side to be able to move to the on side before the ball is delivered to effect a 'surprise' stumping (having agreed with the bowler to bowl a ball outside leg stump). It was felt that this tactic falls into the same category as significant fielder movement and deceives the striker.

Hence the wicket-keeper should be allowed to move laterally in response to the direction of the ball once it has been delivered, but not before. The exception to this being clause (iii). A wicket-keeper may start by standing on the leg-side, if he so wishes, but may not then move towards the off side until the ball has been released.

(iii) It was felt that the wicket-keeper should have the same concessions concerning movement before the ball reaches the striker as a fielder, provided that he does not contravene Law 40.3 (Position of wicket-keeper), which restricts him to remaining wholly behind the wicket whilst the ball is in play until the ball misses the stumps, unless it has hit the striker's bat or person, or the striker attempts a run.

As in the existing Law, either umpire will call and signal Dead ball immediately if the wicket-keeper transgresses this Law, since the 'illegal' movement is likely to occur before the bowler has released the ball. He will call No ball as soon as applicable after the delivery of the ball if the wicket-keeper transgresses Law 40.3

## 27.5 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, clause 20.4.2.6 (Umpire calling and signalling Dead ball) shall apply.

If, however, either umpire considers that the interference by the wicket-keeper was wilful, then clause 41.4 (Deliberate attempt to distract striker) shall also apply.

27.5 – On request from the MCC with regard to the interpretation of the words “striker's right to play the ball and guard his wicket” as contained in this clause and the question ‘does it infer the bare fact of preventing the striker from taking action to stop a ball heading towards his wicket either bowled or by striking it a second time in defense or does it also include preventing a striker from making is ground by accidentally obstructing him’. If you answer the following questions two it would then provide adequate idea of your thinking.

1. The striker plays at a ball which hits his person and rolls towards his wicket, the striker tries to play the ball a second time to prevent it from striking the wicket only to find his swipe at the ball with his bat has made contact with the wicket-keeper who has come around the stumps to gather the ball and therein the ball goes on to hit the stumps and a bail is dislodged. It is not deliberate. On appeal would the striker be out? Or should either umpire have immediately called Dead ball as the striker was impeded?

Answer: The phrase 'to guard his/her wicket' applies solely to a first or second strike that is aimed to prevent the ball going onto the stumps for a Bowled dismissal. Thus, No 1 is Dead ball. The wicketkeeper has done nothing wrong, but the striker has the right to defend his/her wicket and the interference is not wilful. Law 27.5 is clear, Dead ball. MCC Ruling

2. The striker plays a ball which takes an edge and goes towards fine-leg or third man. He starts to run and is sent back. The wicketkeeper has come around to the front of the stumps to gather the throw from fine leg/third man. The striker lunges back only to land his bat on the boot of the wicketkeeper or his bat is impeded from making a touch down behind the crease by the wicket-keeper standing almost on the popping crease. Again, it is unintentional. Would the striker be out on appeal in either case or should either umpire have called Dead ball?

Answer: In No 2 the batsman is out. He is not defending his wicket, the keeper is perfectly entitled to be where he is (though he must have very long arms!) and the batsman's responsibility is to ground his bat, going round the keeper where necessary. MCC Ruling.

## 27.6 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 clause 37.3 (Obstructing a ball from being caught).

27.6 Example: The striker plays at a ball which hits his glove and is certainly going towards the stumps in the air. The wicketkeeper is standing up and preparing to catch the ball. The striker instinctively hits the ball away in legally guarding his wicket. On appeal! The striker will be given out – Obstruction since it was a catch.



	<p>Continuing the same incident, the on-field umpire now following the dismissal, refers it to the TV Umpire for a no ball check. It is found to be a No ball. The on-field umpire will revoke the decision of out – Obstruction and signal the no ball which in turn invalidates the catch and allows the striker to defend his wicket.</p>
<p><b>28 THE FIELDER</b></p> <p><b>28.1 Protective equipment</b></p> <p>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.</p>	<p><u>Playing Condition (P/C) 28.1</u> This clause is not targeted towards fielders calling for helmets and other protective equipment from the boundary / dressing room. This clause deals with the wicket keeper and other on field fieldsman changing (those around the bat) position and corresponding protective equipment and wasting time.</p> <p>Should a wicket keeper need to be substituted then the protective equipment should be exchanged as quickly as possible.</p> <p>The main occurrence where this clause may need to be considered is where close in fielders swap or move positions and do so likewise with “internal” shin guards, boxes and helmets. The Umpires are to be proactive in this area and 4 such exchanging of equipment to take place between overs or at drinks breaks.</p> <p>In order to speed up play, fielders are expected to leave the field to either put on or take off protective equipment such as internal leg guards for spinners just prior to or just after their spells. This should be done just outside the field of play and under the sight of the umpires. This includes broken equipment.</p> <p>Further clause 28.1 – reiterates that fielders wearing tapes and plasters on their hands or fingers need to have the permission of the umpires to do so. Umpires however, in the interest of safety are quite liberal in the implementation, as long as they feel it does not give the fielder an advantage when fielding or catching the ball.</p> <p>Note: However, if the regular ball polisher of the team (as is quite commonplace now), has any plasters/tapes on his hand/fingers it is mandatory that the umpires examine such tapes/plaster and satisfy themselves that its only purpose is safety/protection for such hand/fingers.</p> <p>Note: Fielders are only permitted to polish the ball on their person i.e. shirt/trouser etc. without wasting time, and not on any other external items i.e. tuber-grips, elbow guards, or a towel.</p> <p>Note: Fielders are allowed to use a towel/cloth that has been approved by the umpires to dry a wet ball, or remove mud from the ball under the supervision of the umpires.</p>
<p><b>28.2 Fielding the ball</b></p> <p>28.2.1 A fielder may field the ball with any part of his person (see paragraph 12 of Appendix A), except as in clause 28.2.1.2. However, he will be</p>	<p><u>Law 41.5 Mock fielding</u> is feigning possession and/or disposal of the ball with the intent to deceive the batsmen. In most cases, this deception is intended to prevent an additional run being taken.</p>

<p>deemed to have fielded the ball illegally if, while the ball is in play he wilfully</p> <p>28.2.1.1 uses anything other than part of his person to field the ball.</p> <p>28.2.1.2 extends his clothing with his hands and uses this to field the ball.</p> <p>28.2.1.3 discards a piece of clothing, equipment or any other object which subsequently makes contact with the ball.</p> <p>28.2.2 It is not illegal fielding if the ball in play makes contact with a piece of clothing, equipment or any other object which has accidentally fallen from the fielder's person.</p> <p>28.2.3 If a fielder illegally fields the ball, the ball shall immediately become dead and</p> <ul style="list-style-type: none"> <li>- the penalty for a No ball or a Wide shall stand.</li> <li>- any 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.</li> <li>- the ball shall not count as one of the over.</li> </ul> <p>In addition the umpire shall:</p> <ul style="list-style-type: none"> <li>- award 5 Penalty runs to the batting side.</li> <li>- inform the other umpire and the captain of the fielding side of the reason for this action.</li> <li>- inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.</li> </ul>	<p>28.2.1.3 – A fielder discards a piece of clothing, equipment or any other object which then makes contact with the ball – Illegal fielding.</p> <p>Wicket-keeping gloves and Fielders helmets will always be regarded as discarded, for the purpose of implementing this clause. Wicket-keeping gloves and Fielder's helmets will always be regarded as discarded, for the purpose of implementing this clause. Furthermore a wicket-keeper tucking his gloves into his waistband or a fielder tucking his cap or hat into his trouser could be subject to the award of penalty runs should the ball in play make contact with these items when so placed. Any item of clothing or equipment if not worn in its usual place would be considered as discarded if carried on the person. However, towels would not be considered discarded if tucked into the trouser pocket or waistband.</p> <p>28.2.2 – It is not considered illegal fielding if the ball makes contact with a piece of clothing, equipment or any other object that has <u>accidentally</u> fallen from the fielder's person.</p> <p>No Report considered</p>
<p><b>28.3 Protective helmets belonging to the fielding side</b></p> <p>28.3.1 Protective helmets, when not in use by fielders, may not be placed on the ground, above the surface except behind the wicket-keeper and in line with both sets of stumps.</p> <p>28.3.2 If the ball while in play strikes a helmet, placed as described in clause 28.3.1,</p> <p>28.3.2.1 the ball shall become dead</p> <p>and, subject to clause 28.3.3,</p> <p>28.3.2.2 an award of 5 Penalty runs shall be made to the batting side;</p> <p>28.3.2.3 any runs completed by the batsmen before the ball strikes the protective helmet shall be scored, together with the run in</p>	

<p style="text-align: center;">progress if the batsmen had already crossed at the instant of the ball striking the protective helmet.</p> <p>28.3.3 If the ball while in play strikes a helmet, placed as described in clause 28.3.1, unless the circumstances of clause 23.3 (Leg byes not to be awarded) or clause 34 (Hit the ball twice), apply, the umpire shall:</p> <ul style="list-style-type: none"> <li>- permit the batsmen's runs as in clause 28.3.2.3 to be scored</li> <li>- signal No ball or Wide ball to the scorers if applicable</li> <li>- award 5 Penalty runs as in clause 28.3.2.2</li> <li>- award any other Penalty runs due to the batting side.</li> </ul> <p>28.3.4 If the ball while in play strikes a helmet, placed as described in clause 28.3.1, and the circumstances of clause 23.3 (Leg byes not to be awarded) or clause 34 (Hit the ball twice) apply, the umpire shall:</p> <ul style="list-style-type: none"> <li>- disallow all runs to the batting side</li> <li>- return any not out batsman to his original end</li> <li>- signal No ball or Wide ball to the scorers if applicable</li> <li>- award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3.2.</li> </ul>	<p>PC 28.3.3. – If the ball hits the helmet left on the ground behind the wicket-keeper and the umpire is satisfied that an attempt to play the ball was made, and the ball came off his person, or that the ball was not hit twice in defense of the striker's wicket, then all runs completed and crossed before the incident will be scored together with all Penalty runs applicable.</p> <p>PC 28.3.4 – If the ball hits the helmet left on the ground behind the wicket-keeper and the umpire is satisfied that no attempt to play the ball was made, and the ball came off his person or that the ball was hit twice legally in defense the striker's wicket, then all runs will be disallowed and the batsmen returned to their original ends. 5 Penalty runs will be awarded if applicable <u>except those</u> for PC 28.3.2 – ball hitting helmet left on the ground behind wicket-keeper.</p> <p>28.3 – In all cases No report considered</p>
<p><b>28.4 Limitation of on side fielders</b></p> <p>28.4.1 At the instant of delivery, there may not be more than 5 fielders on the leg side.</p> <p>28.4.2 At the instant of the bowler's delivery there shall not be more than two 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.</p> <p>28.4.3 In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.</p>	<p>28.4.3 -- to be adjudged live by on field umpires or referred to TV umpire only if dismissal occurs</p>
<p><b>28.5 Fielders not to encroach on pitch</b></p> <p>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.</p>	<p>Note the fielder is deemed to be encroaching if from the time the bowler commences his run up, if he has no run up, his delivery action – right up to the time the striker either makes contact with the ball with his bat or person, OR the ball passes the striker's bat, the fielder has some part of his person grounded on or over the pitch.</p> <p>28.5 -- to be adjudged live by on field umpires or referred to TV umpire only if dismissal occurs</p>

<p>In the event of infringement of this clause 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, clause 27.3 (Position of wicket-keeper).</p>	<p><b>Example: 1.</b> The short-leg fielder in settling into his position close to the pitch, in front of the popping crease, momentarily has his hands positioned over the pitch, after the fast bowler has commenced his run up. He withdraws his hands after he settles. The bowler then enters his delivery stride and delivers the ball. What happens next?  <b>Answer:</b> The bowler's end umpire will call and signal no ball, no sooner the ball is delivered, for fielder encroachment.</p> <p><b>Example: 2</b> The striker goes down the wicket to play at a slow delivery that is tossed up. He completely misses the ball, which continues past him. The short-leg fielder, positioned in front of the popping crease, now dives on to the pitch, trying to deflect the ball on to the wicket. He does not contact the ball which goes to the wicketkeeper, who is standing back. Should the bowler's end umpire take any action?  <b>Answer:</b> The fielder has not encroached since the ball has already passed the striker without contacting his bat or his person.</p> <p><b>Example 3:</b> Same as example 2 above, only this time the short leg fielder, standing in front of the popping crease, dives and contacts the ball, which he deflects on to the wicket, with the striker out of his ground. There is an appeal for Run out. How do the umpires react?  <b>Answer:</b> Bowler's end umpires calls No ball and immediately call dead ball. The fielder has intercepted the ball, which has not contacted the striker's bat or person, before it passes the line of the striker's wicket in contravention of Law 21.9 (Fielder intercepting a delivery). Striker's end umpire does not have to answer the appeal since dead ball was called</p>
<p><b>28.6 Movement by any fielder other than the wicket-keeper</b></p> <p>28.6.1 Any movement by any fielder, excluding the wicket-keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:</p> <p>28.6.1.1 minor adjustments to stance or position in relation to the striker's wicket.</p> <p>28.6.1.2 movement by any fielder, other than a close fielder, towards the striker or the striker's wicket that does not significantly alter the position of the fielder.</p> <p>28.6.1.3 movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.</p> <p>28.6.2 In all circumstances clause 28.4 (Limitation of on side fielders) shall apply.</p>	<p><b>MCC Guidance notes on the change...</b></p> <p>The purpose of the existing Law was to prevent a fielder significantly altering his position as the ball comes into play, until the ball reaches the striker (e.g. running back from square leg to deep square leg as the bowler runs in); this being seen as deception and/or distraction of the striker. Close fielders were only allowed minor adjustments to stance or position, whereas outfielders were permitted to 'walk in' normally towards the striker or the striker's wicket; anything other than slight movement off line or away from the striker was disallowed.</p> <p>The intention of the redrafted Law is to retain all of the thrust of the existing Law, but to allow a fielder to move significantly, before the ball has reached the striker, if it is in response to the stroke the striker is playing or that his actions suggest he is intending to play. It is felt that such movement is 'intelligent fielding' in response to a stroke, and should therefore be allowed</p> <p><a href="https://1drv.ms/v/s!AvjXL88fHlxxIAGnDO0AY1KL-ELO">https://1drv.ms/v/s!AvjXL88fHlxxIAGnDO0AY1KL-ELO</a></p>

<p>28.6.3 In the event of such unfair movement, either umpire shall call and signal Dead ball.</p> <p>28.6.4 Note also the provisions of clause 41.4 (Deliberate attempt to distract striker). See also clause 27.4 (Movement by wicket-keeper).</p>	<p>Fielders (e.g. cover or short-leg) have altered their position in response to strokes being played as long as cricket has been played, so to an extent, the Law change is acknowledging existing practice. However, 'deceptive movement' which is intended to distract or deceive the striker should not be allowed – mid-on running back towards long-on as the bowler is running in, for example.</p> <p>It is also felt that the principle that the striker should be protected from significant movement by a fielder is correct, up to the moment that he moves in preparation for his stroke; thereafter the fielders should be allowed to move in reaction to how the striker is shaping to play. In particular, if the striker sets up a position for a 'switch-hit' or 'reverse sweep' before the bowler has released the ball, then the fielding side may move in response.</p> <p>However, it was felt that the above principle should not override the restriction of no more than two fielders, other than the wicket-keeper, behind the popping crease on the on side at the instant of delivery (Law 28.4), since otherwise the fielding side might try to move fielders into close-catching positions for bouncers, potentially leading to them being bowled more frequently. After the ball has been released, however, a fielder may move to this position if it is in reaction to the batsman's intended shot</p> <p>As in the existing Law, either umpire will call and signal Dead ball immediately he detects 'illegal' movement, since it will most frequently occur before the bowler has released the ball.</p>
<p><b>28.7 Restrictions on the placement of fielders</b></p> <p>28.7.1 In addition to the restrictions contained in clause 28.4 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.</p> <p>28.7.2 The following fielding restrictions shall apply:</p> <p>28.7.2.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer to paragraph 2 of Appendix C). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.</p> <p>28.7.2.2 At the instant of delivery:</p>	

28.7.2.2.1 Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

28.7.2.2.2 Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive

28.7.2.2.3 Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

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

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8

PC -28.7.2.3 –Should at any time during the match in either the 1<sup>st</sup> or 2<sup>nd</sup> innings of play, the number of overs be reduced because of delays or interruptions, the table provided must be used to ascertain the field restriction overs following each interruption.

41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

28.7.2.1 If play is interrupted during an innings and the table above applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations:

A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

28.7.2.2 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

28.7.2.3 The scoreboard shall indicate the current Powerplay in progress.

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

PC 28.7.2.1 – Should an interruption occur in the middle of an over, and on resumption, if the number of overs per team has changed, which in turn will affect the blocks of Power play overs, the new Powerplay mode will be effective for the remaining balls of that over, **even though the last ball bowled before going off for the interruption was a No ball or a wide.**

28.7.2.4 - **to be adjudged live by on field umpires or referred to TV umpire only if dismissal occurs**

28.7.2.4 – In the event the relevant field restrictions are not been adhered to, the striker's end umpire shall at the instant of delivery call and signal No ball. There is absolutely no necessity to make any indicatory signs or signals to the fielding side to bring it to their notice before the bowler starts his run (ball comes into play).

## 29 THE WICKET IS DOWN

### 29.1 Wicket put down

- 29.1.1 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,
- 29.1.1.1 by the ball,
  - 29.1.1.2 by the striker's bat if held or by any part of the bat that he is holding,
  - 29.1.1.3 for the purpose of this clause only, by the striker's bat not in hand, or by any part of the bat which has become detached,
  - 29.1.1.4 by the striker's person or by any part of his clothing or equipment becoming detached from his person,
  - 29.1.1.5 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.
  - 29.1.1.6 The wicket is also put down if a fielder strikes or pulls a stump out of the ground as in clause 29.1.1.5.
- 29.1.2 The disturbance of a bail, whether temporary or not, shall not constitute its complete removal from the top of the stumps, but if a bail in falling lodges between two of the stumps this shall be regarded as complete removal.

When using LED wickets, it is only when the bails light up that it indicates the wicket has been broken, i.e. a bail has lost contact with the stumps at both of its ends.

When LED stumps are used, the point at which the onfield and 3<sup>rd</sup> umpire are to judge as the wicket being broken is when at least one of the BAILS lights up. The bail must subsequently stay removed from the top of the stumps.

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29.1.2 - Just a reminder that the Zing bails will light up independently, but both stumps will illuminate when one bail is removed. Zing bails once illuminated, will remain illuminated for at least 4 -5 seconds. This means that if a zing bail that has broken contact with both groves of the stumps, lights up but then falls back on to a stationary position on top of the stumps, it will stay lit up. and if then only the wicket is put down, the TV umpire must ensure he has visuals of the bail completely free of the stumps before he makes up his mind that the wicket is fairly down

### 29.2 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 clause 29.1.



<p><b>29.3 Remaking wicket</b></p> <p>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 clause 20 (Dead ball). Any fielder may, however, while the ball is in play,</p> <ul style="list-style-type: none"> <li>- replace a bail or bails on top of the stumps.</li> <li>- put back one or more stumps into the ground where the wicket originally stood.</li> </ul>	
<p><b>29.4 Dispensing with bails</b></p> <p>If the umpires have agreed to dispense with bails in accordance with clause 8.4 (Dispensing with bails), it is for the umpire concerned to decide whether or not the wicket has been put down.</p> <p>29.4.1 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 clauses 29.1.1.2, 29.1.1.3 or 29.1.1.4, or by a fielder in the manner described in clause 29.1.1.5.</p> <p>29.4.2 If the wicket has already been broken or put down, clause 29.4.1 shall apply to any stump or stumps still in the ground. Any fielder may replace a stump or stumps, in accordance with clause 29.3, in order to have an opportunity of putting the wicket down.</p>	<p>29.4– It is not recommended unless absolutely necessary to play without bails as it completely changes the concept of putting the wicket down as in 29.1.1 with regard to the bail/s having to be dislodged.</p> <p>When playing without bails all that is necessary is for clauses 29.1.1.1 to 29.1.1.5 to be enacted is the ball, fielder or striker touching the wicket as described in those clauses.</p> <p>Clause 29.1.1.6 is not necessary as contact alone with the stump would suffice, it need not be uprooted.</p>
<p><b>30 BATSMAN OUT OF HIS GROUND</b></p> <p><b>30.1 When out of his ground</b></p> <p>30.1.1 A batsman shall be considered to be out of his ground unless some part of his person or bat is grounded behind the popping crease at that end.</p> <p>30.1.2 However, a batsman shall not be considered to be out of his ground if, in running or diving towards his ground and beyond, and having grounded some part of his person or bat beyond the popping crease, there is subsequent loss of contact between the ground and any part of his person or bat, or between the bat and person.</p>	<p>PC 30.1.2 - <b>Bouncing Bat.- Significant change in this PC since the MCC removed the 'continued forward movement' and replaced it only with running and diving towards one's ground and beyond.</b></p> <p>If the batsman grounds the bat (held by the hand) or another part of his person within his ground (the elbow when diving, for example), and provided that the batsman is running or diving, and subsequently inadvertently loses this contact with the ground or his bat when the wicket is put down, the batsman will be protected from being Run out. In addition, the same protection will apply to a striker diving back into his/her ground to avoid being stumped.</p> <p>Example: The batsman dives towards his crease, touches down with his bat. The sliding bat then bounces up, when ball hits the wicket. At this point, no part of the person or the bat is grounded behind the popping crease. <b>Not out!</b></p>

	<p><a href="https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&amp;id=718C1C1FCF2FD7F8%2115769&amp;parId=718C1C1FCF2FD7F8%2115767&amp;o=OneUp">https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&amp;id=718C1C1FCF2FD7F8%2115769&amp;parId=718C1C1FCF2FD7F8%2115767&amp;o=OneUp</a></p> <p><a href="https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&amp;id=718C1C1FCF2FD7F8%2115768&amp;parId=718C1C1FCF2FD7F8%2115767&amp;o=OneUp">https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&amp;id=718C1C1FCF2FD7F8%2115768&amp;parId=718C1C1FCF2FD7F8%2115767&amp;o=OneUp</a></p> <p>(a) The striker steps out; swings at a ball going down leg side, misses, and his feet are stationary outside the crease. He continues to swing the bat around and bangs it down into the crease behind him. The bat bounces up and the wicket is put down. <b>Out!</b> Since there was no running diving towards the crease or beyond it.</p> <p><u>Here is the interpretation after clarification sought from the MCC – 21 March 2018</u></p> <p>For clarity and the avoidance of doubt, the intention of the Law is to provide protection to a batsman who has made his/her ground, but then inadvertently loses contact with it through the action of running or diving. It should not provide protection for someone who is, for example, walking, turning to look for a further run, thrusting their leg back in a stumping/run out scenario and, who swings his/her arms around with his/her feet planted to avoid a stumping/run out scenario. .</p>
<p><b>30.2 Which is a batsman’s ground</b></p> <p>30.2.1 If only one batsman is within a ground, it is his ground and will remain so even if he is later joined there by the other batsman.</p> <p>30.2.2 If both batsmen are in the same ground and one of them subsequently leaves it, the ground belongs to the batsman who remains in it.</p> <p>30.2.3 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.</p> <p>30.2.4 If a ground belongs to one batsman then the other ground belongs to the other batsman, irrespective of his position.</p>	
<p><b>30.3 Position of non-striker</b></p> <p>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.</p>	

<p><b>31 APPEALS</b></p> <p><b>31.1 Umpire not to give batsman out without an appeal</b></p> <p>Neither umpire shall give a batsman out, even though he may be out under these Playing Conditions, unless appealed to by a fielder. This shall not debar a batsman who is out under these Playing Conditions from leaving the wicket without an appeal having been made. Note, however, the provisions of clause 31.7.</p>	
<p><b>31.2 Batsman dismissed</b></p> <p>A batsman is dismissed if he is, either given out by an umpire, on appeal or out under these Playing Conditions and leaves the wicket as in clause 31.1.</p>	
<p><b>31.3 Timing of appeals</b></p> <p>For an appeal to be valid, it must be made before the bowler begins his run-up or, if there is no run-up, his bowling action to deliver the next ball, and before Time has been called.</p> <p>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 clauses 12.2 (Call of Time) and 17.2 (Start of an over).</p>	
<p><b>31.4 Appeal “How’s That?”</b></p> <p>An appeal “How’s That?” covers all ways of being out.</p>	
<p><b>31.5 Answering appeals</b></p> <p>The striker’s end umpire shall answer all appeals arising out of any of clauses 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.</p> <p>When an appeal is made, each umpire shall answer on any matter that falls within his jurisdiction.</p>	

<p>When a batsman has been given Not out, either umpire may answer an appeal, made in accordance with clause 31.3, if it is on a further matter and is within his jurisdiction.</p>	
<p><b>31.6 Consultation by umpires</b></p> <p>Each umpire shall answer appeals on matters within his/her own jurisdiction. If an umpire is doubtful about any point that the other umpire may have been in a better position to see, he/she shall consult the latter on this point of fact and shall then give the decision. If, after consultation, there is still doubt remaining, the decision shall be Not out.</p>	<p>DRS clause 2.2.2: - <b>Fair Catch</b> - The standing umpire may look over to the square leg umpire, <b>without moving across</b>, for assistance on, <b>if a ball has been hit or not. This must be agreed on pre-match and decided by unobtrusive signals (tapping wrist for bat or tapping leg/thigh for pad, arms folded – not sure)</b></p> <ul style="list-style-type: none"> <li>• If assistance is needed on whether the ball carried, the umpires may come together to discuss.</li> <li>• If there is any doubt, or if it is determined that the ball carried, the umpires agree on the soft signal and then refer the decision to the TV umpire.</li> <li>• <b>Once the umpires come together, the expectation is a soft signal will follow.</b></li> </ul>
<p><b>31.7 Batsman leaving the wicket under a misapprehension</b></p> <p>An umpire shall intervene if satisfied that a batsman, not having been given out, has left the wicket under a misapprehension of being out. The umpire intervening shall call and signal Dead ball to prevent any further action by the fielding side and shall recall the batsman.</p> <p>A batsman may be recalled at any time up to the instant when the ball comes into play for the next delivery, unless it is the final wicket of the innings, in which case it should be up to the instant when the umpires leave the field.</p>	<p>PC 31.7 – Change in time frame for recalling batsman leaving under misapprehension.</p> <p>This differs from the time frame given in PC 2.12 – Umpires decision – which states it must be done promptly.</p>
<p><b>31.8 Withdrawal of an appeal</b></p> <p>The captain of the fielding side may withdraw an appeal only after obtaining the consent of the umpire within whose jurisdiction the appeal falls. If such consent is given, the umpire concerned shall, if applicable, revoke the decision and recall the batsman.</p> <p>The withdrawal of an appeal must be before the instant when the ball comes into play for the next delivery or, if the innings has been completed, the instant when the umpires leave the field.</p>	<p>PC 31.8 – change in time frame for fielding captain to withdraw appeal</p> <p>This differs from the time frame given in PC 2.12 – Umpires decision – which states it must be done promptly.</p>

<p><b>32 BOWLED</b></p> <p><b>32.1 Out Bowled</b></p> <p>32.1.1 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 the striker's bat or person.</p> <p>32.1.2 However, the striker shall not be out Bowled if before striking the wicket the ball has been in contact with any other player or an umpire. The striker will, however, be subject to clauses 37 (Obstructing the field), 38 (Run out) and 39 (Stumped).</p>	
<p><b>32.2 Bowled to take precedence</b></p> <p>The striker is out Bowled if his wicket is put down as in clause 32.1, even though a decision against him for any other method of dismissal would be justified.</p>	<p>32.2. – Example: The striker plays at a ball which brushes his pads, then touches the edge of his bat, goes on to hit the wicket, dislodging one bail, the ball is cleanly gathered by the wicket-keeper who whips the other bail off putting the wicket down with the striker just outside his crease. If not for the impact on the pad the ball would have carried on to hit the wicket. The striker would be out bowled even though a decision for LBW, caught behind or stumped would have been justified</p>
<p><b>33 CAUGHT</b></p> <p><b>33.1 Out Caught</b></p> <p>The striker is out Caught if a ball delivered by the bowler, not being a No ball, touches his bat without having previously been in contact with any fielder, and is subsequently held by a fielder as a fair catch, as described in clauses 33.2 and 33.3, before it touches the ground.</p>	<p>Important:  Note: following the very recent directive out of MCC Laws committee received by us December 14<sup>th</sup> 2019– a fair ball delivered which strikes the arm guard of the striker and is caught, will be deemed to <b>be NOT OUT</b>, even if the arm guard is touching and overlapping the glove, and the ball has hit the portion that is overlapping the glove.</p> <p>Produced herewith is the relevant section of the MCC guideline:  <b>It was agreed that the interpretation should remain that only the glove itself should be considered to be the glove, but that this will be looked at again if there is an indication that players are attempting to circumvent the Law.</b></p>
<p><b>33.2 A fair catch</b></p> <p>33.2.1 A catch will be fair only if, in every case</p> <p style="padding-left: 20px;">either the ball, at any time</p> <p style="padding-left: 20px;">or any fielder in contact with the ball,</p> <p>is not grounded beyond the boundary before the catch is completed. Note clauses 19.4 (Ball grounded beyond the boundary) and 19.5 (Fielder grounded beyond the boundary).</p>	

<p>33.2.2 Furthermore, a catch will be fair if any of the following conditions applies:</p> <p>33.2.2.1 the ball is held in the hand or hands of a fielder, even if the hand holding the ball is touching the ground, or is hugged to the body, or lodges in the external protective equipment worn by a fielder, or lodges accidentally in a fielder's clothing.</p> <p>33.2.2.2 a fielder catches the ball after it has been lawfully struck more than once by the striker, but only if it has not been grounded since it was first struck. See clause 34 (Hit the ball twice).</p> <p>33.2.2.3 a fielder catches the ball after it has touched the wicket, an umpire, another fielder or the other batsman.</p> <p>33.2.2.4 a fielder catches the ball after it has crossed the boundary in the air, provided that the conditions in clause 32.2.1 are met.</p> <p>33.2.2.5 the ball is caught off an obstruction within the boundary that is not designated a boundary by the umpires.</p>	<p>33.2.2.1 – A catch in which the ball lodges in the helmet of the fielder or wicketkeeper would still be fair. However, if the following takes place after the ball has lodged in the helmet of fielder/wicketkeeper, then the catch will not be valid:</p> <p>(i) If the ball after lodging in the fielder's helmet, knocks the helmet off his head on to the ground, the ball will deemed to have touched the ground before the catch was completed</p> <p>(ii) If the fielder with the ball lodged in grill of the helmet, through his movements i.e. throwing his hands up to appeal causes the ball to fall off, then it would be considered not in control of the ball.</p> <p>(iii) If the force of the ball lodging in his helmet causes the helmet to fall off his head with the ball in it, but as the helmet is not worn it would not be treated as a valid catch.</p> <p>In both cases of (ii) and (iii) above the ball would not be considered dead.</p> <p>Similarly, if a fielder with a ball lodged in his helmet falls over and:</p> <p>a) the ball remains in his helmet, but the helmet falls off his head, with the ball in it, the catch is not valid, but the ball is not dead, as the helmet was not discarded deliberately.</p> <p>b) The ball remains in the worn helmet with the fielder on the ground, the catch would be valid provided the ball did not touch the ground.</p> <p><u>Playing Condition (P/C) 19.4</u> The wording has been clarified to emphasize that, when fielding or catching a ball after it has crossed the boundary in the air, that <u>any fielder</u> to touch the ball must not only have some part of his person in contact with the ground within the boundary, but must have no part grounded on or beyond the boundary.</p> <p>A <u>second fielder</u> making contact with the ball after a teammate has already touched it <u>may not</u> however, jump up from a position beyond the boundary, unless he too had <u>first handled the ball within the field of play</u></p>
<p><b>33.3 Making a catch</b></p> <p>The act of making a catch shall start from the time when the ball first comes into contact with a fielder's person and shall end when a fielder obtains complete control over both the ball and his own movement.</p>	<p>DRS clause 2.2.2: - The standing umpire may look over to the square leg umpire, <b>without moving across</b>, for assistance on, <b>if a ball has been hit or not. This must be agreed on pre-match and decided by unobtrusive signals (tapping wrist for bat or tapping leg/thigh for pad, arms folded – not sure)</b></p> <ul style="list-style-type: none"> <li>• If assistance is needed on whether the ball carried, the umpires may come together to discuss.</li> <li>• If there is any doubt, or if it is determined that the ball carried, the umpires agree on the soft signal and then refer the decision to the TV umpire.</li> <li>• <b>Once the umpires come together, the expectation is a soft signal will follow.</b></li> </ul>

<p><b>33.4 No runs to be scored</b></p> <p>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. Clause 18.12 (Batsman returning to wicket he has left) shall apply from the instant of the completion of the catch.</p>	<p><b><u>PC 33.4 - Note: A soft signal is only an indicative signal. Should the batsman be found to be not out following a review for a fair catch where the soft signal was given as OUT – he will get the benefit of the run if he had crossed prior to the attempted catch being taken.</u></b></p> <p><b><u>A decision of out given on-field by the umpire and then reviewed and found to be not out will not enjoy this status since the ball became dead no sooner the decision of out was given and no runs are permitted as per the laws on a catch that is out.</u></b></p>
<p><b>33.5 Caught to take precedence</b></p> <p>If the criteria of clause 33.1 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.</p>	<p>33.5 - – Example: The striker plays at a ball which brushes his pads, then touches the edge of his bat, the ball is cleanly gathered by the wicket-keeper who whips the bails off putting the wicket down with the striker just outside his crease. If not for the impact on the pad the ball would have carried on to hit the wicket. The striker would be out caught even though a decision for LBW, or stumped would have been justified.</p> <p>33.5 – If two different dismissals including a catch come off the same delivery, then the umpire must wait till both are completed (not taking into account bowled) and then on appeal give the catch, since it takes precedence. If however for example: the striker goes on the back foot to pull a ball, top edges the ball in the air, but at the same time puts his wicket down with his foot. The fielders are appealing. It would be a good practice to wait and see whether the catch is also held. If so, then the bowler's end umpire would give the batsman out caught. If the striker's end umpire immediately gives the striker out hit wicket whilst the ball is in the air before it is caught, <b><u>then the Hit wicket will stand.</u></b></p>
<p><b>34 HIT THE BALL TWICE</b></p> <p><b>34.1 Out Hit the ball twice</b></p> <p>34.1.1 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, the striker 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 clause 34.3 and clause 37 (Obstructing the field).</p> <p>34.1.2 For the purpose of this clause 'struck' or 'strike' shall include contact with the person of the striker.</p>	

<p><b>34.2 Not out Hit the ball twice</b></p> <p>The striker will not be out under this clause if he</p> <p>34.2.1 strikes the ball a second or subsequent time in order to return the ball to any fielder.</p> <p>Note, however, the provisions of clause 37.4 (Returning the ball to a fielder).</p> <p>34.2.2 wilfully strikes the ball after it has touched a fielder. Note, however the provisions of clause 37.1 (Out Obstructing the field).</p>	
<p><b>34.3 Ball lawfully struck more than once</b></p> <p>The striker may, solely in order to guard his wicket and before the ball has been touched by a fielder, lawfully strike the ball a second or subsequent time with the bat, or with any part of his person other than a hand not holding the bat. The striker may guard his wicket even if the delivery is a No ball.</p> <p>However, the striker may not prevent the ball from being caught by striking the ball more than once in defence of his wicket. See clause 37.3 (Obstructing a ball from being caught).</p>	<p>PC 34.3 – Example – The striker plays at a ball which hits him on the glove on the hand holding the bat and lobs towards the stumps. The striker instinctively pushed the ball away with his bat. The wicket-keeper is standing up and about to gather the ball. On appeal the striker would be out – Obstructing the field as even though he is permitted to hit the ball twice in defence of his wicket he cannot do so if it is a catch.</p>
<p><b>34.4 Runs permitted from ball lawfully struck more than once</b></p> <p>When the ball is lawfully struck more than once, as permitted in clause 34.3, if the ball does not become dead for any reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run.</p> <p>However, the umpire shall delay the call of Dead ball to allow the opportunity for a catch to be completed.</p> <p>The umpire shall</p> <ul style="list-style-type: none"> <li>- disallow all runs to the batting side</li> <li>- return any not out batsman to his original end</li> <li>- signal No ball to the scorers if applicable, and</li> <li>- award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).</li> </ul>	<p>34.4– Example: Striker plays at a ball which pitches outside his off stump and swings back to hit him high on his person above his pads and bounces towards his stumps. The striker pushes the ball away, which goes to fine leg. The striker runs, the non-striker responds. The striker is run out at the bowler’s end.</p> <p>The non-striker is returned back to his original end (bowler’s end) and the new batsman faces the next ball if there were balls remaining in the over.</p>



<p><b>34.5 Bowler does not get credit</b></p> <p>The bowler does not get credit for the wicket.</p>	
<p><b>35 HIT WICKET</b></p> <p><b>35.1 Out Hit wicket</b></p> <p>35.1.1 The striker is out Hit wicket if, after the bowler has entered the delivery stride and while the ball is in play, his wicket is put down by either the striker's bat or person as described in clauses 29.1.1.2 to 29.1.1.4 (Wicket put down) in any of the following circumstances:</p> <p>35.1.1.1 in the course of any action taken by him in preparing to receive or in receiving a delivery,</p> <p>35.1.1.2 in setting off for the first run immediately after playing or playing at the ball,</p> <p>35.1.1.3 if no attempt is made to play the ball, in setting off for the first run, providing that in the opinion of the umpire this is immediately after the striker has had the opportunity of playing the ball,</p> <p>35.1.1.4 in lawfully making a second or further stroke for the purpose of guarding his wicket within the provisions of clause 34.3 (Ball lawfully struck more than once).</p> <p>35.1.2 If the striker puts his wicket down in any of the ways described in clauses 29.1.1.2 to 29.1.1.4 before the bowler has entered the delivery stride, either umpire shall call and signal Dead ball.</p>	<p>Example 1: The bowler whilst running in notices the striker moving around in his crease in which he dislodges a bail. The bowler now enters his delivery stride releases the ball and appeals.</p> <p>Answer: The striker's end umpire would call dead ball, answer the appeal Not out, reset the bails and play would continue. Reason: Bowler did not enter his delivery stride when bails put down.</p>
<p><b>35.2 Not out Hit wicket</b></p> <p>The striker is not out under this clause should his wicket be put down in any of the ways referred to in clause 35.1 if any of the following applies:</p> <ul style="list-style-type: none"> <li>- it occurs after the striker has completed any action in receiving the delivery, other than in clauses 35.1.1.1 to 35.1.1.4.</li> <li>- it occurs when the striker is in the act of running, other than setting off immediately for the first run.</li> <li>- it occurs when the striker is trying to avoid being run out or stumped.</li> <li>- it occurs when the striker is trying to avoid a throw in at any time.</li> </ul>	<p>PC 35.2 -Example: The slow left arm spinner after having entered his delivery stride sees the striker dislodge a bail whilst moving around in the crease preparing to receive the ball. He stops turns to the umpire and appeals without releasing the ball.</p> <p>Answer: The striker's end umpire would answer the appeal Not out, put the bails back and play would continue. Reason: bowler did not release the ball. Had he released the ball and then appealed he would have got the decision in his favor.</p> <p>PC35.2 – The bowler enters his delivery stride. The striker whilst moving around in his crease tips a bail off with his bat. The bowler bowls him a slow flighted delivery which he goes down the wicket to play. The striker misses the ball completely as it spins away from him. The ball now after passing the striker hits the silly mid-off</p>

<p>- the bowler after entering the delivery stride does not deliver the ball. In this case either umpire shall immediately call and signal Dead ball. See clause 20.4 (Umpire calling and signalling Dead ball).</p> <p>- the delivery is a No ball.</p>	<p>fielder, who is on the edge of the pitch, in front of the popping crease, on the boot and rolls away. The fielding side appeals for the hit-wicket. What happens next?</p> <p>Answer: Bowler's end umpire would call No ball for Fielder Intercepting (PC21.9). Once ball is dead, Striker's end umpire would replace bail, striker would remain not out, since you cannot be hit wicket off a no ball. Bowler's end umpire would signal No ball to scorer.</p>
<p><b>36 LEG BEFORE WICKET</b></p> <p><b>36.1 Out LBW</b></p> <p>The striker is out LBW if all the circumstances set out in clauses 36.1.1 to 36.1.5 apply.</p> <p>36.1.1 The bowler delivers a ball, not being a No ball</p> <p>36.1.2 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</p> <p>36.1.3 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</p> <p>36.1.4 the point of impact, even if above the level of the balls, either is between wicket and wicket or if the striker has made no genuine attempt to play the ball with the bat, is between wicket and wicket or outside the line of the off stump.</p> <p>36.1.5 but for the interception, the ball would have hit the wicket.</p>	<p>PC 36.1.3 – Note: The new Law relating to simultaneous contact with bat and pad has not been incorporated in the ICC playing conditions. The playing conditions are;</p> <ul style="list-style-type: none"> <li>○ On-field umpire must be satisfied that the ball has been intercepted by the pad/person first, otherwise Not out. (Benefit of doubt to the batsman)</li> <li>○ DRS review – 3rd umpire needs conclusive evidence the on-field decision was incorrect (out decision – needs to confirm bat first to reverse, not out decision – needs to confirm pad first to proceed to ball-tracking)</li> </ul>
<p><b>36.2 Interception of the ball</b></p> <p>36.2.1 In assessing points of impact in clauses 36.1.3, 36.1.4 and 36.1.5, only the first interception is to be considered.</p> <p>36.2.2 In assessing clause 36.1.3, if the bowler's end umpire is not satisfied that the ball intercepted the batsman's person before it touched the bat, the batsman shall be given Not out.</p> <p>36.2.3 In assessing clause 36.1.5, it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not.</p>	<p>36.2.3 - Example: You have seen the leg spinner bowling from your end, and he is getting plenty of turn. Two balls in a row pitch in line with the middle stump and then spin away towards the slips which the wicketkeeper gathers well below the level of the top of the stumps outside the off stump. The third ball which is delivered in the same manner <b>is a full pitch, which hits the striker on the boot</b>. You are sure that the path of the ball before impact was in line with wicket to wicket and the impact is in line with middle stump. There is an appeal. How would you answer it as bowler's end Umpire?</p> <p><b>Answer:</b> Give the striker out since the path of the ball before interception has to be assumed to continue after interception, since it was on the full</p>

### 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 paragraph 13 of Appendix A.

## 37 OBSTRUCTING THE FIELD

### 37.1 Out Obstructing the field

37.1.1 Either batsman is out Obstructing the field if, except in the circumstances of clause 37.2, and while the ball is in play, he wilfully attempts to obstruct or distract the fielding side by word or action. See also clause 34 (Hit the ball twice).

37.1.2 The striker is out Obstructing the field if, except in the circumstances of clause 37.2, in the act of receiving a ball delivered by the bowler, he wilfully strikes the ball with a hand not holding the bat.

This will apply whether it is the first strike or a second or subsequent strike. The act of receiving the ball shall extend both to playing at the ball and to striking the ball more than once in defence of his wicket.

37.1.3 This clause will apply whether or not No ball is called.

37.1.4 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, clause 41.14 shall also apply.  
See also paragraph 2.2 of Appendix D.

Law 37 This playing condition confirms that on appeal from the fielding team, if the umpire feels that a batsman, whilst running between the wickets, has **significantly changed his direction without probable cause** thereby obstructing a fielder's attempt to run him out, the batsman should be given out obstructing the field.

In applying this playing condition, umpires should note that:

- It shall not be relevant whether a run out would have been affected or not.
- In the absence of any other "**probable cause**" for the change in running direction, the umpires are entitled to assume that such significant change in direction is indicative of the intent to obstruct the field.
- The on-field umpire shall be entitled to consult with the 3<sup>rd</sup> umpire in determining whether the batsman has changed his direction of running or not. As part of such consultation, the 3<sup>rd</sup> umpire should not only consider and advise the on-field umpire whether there was a change in running direction but also whether there are any other factors which may indicate a "**probable cause**" for such change in direction other than the intent to obstruct the field e.g. avoiding the bowler. Following such consultation, the on-field umpire shall make and give the final decision.

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- NB: The playing condition enhances Law 37 and does not replace it. The circumstances described in the playing condition (i.e. a batsman **significantly changing** his direction of running **without probable cause**) are only one example of an action which will qualify as wilfully obstructing the field. Accordingly, it is still possible for a batsman to be given out obstructing the field in circumstances where he has not significantly changed his direction of running provided that the umpire feels that by some other actions it is clear that the batsman had intended to obstruct the field. This will depend on the circumstances of each case. Some examples which may indicate such intent are the batsman watching the fielder throw the ball or watching the ball rather

	<p>than watching where he had to make his ground or sticking his bat in the way of the throw etc</p> <p>Please note: Clause 37.2 clearly indicates if the cause of the obstruction was accidental or took place because of the batsman trying to avoid injury then he must be given Not out. Any benefit in this regard will go to the batsman.</p>
<p><b>37.2 Not out Obstructing the field</b></p> <p>A batsman shall not be out Obstructing the field if, obstruction or distraction is accidental, or obstruction is in order to avoid injury, or in the case of the striker, he makes a second or subsequent strike to guard his wicket lawfully as in clause 34.3 (Ball lawfully struck more than once). However, see clause 37.3.</p>	
<p><b>37.3 Obstructing a ball from being caught</b></p> <p>37.3.1 If the delivery is not a No ball, the striker is out Obstructing the field if wilful obstruction or distraction by either batsman prevents the striker being out caught.</p> <p>37.3.2 Clause 37.3.1 shall apply even if an obstruction is caused by the striker in lawfully guarding his wicket under the provision of Clause 34.3 (Ball lawfully struck more than once).</p> <p>37.3.3 If an obstruction or distraction takes place from a No ball then the batsman who caused the obstruction or distraction will be out Obstructing the field.</p> <p>37.3.4 Clause 37.3.3 shall not apply if the striker obstructs while instinctively defending his wicket with a lawful second strike.</p>	<p>PC 37.3 –Obstructing a ball from being caught</p> <p>Example 1. – Striker gets a top edge and ball goes high into the air above the pitch. Batsman complete the first run. Non-striker completes the first run and starts off for the second. He now deliberately runs into the fielder about to the hold the catch. Ball drops to the ground.</p> <p>On appeal umpires consult they are convinced it was willful. Bowler’s end umpire gives striker out (If either batter obstructs a catch the striker is always out). He now sends it up to TV umpire for no ball check.</p> <p>TV finds bowler has over-stepped. No ball is signaled. Non-striker is now given out for obstruction (since it is not a catch as it was a no ball). One run for the no ball and one runs completed before the obstruction. 2 runs in total scored. New batsman to wicket-keeper’s end.</p> <p>Example 2. – Same scenario as above only this time it is found to be a fair delivery. Striker is given out, no runs scored. <b>New batsman to non-striker’s end</b></p>
<p><b>37.4 Returning the ball to a fielder</b></p> <p>Either batsman is out Obstructing the field if, at any time while the ball is in play and, without the consent of a fielder, he uses the bat or any part of his person to return the ball to any fielder.</p>	

<p><b>37.5 Runs scored</b></p> <p>When either batsman is dismissed Obstructing the field,</p> <p>37.5.1 unless the obstruction prevents a catch from being made, any runs completed by the batsmen before the offence shall be scored, together with any runs awarded for penalties to either side. See clauses 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batsman is dismissed).</p> <p>37.5.2 if the obstruction prevents a catch from being made, any runs completed by the batsmen shall not be scored but any penalties awarded to either side shall stand.</p>	
<p><b>37.6 Bowler does not get credit</b></p> <p>The bowler does not get credit for the wicket.</p>	
<p><b>38 RUN OUT</b></p> <p><b>38.1 Out Run out</b></p> <p>Either batsman is out Run out, except as in clause 38.2, if, at any time while the ball is in play, he is out of his ground and his wicket is fairly put down by the action of a fielder even though No ball has been called, except in the circumstances of clause 38.2.2.2, and whether or not a run is being attempted.</p>	<p><a href="#">Law 38.1</a> In the case where appeals are made for run out after a collision between a fielder and a batsmen it is protocol that the on field umpire clarifies the appeal with the fielding captain before sending any referral to the 3<sup>rd</sup> umpire or making a decision.</p> <p>Note: A batsman can now be out Run out off a ball that has come directly off the striker's bat or person on to a fielder's helmet and then back again directly on to the stumps with the striker out of his ground.</p>
<p><b>38.2 Batsman not out Run out</b></p> <p>38.2.1 A batsman is not out Run out in the circumstances of clauses 38.2.1.1 or 38.2.1.2.</p> <p>38.2.1.1 He has been within his ground and has subsequently left it to avoid injury, when the wicket is put down.</p> <p>Note also the provisions of clause 30.1.2 (When out of his ground).</p> <p>38.2.1.2 The ball delivered by the bowler has not made contact with a fielder, before the wicket is put down.</p> <p>38.2.2 The striker is not out Run out in any of the circumstances in clauses 38.2.2.1 and 38.2.2.2.</p> <p>38.2.2.1 He is out Stumped. See clause 39.1.2 (Out Stumped).</p>	<p>PC 38.2.2.2 – A batsman cannot be out Run Out by the wicketkeeper acting alone off a No ball unless he is attempting to run.</p>

<p>38.2.2.2 No ball has been called and he is out of his ground not attempting a run and the wicket is fairly put down by the wicket-keeper without the intervention of another fielder.</p>	
<p><b>38.3 Which batsman is out</b> The batsman out in the circumstances of clause 38.1 is the one whose ground is at the end where the wicket is put down. See clause 30.2 (Which is a batsman's ground).</p>	
<p><b>38.4 Runs scored</b> If either batsman is dismissed Run out, the run in progress when the wicket is put down shall not be scored, but any runs completed by the batsmen shall stand, together with any runs for penalties awarded to either side. See clauses 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batsman is dismissed).</p>	
<p><b>38.5 Bowler does not get credit</b> The bowler does not get credit for the wicket.</p>	
<p><b>39 STUMPED</b> <b>39.1 Out Stumped</b> 39.1.1 The striker is out Stumped, except as in clause 39.3, if a ball which is delivered is not called No ball and he is out of his ground, other than as in clause 39.3.1 and he has not attempted a run when his wicket is fairly put down by the wicket-keeper without the intervention of another fielder. Note, however clause 27.3 (Position of wicket-keeper). 39.1.2 The striker is out Stumped if all the conditions of clause 39.1.1 are satisfied, even though a decision of Run out would be justified.</p>	

<p><b>39.2 Ball rebounding from wicket-keeper's person</b></p> <p>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 rebounds on to the stumps from any part of the wicket-keeper's person or equipment or has been kicked or thrown on to the stumps by the wicket-keeper.</p>	<p>PC 39.2 – Note a Stumping off a rebound off the wicket keeper's helmet is now Out!</p>
<p><b>39.3 Not out Stumped</b></p> <p>39.3.1 The striker will not be out Stumped if, after having received the delivery, he has left his ground in order to avoid injury.</p> <p>39.3.2 If the striker is not out Stumped he may, except in the circumstances of clause 38.2.2.2 (Batsman not out run out) be out Run out if the conditions of clause 38.1 (Out Run out) apply.</p>	
<p><b>40 TIMED OUT</b></p> <p><b>40.1 Out Timed out</b></p> <p>40.1.1 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 the other batsman 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.</p> <p>40.1.2 In the event of an extended delay in which no batsman comes to the wicket, the umpires shall adopt the procedure of clause 16.2 (ICC Match Referee awarding a match). For the purposes of that clause the start of the action shall be taken as the expiry of the 3 minutes referred to above.</p>	
<p><b>40.2 Bowler does not get credit</b></p> <p>The bowler does not get credit for the wicket.</p>	
<p><b>41 UNFAIR PLAY</b></p> <p><b>41.1 Fair and unfair play – responsibility of captains</b></p> <p>The captains are responsible for ensuring that play is conducted within the Spirit of Cricket, as well as within these Playing Conditions.</p>	

<p><b>41.2 Fair and unfair play – responsibility of umpires</b></p> <p>41.2.1 The umpires shall be the sole judges of fair and unfair play. If either umpire considers that any action by a player, not covered by these Playing Conditions, is unfair, he/she shall, call and signal Dead ball, if appropriate, as soon as it becomes clear that the call will not disadvantage the non-offending side, and report the matter to the other umpire.</p> <p>41.2.1.1 If this is a first offence by that side, the bowler's end umpire shall then,</p> <ul style="list-style-type: none"> <li>- summon the offending player's captain and issue a first and final warning which shall apply to all members of the team for the remainder of the match.</li> <li>- warn the offending player's captain that any further such offence by any member of his team shall result in the award of 5 Penalty runs to the opposing team.</li> </ul> <p>41.2.1.2 If this is a second or subsequent offence by that side the bowler's end umpire shall then</p> <ul style="list-style-type: none"> <li>- summon the offending player's captain and inform him that there has been a further such offence.</li> <li>- award 5 Penalty runs to the opposing side.</li> </ul> <p>41.2.1.3 The umpires <b>may</b> then report the matter to the ICC Match Referee who shall take such action as is considered appropriate against the player concerned.</p>	<p>Note – New PC 41.2.1. – empowers umpires to deal with unfair situation not covered in the Playing conditions. <b>After one warning any repeat will incur Penalty Runs.</b></p> <p><b>ICC directive:</b></p> <p>The default position remains no tape on hands while bowling.</p> <ul style="list-style-type: none"> <li>• However, if an injury occurs on the field during play and blood is involved, it is reasonable in this situation where a finger or hand is bleeding, that the umpires allow tape to be used. <i>(this may be required to protect stitching - but not applicable for example if the injury is a result of friction caused by imparting spin on the ball).</i></li> <li>• For the avoidance of doubt, this will only apply for the match where the injury has occurred.</li> <li>• The umpires are to ensure the application of tape is as minimal as possible and of the correct color.</li> <li>• Match officials should address this at the Pre-series meeting.</li> </ul>
<p><b>41.3 The match ball – changing its condition</b></p> <p>41.3.1 The umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in clause 41.3.2.</p> <p>41.3.2 It is an offence for any player to take any action which changes the condition of the ball.</p> <p>Except in carrying out his normal duties, a batsman is not allowed to wilfully damage the ball other than, when the ball is in play, in striking it with the bat. See also clause 5.5 (Damage to the ball).</p> <p>A fielder may, however:</p>	<p><u>Playing Condition (P/C) 41.3</u> There are two main differences in this playing condition compared to Law 41.3.</p> <p>Playing condition clause 41.3.5 &amp; 41.3.6 replaces the Law 41.3.5 and means that a bowler cannot be removed from the attack for the team's second offence of changing the condition of the ball.</p> <p>For the offence committed under 41.3.5 – and the Player is identified- Penalty 5-runs will be awarded, and the ball will be replaced. Should the breach be committed by the <u>fielding side</u>, the replacement ball will be chosen by <u>the batsmen at the wicket</u>, from a box of six balls of various usage including a new ball.</p> <p>Should the breach be committed by <u>the batting side</u>- 5 Penalty runs will be awarded, the <u>umpires</u> will change the ball for one of comparable wear and tear just prior to the infringement.</p>



<p>41.3.2.1 polish the ball on his clothing provided that no artificial substance <b>or saliva</b> is used and that such polishing wastes no time.</p> <p>41.3.2.2 remove mud from the ball under the supervision of an umpire.</p> <p>41.3.2.3 dry a wet ball on a piece of cloth that has been approved by the umpires.</p> <p>41.3.3 The umpires shall consider the condition of the ball to have been unfairly changed if any action by any player does not comply with the conditions in clause 41.3.2.</p> <p>41.3.4 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of either side, or that its condition is inconsistent with the use it has received, they shall consider that there has been a contravention of this clause and decide together whether they can identify the player(s) responsible for such conduct.</p> <p>41.3.5 If it is possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall;</p> <p>41.3.5.1 <b>Subject to clause 41.3.7 below, change</b> the ball forthwith.</p> <p>41.3.5.1.1 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the fielding side, the 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.</p> <p>41.3.5.1.2 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the batting side, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.</p> <p>41.3.5.2 Additionally, the bowler's end umpire shall:</p> <p>41.3.5.2.1 award 5 Penalty runs to the opposing side;</p> <p>41.3.5.2.2 if appropriate, inform the batsmen at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action; and</p> <p>41.3.5.2.3 inform the captain of the batting side as soon as practicable of what has occurred.</p>	<p><b>In both cases of 41.3.5 - advise all concerned and reporting process to be followed</b></p> <p><b>For the offence committed under 41.3.6 – and it is not possible to identify the player responsible, the umpire shall change the ball for one of comparable wear and tear just prior to the contravention. The fielding Captain will be given a first and final warning and reminded that any further contraventions of this nature for the remainder of the match or the Series will result in him being deemed responsible for the contravention. Also advise him that any repetition during the remainder of the match or the Series will result in 5 Penalty runs also being awarded.</b></p> <p><b>For a second offence under 41.3.6 – the process of a 5-run penalty to the batting side shall be repeated.</b></p> <p>The penalty for this occurrence will be dealt with further by reporting it as a breach of the Code of Conduct. If it is clear that the condition of the ball has been changed but the player concerned cannot be identified, then the Captain of the fielding side would be reported.</p> <p>Under the new Playing Condition, the Captain is to be given a first and final official warning and be told that the ball was being changed as, in the opinion of the umpires the condition of the ball had been changed unnaturally.</p> <p>This allows the umpires to be direct and transparent in their dealings on ball tampering.</p> <p><u>Points to remember:</u></p> <ol style="list-style-type: none"> <li>Both umpires must agree on any action taken – if there is no agreement the status quo would remain.</li> <li>It is stressed that umpires needed to be firmly of the view that the condition of the ball has been altered unnaturally as this physical evidence needs to stand up to a hearing, should there be a second offence in the Test or in an ODI or T20I series.</li> <li>The first and final warning under 41.3.6 is held for that <b>Test series</b> or for the whole ODI or T20I series or ICC event.</li> </ol> <p><u>Pre series meeting and referee duties</u></p> <p>It is important that in the pre-series PCT meeting for the match referees to pass this information onto the International umpires on duty and in T20s and ODI series to ensure that the umpires understand that this is a combined decision and both umpires <b>MUST</b> agree as to the action to be taken.</p> <p>The match referee is to log all discussions with the captain on this topic and any other action taken by the on field umpires with regard to changing the conditions of the ball.</p>
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- 41.3.5.3 The umpires shall then report the matter to the ICC Match Referee who shall take such action as is considered appropriate against the player(s) concerned.
- 41.3.6 If it is not possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall;
- 41.3.6.1 Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.
- 41.3.6.2 The bowler's end umpire shall issue the captain with a first and final warning, and
- 41.3.6.3 Advise the captain that should there be any further instances of changing the condition of the ball by that team during the remainder of the series, clause 41.3.5.2 above will be adopted, with the captain deemed to be the player responsible for the contravention.
- 41.3.7 If the umpires believe that saliva has been applied to the ball, the umpires shall:
- 41.3.7.1 If it is a first instance during an innings, summon the captain of the fielding side and issue a first warning.
- 41.3.7.2 If it is a second instance during an innings, summon the captain of the fielding side and issue a second and final warning and warn the captain of the fielding side that any further such offence by any member of the team during the innings shall result in the award of 5 Penalty runs to the batting side.
- 41.3.7.3 If it is a third or subsequent instance, award 5 Penalty runs to the batting side.
- 41.3.7.4 The ball shall not be changed but the umpires shall wipe the ball with an appropriate cloth.
- 41.3.8 Use of saliva in breach of clause 41.3.2.1 above shall not, in and of itself, be considered an offence under Article 2.14 of the ICC Code of Conduct (Changing the condition of the ball in breach of clause 41.3 of the ICC Standard Test Match, ODI and T20I Playing Conditions).

It should be explained that for any match in which there was a ball change due to the condition of the ball, all balls from the match from both teams should be collected by the 4<sup>th</sup> umpire and in the presence of the attending ACSU RSM be placed in a small secure bag/case that can be locked and will remain in the possession of the match referee for his safe keeping. The balls must be clearly marked.

Photos of the balls should be sent to the ICC Cricket Ops dept. asap.

**The new directive coming out of the Office is as follows:**

#### **BACKGROUND**

At the June 2018 meetings of the ICC, both the Chief Executives' Committee and the ICC Board expressed serious concern about the sharp practices occurring with players changing, or attempting to change, the condition of the ball unfairly.

The umpires have been instructed to be vigilant when observing the manner in which players handle the ball, and to take stronger action if the players of either team are observed implementing unfair methods.

#### **AIM**

This document serves as guidance to ICC Match Officials and competing teams, as to the expectations regarding the maintenance of match balls, and the instructions to umpires if teams are not observing these guidelines.

The below guidelines shall be distributed and discussed at all international pre-series meetings and should be used as guidance in addition to the ICC Playing Conditions.

#### **GUIDELINES**

It is the responsibility of the players at all times, to manage the match ball appropriately and to play within the spirit of the game.

#### **Throwing and Scuffing of the Ball**

Throwing the ball on the bounce inside the circle, or in close proximity to the circle is NOT allowed, unless there is a genuine attempt of a dismissal.

The deliberate throwing of the ball into the ground on the square or immediate surrounding area when not reasonably required, is NOT allowed.

Players returning the ball must NOT bounce the ball on the match pitch or on any area of the square that may be considered to be abrasive

Players returning the ball on the bounce must endeavour to ensure that the ball bounces a maximum of once.

It is the Wicketkeeper's responsibility to intercept a return on the full and NOT on the half-volley.

As a guide, it is for the umpires to decide on the context of the action and the ground conditions.

The abrasiveness of the square and/or outfield, or conditions relating to sun position, dew, weather or lights, etc., must be considered when dealing with each scenario

### **Polishing the Ball**

The act of polishing the ball is in essence changing the condition of ball, however the Law allows for the polishing of the ball providing no artificial substance is used.

As a guide, the umpires will be the sole judges of what is acceptable ball maintenance.

Further clause 28.1 – reiterates that fielders wearing tapes and plasters on their hands or fingers need to have the permission of the umpires to do so. Umpires however, in the interest of safety are quite liberal in the implementation, as long as they feel it does not give the fielder an advantage when fielding or catching the ball.

Note: However, if the regular ball polisher of the team (as is quite commonplace now), has any plasters/tapes on his hand/fingers it is mandatory that the umpires examine such tapes/plaster and satisfy themselves that its only purpose is safety/protection for such hand/fingers.

Note: Fielders are only permitted to polish the ball on their person i.e. shirt/trouser etc. without wasting time, and not on any other external items i.e. tuber-grips, elbow guards, or a towel.

Note: Fielders are allowed to use a towel/cloth that has been approved by the umpires to dry a wet ball, or remove mud from the ball under the supervision of the umpires.

### **Unfairly Changing, or Attempting to Change, the Condition of the Ball**

It is an offence for any player to take any action which changes, or attempts to change, the condition of the ball.

Where strapping is used on the hands of any fielder, such strapping must not be of a material that could accelerate the deterioration of the ball. Umpires may inspect any such tape at any time during the match.

Bowlers must not be permitted to wear any tape/plaster on any part of the face of their bowling hand, whilst bowling. This is non-negotiable. If any plaster/tape is worn on the back of their bowling hand it must be flesh colored or thereabout which will not distract the batsman

41.3.7 – The use of saliva on the ball to polish it or for any other reason, is prohibited.

If the umpires believe that saliva has been applied to the ball, the umpires shall:  
41.3.7.1 If it is a first instance during an innings, summon the captain of the fielding side and issue a first warning.

41.3.7.2 If it is a second instance during an innings, summon the captain of the fielding side and issue a second and final warning and warn the captain of the fielding side that any further such offence by any member of the team during the innings shall result in the award of 5 Penalty runs to the batting side.

41.3.7.3 If it is a third or subsequent instance, award 5 Penalty runs to the batting side.

41.3.7.4 The **ball shall not be changed** but the umpires shall wipe the ball with an appropriate cloth.

41.3.8 Use of saliva in breach of clause 41.3.2.1 above shall not, in and of itself, be considered an offence under Article 2.14 of the ICC Code of Conduct (Changing the condition of the ball in breach of clause 41.3 of the ICC Standard Test Match, ODI and T20I Playing Conditions).

The utilization of any abrasive substance or surface to accelerate the deterioration of the ball shall NOT be allowed (e.g. zips, wicket-keeper gloves, sandpaper, glue, mud, sand, etc.)

#### **ACTIONS AVAILABLE TO UMPIRES**

##### **Code of Conduct – Article 2.4**

Changing the condition of the ball in breach of clause 41.3 of the ICC Standard Test Match, ODI and T20I Playing Conditions

Any action(s) likely to alter the condition of the ball which are not specifically permitted under clause 41.3.2 may be regarded as 'unfair'. The following actions shall, therefore, not be permitted (this list of actions is not exhaustive but included for illustrative purposes)

- (a) deliberately throwing the ball into the ground for the purpose of roughening it up;
- (b) applying any artificial substance to the ball; and applying any non-artificial substance for any purpose other than to polish the ball;
- (c) lifting or otherwise interfering with any of the seams of the ball; and
- (d) scratching the surface of the ball with finger or thumb nails or any implement.

The Umpires shall use their judgment to apply the principle that actions taken to maintain or enhance the condition of the ball, provided no artificial substances are used, shall be permitted. Any actions taken with the purpose of damaging the

condition of the ball or accelerating the deterioration of the condition of the ball shall not be permitted.

Changing or attempting to change the condition of the ball is a Level 3 offence.

### **INSTRUCTIONS TO UMPIRES**

The umpires will proactively enforce the above guidelines in all international matches. Umpires must always be vigilant and conduct the frequent and irregular inspections of the ball and tape worn by players. . It is strongly advised that umpires check the ball at irregular intervals at least once in every 30 minutes.

*NB: If there is concern regarding the condition of the ball*

*If both on field umpires felt a suspicion that the ball was starting to be changed unnaturally but were not convinced, the on field umpires should give the fielding captain a quiet "heads up" in the following way:*

- *the on field umpire should say to the captain "Captain we are concerned about the condition of the ball and we are monitoring it closely"*
- *that is the indication to the captain that the ball is under suspicion.*
  - a. *The umpires are **not** to use accusing or emotional words – just factual ones!*
  - b. ***Do not say** "This is a warning captain, stop it now", as if that was said the ball should be changed as per playing conditions.*
  - c. *Keep it low key and factual.*
  - d. *Play should continue.*
  - e. *The ball should only be changed if both umpires were confident that the condition of the ball has been altered and changed unnaturally, and that the deterioration of the ball was inconsistent with the amount of use.*

The following actions will not be permitted:

As a **guide**, a throw from a distance of 30 metres or more will constitute a "bounce throw". Throwing the ball on the bounce in any legitimate attempt for a dismissal is allowed.

1. The "loading" of the ball with sweat or saliva on one side or to the quarter-seam. Loading is defined as applying sweat or saliva to one side of the ball only thus changing its condition.

The application of sweat or saliva to the ball, followed by immediate polishing is allowed. Such polishing **must not waste time**.

	<p>2. The rubbing of the ball against any rough surface (sand, rocks, zips) is to be taken as an intentional attempt to change the condition of the ball, whether the action is successful in changing the condition of the ball or not.</p> <p>Umpires will make frequent and irregular inspections of the ball as provided for in the Law. The provisions of this clause will be applied if the umpires decide any of the above actions have taken place, i.e. the batsmen shall choose a replacement ball from a selection of six balls, including a new one. Five penalty runs will be awarded and the matter will be reported to the ICC Match Referee.</p> <p><b><u>“Magic Grip” Spray – ICC Directive (5<sup>th</sup> November 2013)</u></b></p> <p><b><u>Background</u></b></p> <p>In the 2<sup>nd</sup> ODI between Pakistan and South Africa on November 1<sup>st</sup> 2013, footage was shown on TV of spray being applied to the hands. This raised the question as to whether this application of spray to control sweat and improve the ability to hold the cricket ball, was allowed.</p> <p>ICC consulted with the MCC and together we have no problem with the use of a spray to the hands provided:</p> <ul style="list-style-type: none"> <li>• that the umpires do not judge it is likely to change the condition of the ball</li> <li>• the substance does not come off to be applied directly to the surface of the ball</li> </ul> <p>The application of spray to the hands is seen as no different to applying sunscreen to the face or the use of other products for other similar purposes. (For example it is fine to apply lip balm to the lips as long as it is not then directly applied to the ball). Should the umpires be concerned about the intended use or likely impact to change the condition of the ball, then they are obliged to step in and take appropriate action to stop this act.</p> <p><b>Must Report to Match Referee – ICC Code 2.2.9</b></p>
<p><b>41.4 Deliberate attempt to distract striker</b></p> <p>41.4.1 It is unfair for any fielder deliberately to attempt to distract the striker while he is preparing to receive or receiving a delivery.</p> <p>41.4.2 If either umpire considers that any action by a fielder is such an attempt, he/she shall immediately call and signal Dead ball and inform the other umpire of the reason for the call. The bowler’s end umpire shall</p> <ul style="list-style-type: none"> <li>- award 5 Penalty runs to the batting side.</li> <li>- inform the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for the action.</li> </ul> <p>Neither batsman shall be dismissed from that delivery and the ball shall not count as one of the over.</p>	

<p>The umpires may then report the matter to the ICC Match Referee who shall take such action as is considered appropriate against the fielder concerned.</p>	<p>May Report to Match Referee – ICC Code 2.2.10.1</p>
<p><b>41.5 Deliberate distraction, deception or obstruction of batsman</b></p> <p>41.5.1 In addition to clause 41.4, it is unfair for any fielder wilfully to attempt, by word or action, to distract, deceive or obstruct either batsman after the striker has received the ball.</p> <p>41.5.2 It is for either one of the umpires to decide whether any distraction, deception or obstruction is wilful or not.</p> <p>41.5.3 If either umpire considers that a fielder has caused or attempted to cause such a distraction, deception or obstruction, he/she shall immediately call and signal Dead ball and inform the other umpire of the reason for the call.</p> <p>41.5.4 Neither batsman shall be dismissed from that delivery.</p> <p>41.5.5 If an obstruction involves physical contact, the umpires together shall decide whether or not an offence under clause 42 (Players' conduct) has been committed.</p> <p>41.5.5.1 If an offence under clause 42 (Players' conduct) has been committed, they shall apply the relevant procedures in clause 42 and shall also apply each of clauses 41.5.7 to 41.5.9.</p> <p>41.5.5.2 If they consider that there has been no offence under clause 42 (Players' conduct), they shall apply each of clauses 41.5.6 to 41.5.10.</p> <p>41.5.6 The bowler's end umpire shall;</p> <ul style="list-style-type: none"> <li>- award 5 Penalty runs to the batting side.</li> <li>- inform the captain of the fielding side of the reason for this action and as soon as practicable inform the captain of the batting side.</li> </ul> <p>41.5.7 The ball shall not count as one of the over.</p> <p>41.5.8 Any runs completed by the batsmen before the offence shall be scored, together with any runs for penalties awarded to either side. Additionally,</p>	<p><u>Law 41.5 Mock fielding</u> is feigning possession and/or disposal of the ball with the intent to deceive the batsmen. In most cases, this deception is intended to prevent an additional run being taken.</p> <p>This directive shall apply to circumstances where, in the opinion of the umpires, in the act of fielding the ball, the fielder has feigned possession and/or disposal of the ball <b>with the clear intent to deceive the batsmen</b> ('mock fielding').</p> <p><a href="https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&amp;id=718C1C1FCF2FD7F8%2115784&amp;parId=718C1C1FCF2FD7F8%2115767&amp;o=OneUp">https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&amp;id=718C1C1FCF2FD7F8%2115784&amp;parId=718C1C1FCF2FD7F8%2115767&amp;o=OneUp</a></p> <p>It is irrelevant whether the act of deception actually succeeded in deceiving the batsmen or not. The umpires only need to determine that the act was intended to deceive rather than a fielding error or intended as a spur of the moment humorous act.</p> <p><b>The action of a fielder sliding behind or towards a ball that is definitely on its way to the boundary must be treated as a boundary four and nothing else.</b></p> <p><a href="https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&amp;id=718C1C1FCF2FD7F8%212436&amp;v=3">https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&amp;id=718C1C1FCF2FD7F8%212436&amp;v=3</a></p> <p>The match referees shall be responsible for advising all teams at the pre-series / event briefing.</p> <p>If, as a result of the "mock throw", the umpire shall immediately apply Law 41.5 and:</p> <ul style="list-style-type: none"> <li>• Intervene and call dead ball. .</li> <li>• The umpire should advise his colleague the reason for his call.</li> <li>• Apply PC 41.5.4, &amp; 41.5.6 to 41.5.10</li> </ul>

<p>the run in progress shall be scored whether or not the batsmen had already crossed at the instant of the offence.</p> <p>41.5.9 The batsmen at the wicket shall decide which of them is to face the next delivery.</p> <p>41.5.10 The umpires may then report the matter to the ICC Match Referee who shall take such action as is considered appropriate against the fielder concerned.</p>	<p>May Report to Match Referee – ICC Code 2.2.10.2</p>
<p><b>41.6 Bowling of dangerous and unfair short pitched deliveries</b></p> <p>41.6.1 Notwithstanding clause 41.6.2, the bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him. The fact that the striker is wearing protective equipment shall be disregarded. In the first instance the umpire decides that the bowling of short pitched deliveries has become dangerous under clause 41.6.1</p> <p>41.6.1.1 The umpire shall call and signal No ball, and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.</p> <p>41.6.1.2 If there is a second instance, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning, which shall apply to that bowler throughout the innings.</p> <p>41.6.1.3 Should there be any further instance by the same bowler in that innings, the umpire shall</p> <ul style="list-style-type: none"> <li>- call and signal No ball</li> <li>- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling</li> <li>- inform the other umpire for the reason for this action.</li> </ul> <p>The bowler thus suspended shall not be allowed to bowl again in that innings.</p>	<p>41.6.1.1. &amp; 41.6.1.2 &amp; 41.6.1.3- to be adjudged live by on field umpires or referred to TV umpire only if dismissal occurs</p>



<p>If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.</p> <p>- The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.</p> <p>The umpires may then report the matter to the ICC Match Referee who shall take such action as is considered appropriate against the bowler concerned.</p> <p>41.6.1.4 A bowler shall be limited to two fast short-pitched deliveries per over.</p> <p>41.6.1.5 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.</p> <p>41.6.1.6 The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.</p> <p>41.6.1.7 In addition, a ball that passes above head height of the batsman, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide. See also clause 22.1.1.2</p> <p>41.6.1.7.1 For the avoidance of doubt any fast short pitched delivery that is called a Wide under this clause shall also count as one of the allowable short pitched deliveries in that over.</p> <p>41.6.1.8 In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in clause 41.6.1.5 above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'No ball' and then tap the head with the other hand.</p> <p>41.6.1.9 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.</p> <p>41.6.1.10 If there is a second instance of the bowler being No balled in the innings for bowling more than two fast short pitched</p>	<p>41.6.1.8 - to be adjudged live by on field umpires or referred to TV umpire only if dismissal occurs</p> <p>41.6.1.9 - to be adjudged live by on field umpires or referred to TV umpire only if dismissal occurs</p>
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<p>deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.</p> <p>41.6.1.11 Should there be any further instance by the same bowler in that innings, the umpire shall</p> <ul style="list-style-type: none"> <li>- call and signal No ball</li> <li>- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling</li> <li>- inform the other umpire for the reason for this action.</li> </ul> <p>The bowler thus suspended shall not be allowed to bowl again in that innings.</p> <p>If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.</p> <ul style="list-style-type: none"> <li>- The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.</li> </ul> <p>The umpires may then report the matter to the ICC Match Referee who shall take such action as is considered appropriate against the bowler concerned.</p> <p>41.6.2 Should the umpires initiate the caution and warning procedures set out in clauses 41.6.1.3 and 41.7 such cautions and warnings are not to be cumulative.</p>	<p>41.6.1.11 - to be adjudged live by on field umpires or referred to TV umpire only if dismissal occurs</p> <p>41.6.1.4 -It is imperative that a consistent interpretation of short pitched bowling is applied by both on field umpires and it is expected that both on field umpires will work closely as a team to apply this restriction. It must be remembered that this not only applies to deliveries that pass beyond the striker but also deliveries that would have passed over shoulder height standing up, had the batsman not hit it.</p> <p>Once it has been decided that a short pitched ball has been delivered in the over, a clear signal should be given once the ball is dead thus enabling the batsmen, bowler and spectators to be aware of what has happened. It is good practice to ensure that the bowler is aware of the call by looking for an acknowledgement.</p> <ul style="list-style-type: none"> <li>• Should the fast short pitched delivery pass over the head of the striker, standing upright at the crease, the ball will be called a wide ball immediately, unless it is the third bouncer for the over which passes over his head. This will be called No ball!</li> <li>• The regulations also make it clear that any no balls or wide balls which are fast short pitched deliveries must be counted as part of the allocation for that over, despite the ball not counting as one of the over.</li> <li>• The interpretation of this should be applied not only to a ball passing over a batsman’s head but also to those that <b>would have</b> passed over a batsman’s head. The effect of this will be that a no ball can still be called (for the third bouncer over the batsman’s head) even though the batsman has struck the ball with his bat.</li> <li>• If a bowler exceeds the permitted number of fast short pitched deliveries in an over (<b>in this instant two</b>) then the disciplinary procedure is clearly laid out in the regulation and should be applied immediately. A differential signal has been assigned in order to inform the scorer of the reason for the no ball call.</li> <li>• Please note that this offence is dealt with independent of any other instances of dangerous and unfair bowling unlike the Laws of cricket.</li> </ul> <p>May Report to Match Referee – ICC Code 2.2.10.3</p>
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	<p>PC 41.6.1.4 – Two short pitched deliveries per over – passing or would have passed over the shoulder height of the batsman standing upright at the crease. However, it must not pass over his head height.</p> <p>If it passes above head height of the batsman standing upright at the popping crease, and he does not hit it, then it will be called a wide as well as given as one for the over.</p> <p>May Report to Match Referee – ICC Code 2.2.10.3</p> <p>Note there is now discretion available to the match umpires as to whether or not a bowler is reported under the ICC Code of Conduct after being removed from the attack here. Where conditions are slippery and there are significant mitigating circumstances (eg rain or dew), then the umpires may not report a breach of the Code.</p>
<p><b>41.7 Bowling of dangerous and unfair non-pitching deliveries</b></p> <p>41.7.1 Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed to be unfair, whether or not it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately call and signal No ball.</p> <p>If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman by its speed and direction, it shall be considered dangerous. When the ball is dead the umpire shall caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.</p> <p>41.7.2 Should there be any further instance (where a dangerous non-pitching delivery is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall,</p> <ul style="list-style-type: none"> <li>- call and signal No ball</li> <li>- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling</li> <li>- inform the other umpire for the reason for this action.</li> </ul> <p>The bowler thus suspended shall not be allowed to bowl again in that innings.</p>	<p><u>Playing Condition (P/C) 41.7</u> This clause is different from the Law as the bowler has to infringe with “unintentional beamers” only twice in order to be removed from the attack. Under the clause of bowling high full tosses (beamers), the bowler gets only one warning as a first and final warning– this applies even if the act was an accident and the ball slips. The only warning and caution under this playing condition is to be treated as separate to any other warning under clause 41.6 Dangerous and Unfair Bowling.</p> <p>As a guide, any delivery from any bowler, that would <u>not</u> have been called wide due to width or height, that passes or would have passed above the waist of the batsman (belt height) shall be called a “no ball” with a first and final caution <b>with the exception of the loopy slow full toss which is not likely to cause any physical injury to the batsman.</b> Deliveries that are so wide of the striker that cannot be considered as likely to inflict physical injury and will only be subject to the “no ball” call with no official caution or warning process.</p> <p>As a further guide, it is expected that balls around the “belt height” will be called and if the height is marginal (very close and you have a small amount of doubt), then the playing condition will be applied accordingly. I.e. If in doubt, call “no ball” and apply the playing condition.</p> <p>41.7.2 &amp; 41.7.2 - <b>to be adjudged live by on field umpires or referred to TV umpire only if dismissal occurs</b></p>

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

Additionally the umpire shall

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the ICC Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.7.3 The warning sequence in clauses 41.7.1 and 41.7.2 is independent of the warning and action sequence in clause 41.6.

41.7.4 If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in clause 41.7.1, then the caution and warning in clause 41.7.1 shall be dispensed with. The umpire shall

- immediately call and signal No ball.

- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence to the ICC Match Referee who shall take such action as is considered appropriate against the bowler concerned.

#### **41.8 Bowling of deliberate front-foot No ball**

If the umpire considers that the bowler has delivered a deliberate front-foot No ball, he/she shall

- immediately call and signal No ball.

41.7.4 - to be adjudged live by on field umpires or referred to TV umpire only if dismissal occurs

41.7.4 - Must Report to Match Referee – ICC Code 2.2.10.4

Note there is now discretion available to the match umpires as to whether or not a bowler is reported under the ICC Code of Conduct after being removed from the attack here. Where conditions are slippery and there are significant mitigating circumstances (eg rain or dew), then the umpires may not report a breach of the Code

Playing Condition (P/C) 41.7.3 – The warning sequence in clauses 41.7.1 and 41.7.2 is independent of the warning and action in 41.6.

PC 41.8 – Change- A new clause 41.8 covers the bowling of a deliberate front foot No ball, which will lead to immediate suspension from bowling, in the same way as a deliberate beamer.

It is felt that a bowler deliberately 'running through the crease' and releasing the ball from closer to the striker can be very dangerous and deserved a harsh punishment.

Although in matches played under the Auto No Ball Protocol (ANB) this will be picked up by the TV umpire but once advised to the on field umpire, and if he agrees, he should take the necessary action i.e. suspend bowler for that innings.

Must Report to Match Referee – ICC Code – 2.2.10.5

<ul style="list-style-type: none"> <li>- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling</li> <li>- inform the other umpire for the reason for this action.</li> </ul> <p>The bowler thus suspended shall not be allowed to bowl again in that innings.</p> <p>If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.</p> <ul style="list-style-type: none"> <li>- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.</li> </ul> <p>The umpires together shall report the occurrence to the ICC Match Referee who shall take such action as is considered appropriate against the bowler concerned.</p>	
<p><b>41.9 Time wasting by the fielding side</b></p> <p>41.9.1 It is unfair for any fielder to waste time.</p> <p>41.9.2 If either umpire considers that the progress of an over is unnecessarily slow, or time is being wasted in any other way, by the captain of the fielding side or by any other fielder, at the first instance the umpire concerned shall</p> <ul style="list-style-type: none"> <li>- if the ball is in play, call and signal Dead ball.</li> <li>- inform the other umpire of what has occurred.</li> </ul> <p>The bowler's end umpire shall then</p> <ul style="list-style-type: none"> <li>- warn the captain of the fielding side, indicating that this is a first and final warning.</li> <li>- inform the batsmen of what has occurred.</li> </ul> <p>41.9.3 If either umpire considers that there is any further waste of time in that innings by any fielder, the umpire concerned shall</p> <ul style="list-style-type: none"> <li>- if the ball is in play, call and signal Dead ball.</li> <li>- inform the other umpire of what has occurred.</li> </ul> <p>The bowler's end umpire shall then award 5 Penalty runs to the batting side and inform the captain of the fielding side of the reason for this action.</p> <p>Additionally the umpire shall inform the batsmen and, as soon as is practicable, the captain of the batting side of what has occurred.</p>	<p><a href="#">Playing Condition (P/C) 41.9</a> The difference between this clause and Law 41.9 lies in the penalty applicable for a second infringement. This Playing Condition clause only has one type of penalty regardless of at what stage of play the second infringement occurs – a 5 run penalty.</p> <p>There is no provision for the bowler being removed from the attack for the second time a member of the fielding side wastes time.</p> <p>At the pre series meetings, the following list of actions (<b>Field Management Guidelines</b>) aimed at improving the pace of play should be printed out and given to the captains to implement:</p> <p><b><u>Field Management Guidelines:</u></b></p> <p>ICC Field Management Guidelines, October 2018</p> <p><b>BACKGROUND</b></p> <p>At the June meetings of the ICC, both the Chief Executives' Committee and the ICC Board expressed serious concern about the pace of play, reflected by historically low over rates and regular interruptions to play for players to change equipment and take extra drinks.</p> <p>The umpires have been instructed to minimize the delays to the game, and to take stronger action if the players of either team are not working with the umpires to maintain an appropriate pace of play.</p> <p><b>AIM</b></p> <p>This document serves as guidance to ICC Match Officials and competing teams, as to the expectations regarding the pace of play, and the instructions to umpires if teams are not observing these guidelines.</p>

If the umpires believe that the act of time wasting was deliberate or repetitive, they may lodge a report under the ICC Code of Conduct. In such circumstances the Captain and/or any individual members of the fielding team responsible for the time wasting will be charged.

The below guidelines shall be distributed and discussed at all international pre-series meetings and should be used as guidance in addition to the ICC Playing Conditions.

#### **GUIDELINES**

##### **Both Teams**

- Teams to be ready to commence play precisely on schedule at the commencement of a day's play, after a scheduled interval and for the beginning of a new innings.
- Each scheduled Drinks Interval shall not last longer than 4 minutes.
- No drinks or towels on the field of play except at a scheduled Drinks break, or at the fall of a wicket, providing it is done without causing a delay in play.
- Substitutes entering the field of play, for any reason, must do so with the consent of the on-field umpires and without causing a delay in play. If an umpire tells a substitute to leave the field, he/she must do so immediately.
- Substitutes or support staff are not to enter the field during a DRS or 3rd umpire review. Only if the decision following the review is OUT shall substitutes or support staff be allowed to enter the field, providing it is done without causing a delay.
- In hot and/or humid conditions, the umpires, at their discretion, may decide to either:
  - schedule one additional Drinks Interval per session, or;
  - If after an interval there has been no wicket for, as a guide 20 minutes, and upon request from either team, allow a substitute to quickly bring a drink on to the field between overs. Under these circumstances, this shall only be allowed with the permission of the umpires, and as long as there is no delay to play. The umpires

shall use their best judgment when assessing the conditions of the day and the needs of players.

#### Batting Team

- Following a wicket, the incoming batter must pass the dismissed batter on the field of play.
- Following a wicket, the incoming batter must be ready to face their first ball within 90 seconds in T20I matches and within 120 seconds in Test or ODI matches.
- A batter shall be ready to face whenever the bowler is ready at the top of their run-up.
- Any change of batting equipment shall only occur between overs, ensuring such change does not delay play. No drinks or towels shall be permitted during the equipment change.
- Any delays in play caused by the batting team shall be deducted from the allowances granted to that team in the calculation of its' overrate whilst fielding.

#### Bowling Team

- Change over quickly between overs, particularly when a new bowler is commencing a spell.
- Any change in wicket keeping or fielding equipment, unless it is damaged, shall only be completed between overs, ensuring such change does not delay play. No drinks or towels shall be permitted during such equipment changes.
- All players must be in position ready for the ball to be bowled when a batsman takes guard following the fall of wicket.

- Drinks containers may be stationed outside the field of play and fielders may take a drink between balls or between overs as long as play is not delayed.

#### **ACTIONS AVAILABLE TO UMPIRES**

Under the ICC Playing Conditions and ICC Code of Conduct, there are measures that umpires have been instructed to apply when they believe a team is ignoring their instructions when asked to minimize delays to the game:

- ICC Playing conditions – Clause 41.9 (Time Wasting by the Fielding Side) and 41.10 (Batter Wasting Time) outlines the process that umpires will follow if they believe either team is willfully wasting time.
  - First occasion in an innings – Warning
  - Second occasion in an innings – 5-run penalty
- Code of Conduct – Article 2.4 Disobeying and umpire's instruction during an international match. This could be triggered by the repeated failure by a player to comply with the instruction or directive of an umpire during an international match. A breach of Article 2.4 will result in a Level 1 charge.
- Code of Conduct – Article 2.10.7 (Unfair play) Time wasting by any player or team. This offence supplements and does not replace ICC Playing Conditions clauses 41.9 and 41.10. Umpires will only act under these clauses for repeated breaches of 41.9 or 41.10 during a match, and the charge will be against the player(s) involved and/or the captain, who will be charged with a Level 1 offence.

#### **INSTRUCTIONS TO UMPIRES**

The umpires will proactively enforce the above guidelines in all international matches. Umpires will work with players to minimize delays to the game, particularly between overs. If umpires believe their attempts to speed up play are being ignored by players of either team, and the guidelines are being ignored, they have been instructed to apply Clauses 41.9 or 41.10 of the ICC Playing Conditions, and in cases of repeated or deliberate breaches of these guidelines, umpires may, as a last resort, charge a player and/or captain under the ICC Code of Conduct.



**First breach by a team in an innings**

On the first occasion in an innings the umpires are not satisfied that players are operating within these guidelines, they will apply Clause 41.9 or 41.10 of the ICC Playing Conditions and provide an official warning to the offending player and to the captain of that side. Such warning will be considered a warning to the team for that innings, not only the player/s involved in the specific breach.

**Second breach by a team in an innings**

On the second occasion in an innings the umpires are not satisfied that players are operating within these guidelines, they will apply Clause 41.9 or 41.10 of the ICC Playing Conditions and award a 5-run penalty against the offending team.

**Repeated breaches by a team during a match**

As a last resort, and if the conduct of a player or team is deemed to be repeatedly and deliberately ignoring the requests from umpires to resume play, they shall further charge the offending and captain under Code of Conduct article 2.10.7, at a Level 1 charge.

To avoid unnecessary delays in play due to **sightscreen** issues:

- PCT to be proactive and have both teams check and confirm that the sightscreens are acceptable as to height and width the day before the match starts.
- PCT to discuss and instruct the stadium authorities as to the requirements for the sightscreen operation and the areas around it. In particular:
- There is to be a “no-go” area in front of the sightscreen (where possible).
- Ground personnel to be properly instructed to prevent spectators above the sightscreens from disrupting play
- PCT to ensure that the ground staff has a good fall back system that can be efficiently activated if the sightscreen turning device (for advertising) fails.

The umpires should be especially vigilant in the monitoring of **batsmen** who waste time by taking too long to settle into their guard.

Teams have a responsibility to maintain a reasonable over rate throughout the match, irrespective of whether the team is well ahead of the required over rate. If after an unofficial warning the practice of intentionally slowing down the over rate continues, the captain should receive an official warning and then be charged for

	<p>time wasting if necessary. <b>See interpretation in Clause 12.9.(Minimum over rates)</b></p> <p><b>41.9.3 – May Report to Match Referee – ICC Code 2.2.10.6</b></p> <p>3<sup>rd</sup> umpires should document and record the time it takes individual <b>bowlers who are known to bowl their overs slowly</b>. This information should be constructively passed on to the captain by the match referee.</p> <p>If the above actions required by the players are not adhered to, umpires should exercise their authority under the Laws and playing conditions in a firm but non officious manner.</p> <p>If after a friendly warning to the captain of the fielding team or the batsmen at the wicket, as the case may be, the time wasting actions are continued or repeated, the captain or batsmen at the wicket should be given a first and final caution, which caution shall apply to the team for the remainder of the innings. The next step is to award penalty runs and lay a COC charge on the grounds of time wasting.</p>
<p><b>41.10 Batsman wasting time</b></p> <p>41.10.1 It is unfair for a batsman to waste time. In normal circumstances, the striker should always be ready to take strike when the bowler is ready to start his run-up.</p> <p>In addition, an incoming batsman should be in position to take guard or his partner ready to receive the next ball within 2 minutes of the fall of the previous wicket.</p> <p>41.10.2 Should either batsman waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his run-up or when the ball becomes dead, as appropriate, the umpire shall</p> <ul style="list-style-type: none"> <li>- warn both batsmen 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.</li> <li>- inform the other umpire of what has occurred.</li> <li>- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.</li> </ul> <p>41.10.3 If there is any further time wasting by any batsman in that innings, the umpire shall, at the appropriate time while the ball is dead</p> <ul style="list-style-type: none"> <li>- award 5 Penalty runs to the fielding side.</li> </ul>	<p><u>Playing Condition (P/C) 41.10</u> The umpires should be especially vigilant in the monitoring of <b>batsmen</b> who waste time by taking time to settle into their guard or generally.</p> <p><b><u>Switch Hit</u></b></p> <ul style="list-style-type: none"> <li>• The batsman's grip and stance should be the same from the start of the bowler's run up until the beginning of the bowler's delivery stride. The batsman can utilize any grip, as long as he does not change it while the bowler is running in to bowl.</li> <li>• From the beginning of the delivery stride (defined as the moment that the bowler's back foot lands in the delivery stride), the batsman, if he chooses, may start to play the switch-hit stroke.</li> <li>• If the bowler sees the batsman alter his grip or stance before he enters his delivery stride, he is not compelled to deliver the ball.</li> <li>• If the bowler does not deliver the ball, in this instance, the umpire shall give the striker an informal warning.</li> <li>• The second time this happens, the striker should be formally warned that he is wasting time under Law 41.10 (Batsman wasting time). This shall constitute a first and final warning, and be applicable to any batsman in that innings. Any subsequent instances shall result in 5 penalty runs being awarded to the fielding side.</li> </ul>

<ul style="list-style-type: none"> <li>- inform the other umpire of the reason for this action.</li> <li>- inform the other batsman, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.</li> </ul> <p>If the umpires believe that the act of time wasting was deemed to be deliberate or repetitive, they may lodge a report under the ICC Code of Conduct. In such circumstances the batsman concerned will be charged.</p>	<p>The bowler, having seen the batsman change his grip and/or stance, may decide to bowl at the batsman, and is entitled to do so. The umpires should allow that option</p> <p><i>In short, the batsman is still entitled to play the switch-hit stroke but he is only allowed to alter from one stance or grip to another once the bowler has entered his delivery stride</i></p> <p><a href="https://onedrive.live.com/?id=718C1C1FCF2FD7F8%215692&amp;cid=718C1C1FCF2FD7F8&amp;group=0&amp;parId=718C1C1FCF2FD7F8%212170&amp;o=OneUp">https://onedrive.live.com/?id=718C1C1FCF2FD7F8%215692&amp;cid=718C1C1FCF2FD7F8&amp;group=0&amp;parId=718C1C1FCF2FD7F8%212170&amp;o=OneUp</a></p> <p>PC 41.10.3 – May Report to Match Referee – ICC Code 2.2.10.6</p>
<p><b>41.11 The protected area</b></p> <p>The protected area is defined as that area of the pitch contained within a rectangle bounded at each end by imaginary lines parallel to the popping creases and 5 ft/1.52 m in front of each, and on the sides by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 1 ft/30.48 cm from it.</p>	
<p><b>41.12 Fielder damaging the pitch</b></p> <p>41.12.1 It is unfair to cause deliberate or avoidable damage to the pitch. A fielder will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.</p> <p>41.12.2 If a fielder causes avoidable damage to the pitch, other than as in clause 41.13.1, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then</p> <ul style="list-style-type: none"> <li>- caution the captain of the fielding side and indicate that this is a first and final warning. This warning shall apply throughout the innings.</li> <li>- inform the batsmen of what has occurred.</li> </ul> <p>41.12.3 If, in that innings, there is any further instance of avoidable damage to the pitch, by any fielder, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then</p> <ul style="list-style-type: none"> <li>- award 5 Penalty runs to the batting side.</li> </ul> <p>Additionally the umpire shall</p> <ul style="list-style-type: none"> <li>- inform the fielding captain of the reason for this action.</li> <li>- inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.</li> </ul>	<p><b>41.12– ICC Directive:</b></p> <p>Umpires are to remain vigilant and ensure they are consistent on all occasions.</p> <ul style="list-style-type: none"> <li>• The TV umpire has a significant support role to play and should not be reluctant to advise their on-field colleagues.</li> <li>• Any occasion that an umpire speaks to a player about running on the wicket, formally or otherwise, they should let the match referee know, and the match referee should log this interaction.</li> <li>• The umpires on the day will determine the course of action, ensuring consistency and doing what the game expects.</li> </ul> <p>PC 41.12.3 - Must Report to Match Referee – ICC Code 2.2.10.7</p>

<p>The umpires together shall report the occurrence to the ICC Match Referee who shall take such action as is considered appropriate against the fielder concerned.</p>	
<p><b>41.13 Bowler running on protected area</b></p> <p>41.13.1 It is unfair for a bowler to enter the protected area in his follow-through without reasonable cause, whether or not the ball is delivered.</p> <p>41.13.2 If a bowler contravenes this clause, at the first instance and when the ball is dead, the umpire shall</p> <ul style="list-style-type: none"> <li>- caution the bowler and inform the other umpire of what has occurred. This caution shall apply to that bowler throughout the innings.</li> <li>- inform the captain of the fielding side and the batsmen of what has occurred.</li> </ul> <p>41.13.3 If, in that innings, the same bowler again contravenes this clause, the umpire shall repeat the above procedure indicating that this is a final warning. This warning shall also apply throughout the innings.</p> <p>41.13.4 If, in that innings, the same bowler contravenes this clause a third time, when the ball is dead, the umpire shall,</p> <ul style="list-style-type: none"> <li>- direct the captain of the fielding side to suspend the bowler immediately from bowling. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. The bowler taken off shall not be allowed to bowl again in that innings.</li> <li>- inform the other umpire of the reason for this action.</li> <li>- inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.</li> </ul> <p>The umpires may then report the matter to the ICC Match Referee who shall take such action as is considered appropriate against the bowler concerned.</p>	<p style="text-align: center;"><b>41.13– ICC Directive:</b></p> <p>Umpires are to remain vigilant and ensure they are consistent on all occasions.</p> <ul style="list-style-type: none"> <li>• The TV umpire has a significant support role to play and should not be reluctant to advise their on-field colleagues.</li> <li>• Any occasion that an umpire speaks to a player about running on the wicket, formally or otherwise, they should let the match referee know, and the match referee should log this interaction.</li> <li>• The umpires on the day will determine the course of action, ensuring consistency and doing what the game expects.</li> </ul> <p style="color: red;">PC 41.13.4 – May Report to Match Referee – ICC Code 2.2.10.8</p>
<p><b>41.14 Batsman damaging the pitch</b></p> <p>41.14.1 It is unfair to cause deliberate or avoidable damage to the pitch. If the striker enters the protected area in playing or playing at the ball, he must move from it immediately thereafter. A batsman will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.</p>	<p style="text-align: center;"><b>41.14– ICC Directive:</b></p> <p>Umpires are to remain vigilant and ensure they are consistent on all occasions.</p> <ul style="list-style-type: none"> <li>• The TV umpire has a significant support role to play and should not be reluctant to advise their on-field colleagues.</li> </ul>

<p>41.14.2 If either batsman causes deliberate or avoidable damage to the pitch, other than as in clause 41.15, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall then</p> <ul style="list-style-type: none"> <li>- 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.</li> <li>- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.</li> </ul> <p>41.14.3 If there is any further instance of avoidable damage to the pitch by any batsman in that innings, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence.</p> <p>The bowler's end umpire shall</p> <ul style="list-style-type: none"> <li>- disallow all runs to the batting side</li> <li>- return any not out batsman to his original end</li> <li>- signal No ball or Wide to the scorers if applicable.</li> <li>- award 5 Penalty runs to the fielding side.</li> <li>- award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).</li> <li>- Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.</li> </ul> <p>The umpires together shall report the occurrence to the ICC Match Referee who shall take such action as is considered appropriate against the batsman concerned.</p>	<ul style="list-style-type: none"> <li>• Any occasion that an umpire speaks to a player about running on the wicket, formally or otherwise, they should let the match referee know, and the match referee should log this interaction.</li> <li>• The umpires on the day will determine the course of action, ensuring consistency and doing what the game expects.</li> </ul>
<p><b>41.15 Striker in protected area</b></p> <p>41.15.1 The striker shall not adopt a stance in the protected area or so close to it that frequent encroachment is inevitable.</p> <p>The striker may mark a guard on the pitch provided that no mark is unreasonably close to the protected area.</p> <p>41.15.2 If either umpire considers that the striker is in breach of any of the conditions in clause 41.15.1, if the bowler has not entered the delivery stride, he/she shall immediately call Dead ball, otherwise, wait until the ball is dead; he/she shall then inform the other umpire of the occurrence.</p>	<p>PC 41.15 - Law interpretation</p> <p>Striker not permitted to take guard /adopt stance inside the "protected area" or so close to it that encroachment becomes inevitable.</p> <ul style="list-style-type: none"> <li>○ Bowler is not allowed in the protected area and neither is the batsman</li> <li>○ The striker is not allowed to stand / take guard in the protected area</li> </ul> <p>Umpires will be strict on this and give first and final warning – any repeat penalty runs.</p>

<p>The bowler's end umpire shall then</p> <ul style="list-style-type: none"> <li>- warn the striker that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform the non-striker and each incoming batsman.</li> <li>- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.</li> </ul> <p>41.15.3 If there is any further breach of any of the conditions in clause 41.15.1 by any batsman in that innings, the umpire seeing the contravention shall, if the bowler has not entered his delivery stride, immediately call and signal Dead ball, otherwise, he/she shall wait until the ball is dead and then inform the other umpire of the occurrence.</p> <p>The bowler's end umpire shall</p> <ul style="list-style-type: none"> <li>- disallow all runs to the batting side</li> <li>- return any not out batsman to his original end</li> <li>- signal No ball or Wide to the scorers if applicable.</li> <li>- award 5 Penalty runs to the fielding side.</li> <li>- award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).</li> <li>- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.</li> </ul> <p>The umpires together shall report the occurrence to the ICC Match Referee who shall take such action as is considered appropriate against the batsman concerned.</p>	<p style="color: red;">PC 41.15.3 – Must Report to Match Referee – ICC Code 2.2.10.10</p>
<p><b>41.16 Non-striker leaving his ground early</b></p> <p>If the non-striker is out of his ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run him out. Whether the attempt is successful or not, the ball shall not count as one in the over.</p> <p>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.</p>	<p><u>Law 41.16 –</u></p> <p>The new playing condition provides that the bowler is permitted to run out the striker at any point from the start of his run up to the instant when he normally would have been expected to release the ball.</p> <p><u>Please note:</u></p> <p style="color: red;">PC41.16 differs from the MCC Law in that <u>an attempt</u> must be made to run the non-striker out, under our PC whereas the Law accommodates even an accidental breaking of the stumps and delivering the ball, to which an appeal is valid.</p> <p><u>Please note:</u></p>

[If the bowler breaks the wicket in delivering the ball, and the non-striker is out of his ground when the wicket is broken, the umpire shall not view this as having been an attempt to run out the non-striker and play shall continue with Law 21.6 applying.](#)

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The umpires should note the following points in interpreting the new playing condition:

- A bowler should be deemed to have completed his delivery swing once his arm passes the normal point of ball release.
- The normal point of ball release should be interpreted as the moment when the delivery arm is at its highest point.

As this is a run out decision, the on field umpire can refer it to the 3<sup>rd</sup> umpire. The 3<sup>rd</sup> umpire must check whether the run out was effected before the bowler had passed his normal point of release or not, whether the batsman was out of his ground and whether the wicket has been fairly broken.

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The new guideline for the on field umpire protocol when a bowler attempts to run out the non-striker before delivery is as follows:

- The umpire at the non-strikers end must respond to the appeal in the normal way; signal out or not out, or refer to the 3<sup>rd</sup> umpire.
- If he is uncertain as to whether a run out was correctly effected, he is to consult with the 3<sup>rd</sup> umpire on all counts, including whether the wicket was broken correctly, the batsman was out of his ground and the bowler effected the run out prior to him releasing the ball. i.e. before the moment of his normal delivery release.
- There is to be no communication with the fielding captain, regarding the initial appeal
- **The fielding captain is able to voluntarily withdraw the appeal if he so wishes, before the bowler starts his run up for the next ball or in the case where the innings has ended, before the umpires leave the field of play, as per Law 31.8.**

The PCT is instructed to discuss this protocol with the captains, coaches and managers at the pre-series meetings before each series.

	<p>It is possible that the two captains in a series might separately agree to give a first and final warning, if they so wish. This will not in any way affect the way the umpires rule on this matter, as with a warning there will be no appeal.</p> <p>Please note:</p> <ul style="list-style-type: none"> <li>- If any member of the fielding side appeals, the on field umpire will be duty bound to make a decision or commence a referral.</li> <li>- Umpires may warn a non-striker if he is seen to be taking unfair advantage by moving too early down the pitch, similar to the warning a bowler might receive from the on field umpire should his front foot be creeping close to a no ball.</li> </ul> <p>Also note the reference to Law 41.2 “Umpires are the sole judges of fair and unfair play”.</p>
<p><b>41.17 Batsmen stealing a run</b></p> <p>41.17.1 It is unfair for the batsmen to attempt to steal a run during the bowler’s run-up.</p> <p>Unless the bowler attempts to run out either batsman – see clauses 41.16 and 21.4 (Bowler throwing towards striker’s end before delivery) – the umpire shall</p> <ul style="list-style-type: none"> <li>- call and signal Dead ball as soon as the batsmen cross in such an attempt.</li> <li>- inform the other umpire of the reason for this action.</li> </ul> <p>The bowler’s end umpire shall then</p> <ul style="list-style-type: none"> <li>- return the batsmen to their original ends.</li> <li>- award 5 Penalty runs to the fielding side.</li> <li>- inform the batsmen, the captain of the fielding side and, as soon as practicable, the captain of the batting side, of the reason for this action.</li> </ul> <p>The umpires may then report the matter to the ICC Match Referee who shall take such action as is considered appropriate against the batsman concerned.</p>	<p>41.17.1 – Should the batsmen attempt a run once the bowler has started his run up and in the event the bowler throws the ball towards either the non-striker’s end or the striker’s end, then an attempt to run either batsman has been made, in which case Penalty runs will not apply. In both cases, should the attempt fail, the bowler’s end umpire will call dead ball and return the batsman to their original ends. <b>41.17.1 – Please see Almanac clause 21.4 for detailed explanation of both 41.16 and 21.4</b></p> <p><b>However, if the bowler does not take any action, then once the batsmen have crossed, immediately call Dead ball, followed by the award of Penalty runs, return of batsmen to their original ends and other relevant protocols.</b></p> <p>PC 41.17 – May Report to Match Referee – ICC Code 2.2.10.11</p>
<p><b>41.18 Penalty runs</b></p> <p>41.18.1 When Penalty runs are awarded to either side, when the ball is dead the umpire shall signal the Penalty runs to the scorers. See clause 2.13 (Signals).</p>	



<p>41.18.2 Penalty runs shall be awarded in each case where these Playing Conditions require the award, even if a result has already been achieved. See clause 16.6 (Winning hit or extras).</p> <p><b>Note, however, that the restrictions on awarding Penalty runs, in clauses 23.3 (Leg byes not to be awarded), 34.4 (Runs scored from ball lawfully struck more than once) and 28.3 (Protective helmets belonging to the fielding side), will apply.</b></p> <p>41.18.3 When 5 Penalty runs are awarded to the batting side under any of clauses 24.4 (Player returning without permission), 28.2 (Fielding the ball), 28.3 (Protective helmets belonging to the fielding side) or under 41.3, 41.4, 41.5, 41.9 or 41.12, then</p> <ul style="list-style-type: none"> <li>- they shall be scored as Penalty extras and shall be in addition to any other penalties.</li> <li>- they are awarded when the ball is dead and shall not be regarded as runs scored from either the immediately preceding delivery or the immediately following delivery, and shall be in addition to any runs from those deliveries.</li> <li>- the batsmen shall not change ends solely by reason of the 5 run penalty.</li> </ul> <p>41.18.4 When 5 Penalty runs are awarded to the fielding side, under clause 18.5.2 (Deliberate short runs), or under 41.10, 41.14, 41.15 or 41.17, they shall be added as Penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 Penalty runs shall be added to the score in its next innings.</p>	
<p><b>42 PLAYERS' CONDUCT</b></p> <p><b>42.1 Serious misconduct</b></p> <p>42.1.1 The umpires shall act upon any serious misconduct. The relevant offences and the corresponding actions by the umpires are identified in clause 42.2.1. These offences correspond with Level 4 offences in the ICC Code of Conduct. Level 1 to Level 3 offences continue to be dealt with separately under the ICC Code of Conduct.</p> <p>42.1.2 If either umpire considers that a player has committed one of these offences at any time during the match, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.</p> <p>42.1.3 The umpire concerned shall report the matter to the other umpire and together they shall decide whether an offence has been committed. The</p>	<p>PC 42.1</p> <p>Law 42 – consists of 4 levels of offences, however ICC PC's only adopt the PC 42.1, which deals with Serious misconduct. These are all Level 4 offences in the ICC Code of Conduct.</p> <p>Level 1 to Level 3 offences are dealt with separately by the Match Referee under the ICC Code of Conduct.</p>

<p>umpires may also consult with the third umpire and the match referee, who may review any audio or video replays to confirm whether an offence has been committed. If so, the umpires shall then apply the related sanctions.</p> <p>42.1.4 If the offence is committed by a batsman, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this clause, the batsmen at the wicket may not deputise for their captain.</p>	
<p><b>42.2 Level 4 offences and action by umpires</b></p> <p>42.2.1 Any of the following actions by a player shall constitute a Level 4 offence:</p> <ul style="list-style-type: none"> <li>- threatening to assault an umpire</li> <li>- making inappropriate and deliberate physical contact with an umpire</li> <li>- physically assaulting a player or any other person</li> <li>- committing any other act of violence.</li> </ul> <p>42.2.2 If such an offence is committed, 42.2.2.1 to 42.2.2.5 shall be implemented.</p> <p>42.2.2.1 The umpire shall call Time.</p> <p>42.2.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.</p> <p>42.2.2.3 The umpires shall instruct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:</p> <p>42.2.2.3.1 If the offending player is a fielder, no substitute shall be allowed for him. He is to be recorded as Retired – out at the commencement of any subsequent innings in which his team is the batting side.</p> <p>42.2.2.3.2 If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.</p> <p>42.2.2.3.3 If the offending player is a batsman he is to be recorded as Retired – out in the current innings, unless he has been dismissed under any of clauses 32 to 39, and at the commencement of any subsequent innings in which his team is the batting side. If no further batsman is available to bat, the innings is completed.</p> <p>42.2.2.4 As soon as practicable, the umpire shall:</p>	

<ul style="list-style-type: none"> <li>- award 5 Penalty runs to the opposing team</li> <li>- signal the Level 4 penalty to the scorers</li> <li>- call Play.</li> </ul> <p>42.2.2.5 The umpires shall then report the matter to the ICC Match Referee under the ICC Code of Conduct.</p>	<p>PC 42.2.2.5 – Must Report to Match Referee</p>
<p><b>42.3 Captain refusing to remove a player from the field</b></p> <p>42.3.1 If a captain refuses to carry out an instruction under 42.2.2.3, the umpires shall invoke clause 16.2 (ICC Match Referee awarding a match).</p> <p>42.3.2 If both captains refuse to carry out instructions under 42.2.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded as in clause 12.6 and there shall be no result under clause 16.</p>	
<p><b>42.4 Additional points relating to Level 4 offences</b></p> <p>42.4.1 If a player, while acting as wicket-keeper, commits a Level 4 offence, clause 24.1.2 shall not apply, meaning that only a nominated player may keep wicket, even if another fielder becomes injured or ill and is replaced by a substitute.</p> <p>42.4.2 A nominated player who has a substitute will also suffer the penalty for any Level 4 offence committed by the substitute. However, only the substitute will be reported under clause 42.2.2.5.</p>	<p>PC – 42.4</p> <p>Note: Under the Level 4 offence if a wicket keeper is suspended, a substitute shall not be permitted to keep wickets. One of the nominated members of the team must act as wicket keeper. This applies even though the substitute could be brought in for another player who is ill or injured during the match.</p>

**Appendix D**

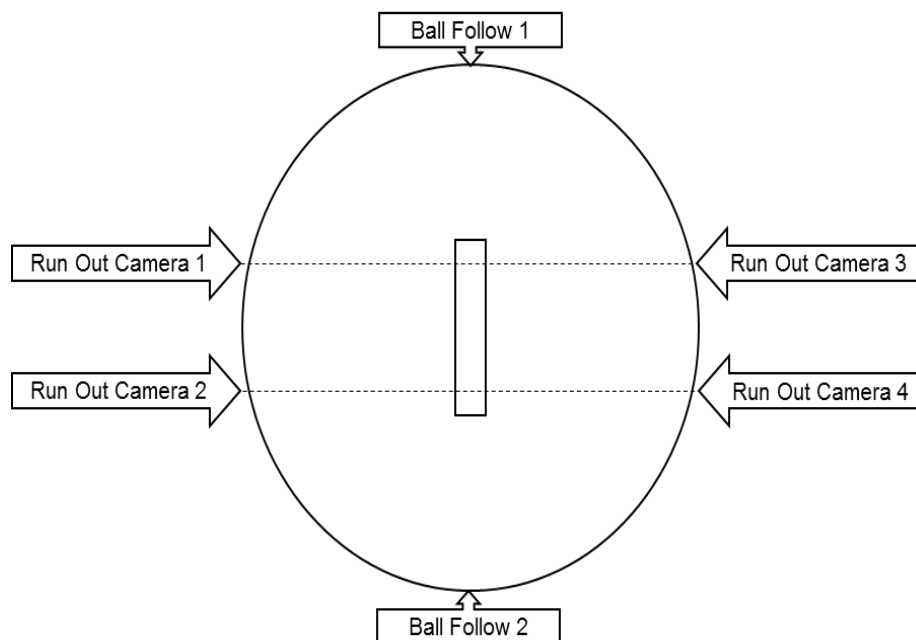
**Decision Review System (DRS) Protocol**

**ICC INTERPRETATIONS, PROTOCOLS AND GUIDELINES FOR MATCH OFFICIALS**

**1 General**

1.1 Minimum requirements for use of DRS ~~and appointment of third umpire~~

1.1.1 The camera specification set out below shall be mandatory as a minimum requirement.



1.1.2 The table below summarises the minimum requirements for DRS to be used:

	DRS
<b>Minimum Requirement</b>	Cameras <ul style="list-style-type: none"> <li>- Specification detailed in paragraph 1.1.2. Technology</li> <li>- Approved ball-tracking technology.</li> <li>- Approved sound-based edge detection technology.</li> </ul>
<b>Third Umpire Appointment</b>	Appointed by the ICC. Not from the same country as either of the participating teams. From ICC Elite Panel or International Panel of umpires.
<b>Third Umpire Jurisdiction</b>	Umpire Reviews and Player Reviews
<b>Replays that can be used</b>	Any replay, stump microphone audio or technology detailed in paragraph 3.8.1 below.
<b>ICC Technical Officer</b>	The ICC shall appoint an independent technology expert (ICC Technical Officer) to be present at every <b>match</b>

1.1.3 The Home Board shall ensure that a separate room is provided for the third umpire and that he/she has access to the television equipment and technology so as to be in the best position to facilitate the referral and/or consultation processes referred to in paragraphs **Error! Reference source not found.** (Umpire Review) and **Error! Reference source not found.** (Player Review) below.

## 2 Umpire Review

In the circumstances detailed in paragraphs 2.1, 2.2, 2.3 and 2.4 below, the on-field umpire shall have the discretion to refer the decision to the third umpire or, in the case of paragraphs 2.2 and 2.4, to consult with the third umpire before making the decision.

Save for requesting the umpire to review his/her decision under paragraph 3 (Player Review) below, players may not appeal to the on-field umpires to use the Umpire Review. Breach of this provision may constitute dissent and the

DRS decision tools such as hot spot cannot be used by the 3rd umpire when making umpire referred decisions such as run out, stumped, bump ball or fair catch. Hot spot, RTS and any other form of TV technology tool are not to be defined as "replays" or "camera angles". Only normal camera angles (normal speed or slow motion) can be used for umpire referred decisions – run out, stumped, bump ball and fair catch.

<p>player may be subject to disciplinary action under the ICC Code of Conduct for Players and Player Support Personnel.</p>	
<p><b>2.1 Run Out, Stumped, Bowled and Hit Wicket Decisions</b></p> <p>2.1.1 The relevant on-field umpire shall be entitled to refer an appeal for run-out, stumped, bowled or hit wicket to the third umpire.</p> <p>2.1.2 An on-field umpire wishing to refer a decision to the third umpire shall signal to the third umpire by making the shape of a TV screen with his/her hands.</p> <p>2.1.3 In the case of a referral of a bowled, hit wicket or stumped decision, the third umpire shall first check the fairness of the delivery (all modes of No ball <b>except for the front foot not behind the popping crease (since already checked)</b> and for the bowler using an Illegal Bowling Action, subject to the proviso that the third umpire may review whether the bowler has used a prohibited Specific Variation under Article 6.2 of the Illegal Bowling Regulations). If the delivery was not a fair delivery the third umpire shall indicate that the batsman is Not out and advise the on-field umpire to signal No ball. See also paragraph 2.5 below.</p> <p>2.1.4 Additionally, if the third umpire finds the batsman is Out by another mode of dismissal (excluding LBW), or Not out by any mode of dismissal (excluding LBW), he/she shall notify the on-field umpire so that the correct decision is made.</p> <p>2.1.5 If the third umpire decides that the batsman is Out, a red light shall be displayed; if the third umpire decides that the batsman is Not out, a green light shall be displayed. Should the third umpire be temporarily unable to respond, a white light (where available) shall remain illuminated throughout the period of interruption to signify to the on-field umpires that Umpire Reviews are temporarily unavailable, in which case the decision shall be taken by the on-field umpire.</p> <p>As an alternative to the red/green light system, the replay screen (where available) may be used for the purpose of conveying the third umpire's decision, in line with the ICC Big Screen Policy.</p>	<p>DRS Playing Condition (P/C) 2.1 Once a run out decision is referred to the 3rd Umpire, he is to make sure that all elements of PC 38 are satisfied in order to give the batsman out run out – for the sake of clarity, to confirm that he was not avoiding injury while in his ground.</p> <p>There have been occasions where run outs have not been referred to the 3rd umpire due to:</p> <p>A belief that there has not been an appeal and/or</p> <p>The on field umpire makes the decision on field, even though the run out is a very close call.</p> <p>After an appeal has been made, if there is any doubt as to whether the batsman had made his ground, on field umpires should refer the run out decision to the 3rd umpire.</p> <p>In noisy stadiums, the on field umpires should be especially alert to the possibility of an appeal. It is not necessary to ask the fielding side whether they have appealed or not.</p> <p>In circumstances where the on-field umpire is uncertain as to whether an appeal has been made he should refer the run-out decision to the 3rd umpire.</p> <p>If, however, the on field umpire does not consult with the 3rd umpire, who realizes that there was an appeal, the 3rd umpire should use the following phrase (or similar) and say, "I think there was an appeal – shall I look at it?" This 3rd umpire comment should be sufficient warning to the on field umpire to request a referral.</p> <p><a href="https://1drv.ms/v/s!AvjXL88fHlxx_B4zrTBdrixbk1cN">https://1drv.ms/v/s!AvjXL88fHlxx_B4zrTBdrixbk1cN</a>  <a href="https://1drv.ms/v/s!AvjXL88fHlxx_CUMh1s8ujJAnPwt">https://1drv.ms/v/s!AvjXL88fHlxx_CUMh1s8ujJAnPwt</a></p> <p>The 3rd Umpire is not to go looking specifically for other forms of dismissal. They are to check for the mode of dismissal referred and if, in the normal course of reviewing those replays or those presented by the director, there is a suspicion another mode of dismissal may apply, then the 3rd Umpire shall investigate and advise.</p> <p>Note that the possibility of an LBW dismissal being valid is NOT applicable.</p>
<p><b>2.2 Caught Decisions, Obstructing the Field</b></p>	<p>DRS Playing Condition (P/C) 2.2 The initial discussion between the on field umpires should be a brief one. This PC now covers all forms of fair catches</p>

<p>2.2.1 Where the bowler's end umpire is unable to decide upon a Fair Catch or a Bump Ball, or if, on appeal from the fielding side, the batsman obstructed the field, he/she shall first consult with the striker's end umpire.</p> <p>2.2.2 Should both on-field umpires require assistance from the third umpire to make a decision, the bowler's end umpire shall firstly take a decision on-field after consulting with the striker's end umpire, before consulting by two-way radio with the third umpire. Such consultation shall be initiated by the bowler's end umpire to the third umpire by making the shape of a TV screen with his/her hands, followed by a Soft Signal of Out or Not out made with the hands close to the chest at chest height. If the third umpire advises that the replay evidence is inconclusive, the on-field decision communicated at the start of the consultation process shall stand.</p> <p>2.2.3 The third umpire shall determine whether the batsman has been caught, whether the delivery was a Bump Ball, or if the batsman obstructed the field.</p> <p>However, in reviewing the television replay(s), the third umpire shall first check the fairness of the delivery for all decisions involving a catch (all modes of No ball <b>except for the front foot not behind the popping crease (since already checked)</b> and for the bowler using an Illegal Bowling Action, subject to the proviso that the third umpire may review whether the bowler has used a prohibited Specific Variation under Article 6.2 of the Illegal Bowling Regulations) and whether the batsman has hit the ball. If the delivery was not a fair delivery or if it is clear to the third umpire that the batsman did not hit the ball he/she shall indicate to the bowler's end umpire that the batsman is Not out caught, and in the case of an unfair delivery, advise the bowler's end umpire to signal No ball. See also paragraph 2.5 below.</p> <p>Additionally, if it is clear to the third umpire that the batsman is Out by another mode of dismissal (excluding LBW), or Not out by any mode of dismissal (excluding LBW), he/she shall notify the bowler's end umpire so that the correct decision can be made.</p> <p>2.2.4 The third umpire shall communicate his/her decision as set out in paragraph 2.1.5.</p>	<p>– clean catches, boundary catches or bump ball. The process of consultation, soft signal and checking of fairness of delivery is the same. Following the normal on field consultation between umpires, if the bowler's end umpire decides to involve the 3rd umpire, he needs to draw the TV box signal first. Then the bowlers end umpire needs to give a soft signal to indicate his initial on field decision.</p> <p><b>2.2.2 - The standing umpire may look over to the striker's end umpire, without moving across, for assistance on, if a ball has been hit or not. This must be agreed on pre-match and decided by unobtrusive signals (tapping wrist for bat or tapping leg/thigh for pad, arms folded – not sure)</b></p> <ul style="list-style-type: none"> <li>• If assistance is needed on whether the ball carried, the umpires may come together to discuss.</li> <li>• If there is any doubt, or if it is determined that the ball carried, the umpires agree on the soft signal and then refer the decision to the TV umpire.</li> <li>• <b>Once the umpires come together, the expectation is a soft signal will follow.</b></li> </ul> <p><a href="https://1drv.ms/v/s!AvjXL88fHlxx_CSjKIGx1jEzZa_D">https://1drv.ms/v/s!AvjXL88fHlxx_CSjKIGx1jEzZa_D</a></p> <p>The 3rd umpire shall respond to the on field umpire using the exact language of one of the following phrases:</p> <p>“The ball clearly carried.”</p> <p>“The ball clearly bounced.”</p> <p>“Replays are inconclusive.”</p> <p><a href="https://1drv.ms/v/s!AvjXL88fHlxx-HY_plQYzmP-WHpc">https://1drv.ms/v/s!AvjXL88fHlxx-HY_plQYzmP-WHpc</a></p> <p>If replays are inconclusive the TV umpire should make his decision based on field umpire's initial soft signal. If he was initially uncertain then the batsman should be given Not Out. For clarity:</p> <p>If the on field umpire initially indicated that he was unsure either way as to whether it was a fair catch and the 3rd umpire states that the replays are inconclusive, the batsman should be given the benefit of the doubt, and the decision shall be Not Out.</p> <p>If the 3rd umpire <b>believes</b> that the replays are inconclusive, the TV umpire will rule out or not out depending on the soft signal.</p> <p>Should the final signal be different to the initial soft signal, there is no need to revoke the original signal.</p> <p>The above consultation assumes that the ball has in fact touched the batsman's glove/bat – <b>the on-field umpire is NOT to consult on the basis that</b></p>
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he is unsure of contact with the bat/glove. . If while viewing normal replays, it becomes clear that the ball has not hit the batsman's glove/bat, the 3<sup>rd</sup> umpire shall advise the on-field umpire as follows:

- "The ball did not hit the bat or glove."
- The TV umpire will then make his decision accordingly on the giant screen/lights

The 3rd Umpire is not to go looking specifically for other forms of dismissal. They are to check for the mode of dismissal referred and if, in the normal course of reviewing those replays or those presented by the director, there is a suspicion another mode of dismissal may apply, then the 3rd Umpire shall investigate and advise. Note that the possibility of an LBW dismissal being valid is NOT applicable.

Exception provision – upon the conclusion of an umpire review or umpire consultation on a bump ball or clean catch, either team is able to exercise their right to a player review within 15 seconds of the final decision even though replays have been shown on the big screen. The DRS timer will be activated following the conclusion of the bump ball or clean catch review.

#### **Bump ball and Fair Catch off the same delivery**

A bump ball is defined as a ball hit by the "bat" which makes contact with the ground as it leaves the striker on the rise before travelling into the field.

The unique protocol here will be as follows...

- *On field umpires will consult first.*
- *The bowler's end umpire will consult with the TV umpire via making the TV signal as per the fair catch/bump ball process, and also give a soft signal.*
- *The on-field umpire will also request the TV umpire to check the bump ball as part of the consultation via the radio*
- *Since the TV umpire has already checked the front foot, he will check the bump ball. If it is not a bump ball, the TV umpire will go on to check the fair catch.*
- *In the case where the replays are inconclusive for the bump ball, the existing benefit of doubt process to that element shall continue – the batsman will get the benefit (not out). If the 3<sup>rd</sup> umpire is satisfied it is NOT a bump ball, he will move to the fair catch - the 3<sup>rd</sup> umpire will use the on field soft signal here. Conclusive evidence is required by the TV umpire to recommend a different decision to the initial soft signal.*



*Should the bump ball check see the batsman not out, then the decision will be put through the replay screen in the normal way. If the decision progresses to the fair catch, the TV umpire will give his final decision on the giant screen.*

Playing Condition (P/C) 2.4. Following the normal on field consultation between umpires, if the bowler's end umpire decides to involve the 3rd umpire, he needs to draw the TV box signal first. Then the bowlers end umpire needs to give a soft signal to indicate the on field decision as it currently stands.

The TV field umpire will then give the decision according to his initial thoughts and advice (soft signal) from the on field umpire. Should the final signal be different to the initial soft signal, there is no need to revoke the original signal.

With regard to Obstructing the field - Reference to batsmen changing direction as the only example has been removed – all the same elements for an umpire to determine a willful act are still to be considered. This is more in line with the PC to cover all acts that include "willful obstruction".

#### **Outcome of Fair Catch/bump Ball Review – Runs counted or not?**

**Example 1.** – A fielder very close to the boundary line holds on to a ball hit on the full by the batsman. The fielder regains his balance and is in control. He claims the catch. The batsmen have crossed on the first run, before the fielder was in complete control of the ball and complete a further run before the ball is thrown back.

(a). The umpires consult but are not sure whether the fielder stayed within the field of play at all times when in contact with the ball. The bowler's end umpire goes up for a Fair Catch to the TV Umpire with a soft signal of Out (since there was no doubt about the gathering of the ball), **provided he is not advised it was a No ball. (ANB).**

**The TV Umpire finds the fielder has stayed within the field of play throughout. He projects Out on the giant screen. No runs scored. New batter to non-striker's end since they had crossed on one when catch completed.**

(a) **If the TV umpire finds the bowler has over-stepped, and he advised the on-field umpires, he however, then checks the boundary fielding. The TV umpire finds the fielder has stayed within the field of play throughout. He advises Runs! Runs! Runs!. The on-field umpire now makes the no ball signal, followed by the free hit signal. The batsman will be credited with two runs scored by them plus**

	<p>one run for the no ball. Free Hit signal will follow. The batsman remain at the same ends they ended up after completing two runs.</p> <p><b>Example 2.</b> – The fielder in the outfield brings off what seems to be diving catch in the deep. He throws the ball up in celebration. The batsmen have crossed on the first run before the ball was gathered and complete a further run before the fielder throws the ball back to the wicket-keeper. The fielding side is appealing. (There is no advice from the TV Umpire that it is a No ball - ANB)</p> <p>The umpires consult and since they are unable to be sure of the catch they seek the TV umpire assistance with a Review for Fair Catch with a soft signal of out.</p> <p>The TV umpire has conclusive evidence that the ball bounced. The batting side will be credited with two runs and the striker will now be facing the next ball in that over if applicable.</p> <p><b>Example 3.</b> – Same example as 2 above, only this time the TV Umpire finds that the ball has been fairly caught. No runs will be scored since the ball is dead from that point onwards. Since the batters had crossed before the instant of the incident causing the dismissal as in this case the catch, the new batsman will go to the non-striker's end.</p> <p><u>Note: A soft signal is only an indicative signal. Should the batsman be found to be not out following a review for a fair catch where the soft signal was given as OUT – he will get the benefit of the run if he had crossed prior to the attempted catch being taken. A decision of out given on-field by the umpire and then reviewed and found to be not out will not enjoy this status since the ball became dead no sooner the decision of out was given and no runs are permitted as per the laws on a catch that is out.</u></p>
<p><b>2.3 Boundary Decisions</b></p> <p>2.3.1 The bowler's end umpire shall be entitled to refer to the third umpire for a decision on:</p> <p>2.3.1.1 whether a four or six has been scored;</p> <p>2.3.1.2 whether a fielder had any part of his person in contact with the ball when he touched the boundary; or</p>	<p>PC 2.3.1.2 – In the event a catch is held close to the boundary and there is no doubt as to the gathering of the ball. However, what is in doubt is whether the fielder in contact with the ball had any contact with the rope. The protocol to be followed is:</p>

<p>2.3.1.3 whether the fielder had any part of his person in contact with the ball when he had any part of his person grounded beyond the boundary.</p> <p>2.3.1.4 the number of runs scored when a boundary results from an overthrow or the wilful act of a fielder (see clause 19.8)</p> <p>2.3.2 A decision shall be made immediately and cannot be changed thereafter.</p> <p>2.3.3 If the television evidence is inconclusive as to whether or not a boundary has been scored, the default presumption shall be in favour of no boundary being awarded.</p> <p>2.3.4 Where the bowler's end umpire wishes to use the assistance of the third umpire in this circumstance, he/she shall communicate with the third umpire by use of a two-way radio and the third umpire shall convey his decision to the bowler's end umpire by the same method.</p> <p>2.3.5 The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows a boundary line infringement or incident that appears not to have been acted upon by the on-field umpires.</p>	<p>* On field umpires will consult and either come to a decision or decide to seek the assistance of the TV Umpire under the "Fair Catch" process. In these situations, the soft signal will always be 'Out'.</p> <p>* TV umpire will then go through his routine of checking fairness of delivery, followed by all aspects of whether fielder making the catch was within the field of play during first contact and final control of ball, within the field of play.</p> <p>* In the event the replays are inconclusive then the benefit of doubt with regard to the fielder not having made contact with the boundary when in contact with the ball should stay with the fielding side.</p> <p>However if the gathering of the ball close to the boundary is a diving attempt or the ball appeared to be close to the ground before reaching the fielder's hands then the two umpires may consult and give the relevant soft signal that they feel is most appropriate.</p> <p>The TV umpire will then follow his usual routines: using the principle – picture inconclusive with regard to gathering of the ball – follow soft signal as given or replays inconclusive with regard to fielder not having made contact with the boundary benefit of doubt to the fielding side.</p>
<p><b>2.4 Batsmen Running to the Same End</b></p> <p>2.4.1 Where both batsmen have run to the same end and the on-field umpires are uncertain over which batsman made his ground first, the on-field umpires may consult with the third umpire.</p> <p>2.4.2 The procedure set out in paragraph 2.3.4 shall apply.</p>	
<p><b>2.5 No Balls</b></p> <p>2.5.1 If the bowler's end umpire is uncertain as to the fairness of the delivery following a dismissal, either affecting the validity of the dismissal or which batsman is dismissed, other than in respect of clause 21.5 (Fair delivery – the feet) for which the third umpire will already have checked, he/she shall be entitled to request the batsman to delay leaving the field and to check the fairness of the delivery with the third umpire. Communication with the third umpire shall be by two-way radio.</p> <p>2.5.2 The third umpire shall check all modes of No ball not already checked except for the bowler using an Illegal Bowling Action (subject to the proviso that the third umpire may review whether the bowler has used a prohibited Specific Variation under Article 6.2 of the Illegal Bowling Regulations).</p>	<p>Playing Condition 2.5 Fair Delivery The ICC Playing Conditions 21.5 relating to "Fair Delivery – the feet" is different to the MCC Law. The Playing Condition says "if the bowler's end umpire or third umpire is satisfied that any of these conditions have not been met, he shall call and signal No ball."</p> <p>This means that if the bowler's end umpire or 3rd Umpire cannot be satisfied that the placement of feet has breached the Law, then the umpire gives the benefit of doubt to the bowler. There must be clear and conclusive evidence that...</p> <p>No part of the front foot is grounded or raised behind the popping crease on landing (first contact)</p> <p>The back foot did not land within and not touching the return crease</p>

- 2.5.3 If the delivery was not a fair delivery, the bowler's end umpire shall indicate that the batsman is Not out and signal No ball (except in the case of a dismissal for obstructing the field, which may still be effected despite a No ball being called, in which case the bowler's end umpire shall indicate that the relevant batsman is Out and additionally call a No ball).
- 2.5.4 If a No ball under clause 21.5, after being reviewed by the third umpire, is only called by the bowler's end umpire after the ball is dead, the batting side shall benefit from the reversal of the dismissal and the one run for the No ball, but shall not benefit from any runs that may subsequently have accrued from the delivery had the on-field umpire originally called a No ball prior to the ball becoming dead. Where the batsmen crossed while the ball was in the air before being caught, the batsmen shall remain at the same ends as if the striker had been dismissed, but no runs shall be credited to the striker even if one (or more) runs were completed prior to the catch being taken.

The front foot did not land with some part on the same side as the imaginary line joining the two middle stump

... in order to rule and signal a No ball.

[https://1drv.ms/v/s!AvjXL88fHlxx\\_BsGt1il1tU9MtIX](https://1drv.ms/v/s!AvjXL88fHlxx_BsGt1il1tU9MtIX)

New – The 3rd umpire can check the fairness of a delivery for any applicable dismissal where the fairness of a delivery affects the validity of the dismissal or which batsman is dismissed, **except for the front foot not behind the popping crease (since already checked)** (After being requested by the on field umpire).

3.3.5 – Note: The TV umpire will check all other modes of No balls, other than front foot not behind the popping crease (since already checked) provided it is initiated by the on-field umpires. Understand every time there is a Player review the TV Umpire cannot go around checking all forms of No ball unless it is obvious, or a specific request is made

3rd umpire can check for any form of No Ball (**except for the front foot not behind the popping crease, and** an illegal action) – the last part is a new change. It includes any No ball covered by the Laws and also any No ball covered by the Playing Conditions (e.g. Fielding restriction infringements – circle, catchers)

He cannot check for an illegal action (greater than 15 degrees) but he can check on a pre-determined illegal delivery a particular bowler is not allowed to bowl.

If following a dismissal (that is not permitted off a no ball) the on-field umpire requests that the 3rd umpire check the fairness of the delivery, **other than for the front foot not behind the popping crease (since already checked)**, and the 3rd umpire confirms a no ball, then the ball is still deemed to have become dead when the dismissal was effected. The batting side, while benefiting from the reversal of the dismissal, will not benefit from any runs that may subsequently have accrued from the delivery, other than the No Ball penalty of one run.

Example: of No ball affecting the validity of dismissal or which batsman is dismissed:

Striker hits the ball into the air and non-striker willfully obstructs fielder from taking the catch. On appeal striker would be out under the Law since it is a catch. However, if checked and found to be a no ball then non-striker would be out since catch is not valid.

Striker plays at a ball, which hits his glove and lobs towards the stumps.

Striker legally hits the ball away in defense of his wicket. However, wicket keeper is standing up and deprived of taking catch. On appeal – out obstruction. However, if checked and found to be a no ball, then striker is not out.

#### Clause 2.5.4

All No ball checks following a dismissal should begin with the other forms of No ball, except for the front foot not behind the popping crease (since already checked) if requested by the on-field umpires.

Outcome of a No Ball check following a dismissal – runs counted or not, which batsman, which end?

**Example 1.** – Batsman is bowled. Ball travels beyond the boundary. TV umpire calls a front foot no ball. Batsman resumes his innings. One penalty run for No ball. No other runs. (Free hit if applicable)

**Example 2.** – Full toss is hit high into the outfield. Fielder runs around and takes a diving catch. Batsman have crossed before the catch is completed. Batsman stands his ground. Umpire gives him out and then request the TV umpire to check for No ball. (All forms of No ball except, **except for the front foot not behind the popping crease and an illegal arm action**).

TV umpire finds that ball is well above waist height. No Ball is signaled. No runs counted except for the one run for bowling the no ball. Since striker has crossed, he now remains at non-striker's end. (Free hit signal if applicable).

**Example 3.** – Striker gets a top edge and ball goes high into the air above the pitch. Batsman complete the first run. Non-striker completes the first run and starts off for the second. He now deliberately runs into the fielder about to the hold the catch. Ball drops to the ground. TV umpire advises that it is a front foot no ball

No ball is signaled. Non-striker is now given out for obstruction (since it is not a catch as it was a no ball). One run for the no ball and one runs completed before the obstruction. 2 runs in total scored. New batsman to wicket-keeper's end

**Example 4** – Same scenario as above only this time it is found to be a fair delivery. Striker is given out, no runs scored. New batsman to wicket keeper's end.

Point to remember: When umpire goes upstairs for a no ball check, except for the front foot not behind the popping crease (since already checked) it means there is a dismissal and the ball is deemed dead at that point. Later if

	<p>found to be a no ball – batsman would not benefit from any runs other than the penalty for bowling the no ball.</p>
<p><b>2.6 Cameras On or Over the Field of Play</b></p> <p>2.6.1 The on-field umpires shall be entitled to refer to the third umpire for a decision as to whether the ball has at any time during the normal course of play come into contact with any part of the camera, its apparatus or its cables above the playing area, as contemplated in clause 20.1.3.</p> <p>2.6.2 Where an on-field umpire wishes to use the assistance of the third umpire in this circumstance, he/she shall communicate with the third umpire by use of a two-way radio and the third umpire shall convey his/her decision to the bowler’s end umpire by the same method.</p> <p>2.6.3 A decision shall be made immediately and cannot be changed thereafter. If the television evidence is inconclusive as to whether or not the ball has come into contact with any part of the camera, its apparatus or its cables above the playing area, the default presumption shall be in favour of no contact having been made.</p> <p>2.6.4 The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows the ball to have been in contact with any part of the camera or its cables above the playing area as envisaged under this paragraph.</p>	<p>DRS – PC 2.6 - Playing Condition (P/C) 20.1.3- This Playing condition is broken up into 2 separate parts – the first one deals with the batsman hitting the ball into the camera / cable, and the other part deals with the fielder throwing the ball into the camera / cable.</p> <p>Batsman hitting the ball - everything counts with the ball in play, up until the moment the ball hits the camera / cable. Either umpire could either call and signal Dead ball. The ball shall not count and no runs shall be scored. Except in the case of a No ball where the 1 run Penalty run will stand and the free hit will incur.</p> <p>The batsman could be Out “hit wicket” before the ball hits the camera. In this case, the batsman is dismissed, as the ball is still in play when the wicket was put down and the ball has become dead upon dismissal. The ball hitting the camera / cable is irrelevant.</p> <p>Fielder throwing the ball - the ball becomes Dead at the point of contact (everything is counted up to that moment) the ball DOES count as one in the over unless a no ball has been called. No other runs including Penalty runs shall be scored. The free hit will incur.</p> <p>Should the ball be deflected off an umpire, batsman or fielder before hitting a camera / cable, then the act of either the batsman hitting the ball or fielder throwing the ball, if applicable in the first instance, is what has to be applied.</p> <p>The onfield umpires are now permitted to consult with the 3rd umpire on whether or not the ball did touch an elevated camera, cable or apparatus.</p> <p><a href="https://onedrive.live.com/?id=718C1C1FCF2FD7F8%215640&amp;cid=718C1C1FCF2FD7F8&amp;group=0&amp;parId=718C1C1FCF2FD7F8%212170&amp;o=OneUp">https://onedrive.live.com/?id=718C1C1FCF2FD7F8%215640&amp;cid=718C1C1FCF2FD7F8&amp;group=0&amp;parId=718C1C1FCF2FD7F8%212170&amp;o=OneUp</a></p>
<p><b>3 Player Review</b></p> <p>The following paragraphs shall operate in addition to and in conjunction with paragraph 2 (Umpire Review).</p> <p><b>3.1 Circumstances in which a Player Review may be requested</b></p> <p>3.1.1 A player may request a review of any decision taken by the on-field umpires concerning whether or not a batsman is dismissed, with the exception of ‘Timed Out’ (Player Review).</p>	<p>3.1.1 – It is mandatory that the on field Umpires wait until they are informed by the TV Umpire of the legality of the delivery (some part of front foot behind the popping crease - ANB), before they accept a request for a Player Review, since the advice of No ball would annul the Players Review.</p>

<p>3.1.2 No other decisions made by the umpires are eligible for a Player Review with the exception of Fair Catch/Bump Ball (even after the third umpire has been consulted and the decision communicated).</p> <p>3.1.3 Only the batsman involved in a dismissal may request a Player Review of an Out decision and only the captain (or acting captain) of the fielding team may request a Player Review of a Not out decision.</p> <p>3.1.4 A decision concerning whether or not a batsman is dismissed that could have been the subject of a Umpire Review under paragraph 2 is eligible for a Player Review as soon as it is clear that the on-field umpire has chosen not to initiate the Umpire Review.</p>	<p>3.1.4 – The only exception to 3.1.1 above would be if following a possible dismissal that may have been the subject of an Umpire Referral but was not referred, which could then be eligible for a Player review even though a no ball has been advised i.e. Run out, Obstruction.</p>
<p><b>3.2 The manner of requesting the Player Review</b></p> <p>3.2.1 The request shall be made by the player making a 'T' sign with both forearms at head height.</p> <p>3.2.2 The total time elapsed between the ball becoming dead and the review request being made shall be no more than 15 seconds.</p> <p>The only exception permitted shall be when an Umpire Review for Fair Catch or Bump Ball (as permitted in paragraph 2.2 above) is required to answer an appeal for a caught decision, in which case either team is able to request a Player Review of that caught decision within 15 seconds of the decision being communicated. The bowler's end umpire shall provide the relevant player with a prompt after 10 seconds if the request has not been made at that time and the player shall request the review immediately thereafter. If the on-field umpires believe that a request has not been made within the 15 second time limit, they shall decline the request for a Player Review.</p> <p>3.2.3 The captain may consult with the bowler and other fielders, and the two batsmen may consult with each other prior to deciding whether to request a Player Review. Under no circumstances is any player permitted to query an umpire about any aspect of a decision before deciding on whether or not to request a Player Review. If the on-field umpires believe that the captain or either batsman has received direct or indirect input emanating other than from the players on the field, then they may at their discretion decline the request for a Player Review. In particular, signals from the dressing room must not be given.</p> <p>3.2.4 No replays, either at normal speed or slow motion, shall be shown on a big screen to spectators until the 15 second time limit allowed for requesting a Player Review has elapsed. The only exception to this provision is where a Player Review of a caught decision is requested after the Umpire Review of a Fair Catch or Bump Ball has concluded, as detailed in paragraph 3.2.2 above</p>	<p>PC 3.2.2 – Time frame: If no Player review request is made within or immediately after 15 second has lapsed from the time the ball becomes dead the review will not be entertained by the on-field umpires. (See exception provision below).</p> <p>For example if immediately following the on-field umpire calling out '15 second' the relevant member of either side asks for the review – it will be accepted. Any further delay following this call will nullify the acceptance of the review.</p> <p>The TV umpire must ensure he starts his countdown of the 15 seconds only after the ball becomes dead. Any actions by the batsman of running or the fielding side of gathering the ball etc. must be construed as meaning the ball is still in play.</p> <p>The TV umpire must ensure he uses the time code on the monitor to call out the seconds as this will ensure consistency in the actual time frame of the 15 seconds permitted.</p> <p>Pre-match discussion by the PCT will ensure such routines and protocols for counting.</p> <p>PC 3.2.3 – Following an appeal – the umpire should not be answering any inquiries from either the batting or fielding side until such time as the 15 seconds has lapsed and then also only if he feels comfortable doing so.</p> <p>P/C 3.2.2 Exception provision – upon the conclusion of an umpire review or umpire consultation on a Bump Ball or Fair Catch, either team is able to exercise their right to a player review within 15 seconds of the final decision even though replays have been shown on the big screen.</p> <p>It has also been decided that should the striker be incapacitated and at the same time been given out – the 15 second time limit could be utilized on his behalf by his colleague.</p>

<p>(due to the fact that replays may have been shown on the big screen during that Umpire Review process).</p> <p>3.2.5 Where either on-field umpire initiates an Umpire Review, this does not preclude a player seeking a Player Review of a separate incident from the same delivery. The request for a Player Review may be made after the Umpire Review, provided the request is still within the 15 second time limit described in paragraph 3.2.2 above. (See paragraphs 3.9.2 and 3.9.3 below for the process for addressing both an Umpire and Player Review).</p> <p>3.2.6 A request for a Player Review cannot be withdrawn once it has been made.</p>	<p><b>Example:</b> Fast bowler runs in and delivers a short ball. The batsman gets his bat up near the line of the delivery, the ball hits the helmet and is taken by the keeper who goes up with a big appeal. The batsman is given out.</p> <p>The countdown clock commences. The batsman staggers/stumbles and falls to the ground. The non-striker is convinced that he did not hit the ball and says same to the umpire – the non-striker would be allowed to review on behalf of his colleague, as long as it is within the 15 seconds time frame.</p>
<p><b>3.3 The process of consultation</b></p> <p>3.3.1 On receipt of an eligible and timely request for a Player Review, the relevant on-field umpire shall make the sign of a shape of a TV screen with his/her hands in the normal way.</p> <p>3.3.2 The relevant on-field umpire shall initiate communication with the third umpire by confirming;</p> <p>3.3.2.1 That a Player Review has been requested,</p> <p>3.3.2.2 The mode of dismissal for which the relevant on-field umpire adjudicated the appeal,</p> <p>3.3.2.3 The decision that has been made (Out or Not out), and;</p> <p>3.3.2.4 For LBW appeals, where relevant, if the bowler’s end umpire believed that the striker made no genuine attempt to play the ball with the bat (the default presumption of the third umpire in the absence of any information on this point from the bowler’s end umpire shall be that a genuine attempt to play the ball with the bat was made).</p> <p>3.3.3 A two-way consultation process shall begin to investigate whether there is anything that the third umpire can see or hear which would indicate that the on-field umpire should change his/her original decision.</p> <p>3.3.4 The third umpire shall not withhold any factual information which may help in the decision making process. In particular, in reviewing a dismissal, if the third umpire believes that the batsman may instead be Out by any other mode of dismissal, he/she shall advise the on-field umpire accordingly. The process of consultation described in this paragraph in respect of such other mode of dismissal shall then be conducted as if the batsman has been given Not out.</p> <p>3.3.5 The third umpire shall initially check all modes of No ball except for the bowler using an Illegal Bowling Action (subject to the proviso that the third umpire may review whether the bowler has used a prohibited Specific Variation under</p>	<p>PC 3.3.2.4 – On request of a timely request for a Players Review the on-field umpire shall communicate with TV umpire by confirming that:</p> <ul style="list-style-type: none"> <li>* A review has been requested</li> <li>* The mode of dismissal for which the umpire made his decision.</li> <li>* The decision that has been made (Out or Not out)</li> <li>* For LBW where relevant – if the striker made a genuine attempt to play at the ball with the bat. In the absence of this information, it will be taken for granted that the striker had made an attempt to play the ball.</li> </ul> <p>However, if doubt exist – the TV Umpire could make an inquiry from the relevant on field umpire as to whether he was satisfied a shot was played. It is important that this information is ascertained in the event there is not shot played, as this information will form part of the graphic on the ‘ball tracker’ screen, on the top left hand corner to the effect ‘no shot offered’.</p> <p><a href="https://1drv.ms/v/s!AvjXL88fHlxx_B94hOSW2ZtosG9O">https://1drv.ms/v/s!AvjXL88fHlxx_B94hOSW2ZtosG9O</a> – original decision over turned.</p>



<p>Article 6.2 of the Illegal Bowling Regulations), where appropriate advising the on-field umpire accordingly.</p> <p>3.3.6 If despite the available technology, the third umpire is unable to decide with a high degree of confidence whether the original on-field decision should be changed, then he/she shall report that the replays are 'inconclusive', and that the on-field decision shall stand. The third umpire shall not give answers conveying likelihoods or probabilities.</p> <p>3.3.7 In circumstances where the television technology (all or parts thereof) is not available to the third umpire or fails for whatever reason, the third umpire shall advise the on-field umpire of this fact but still provide any relevant factual information that may be ascertained from the available television replays and other technology.</p> <p>3.3.8 The on-field umpire shall then make his/her decision based on the information provided by the third umpire, any other factual information offered by the third umpire and his/her recollection and opinion of the original incident.</p> <p>3.3.9 The on-field umpire shall reverse his/her decision if the nature of the supplementary information received from the third umpire leads him/her to conclude that his/her original decision was incorrect.</p>	<p>3.3.5 – Note: The TV umpire will check all other modes of No balls, other than front foot not behind the popping crease (since already checked) provided it is initiated by the on-field umpires. Understand every time there is a Player review the TV Umpire cannot go around checking all forms of No ball unless it is obvious, or a specific request is made.</p>
<p><b>3.4 Review of LBW Decisions</b></p> <p>3.4.1 In assessing whether a batsman is Out LBW in accordance with clause 36, the third umpire shall first judge whether the delivery is fair (as set out in clause 36.1.1), and second, whether or not the ball has touched the bat before being intercepted by any part of the striker's person (as set out in clause 36.1.3).</p> <p>3.4.2 If the batsman is still eligible to be Out, the ball-tracking technology shall then present three pieces of information to the third umpire relating to the path of the ball:</p> <p>3.4.2.1 The point of pitching (where applicable) (PITCHING)</p> <p>3.4.2.2 The position of the ball at the point of first interception (IMPACT)</p> <p>3.4.2.3 Whether the ball would have hit the wicket (WICKET)</p> <p>3.4.3 This Decision Review System (DRS) and Third Umpire Protocol includes a category of Umpire's Call, which shall be the conclusion reported where the technology indicates a marginal decision in respect of either the point of first interception or whether the ball would have hit the stumps.</p> <p><b>3.4.4 PITCHING</b></p>	<p>P C 3.4.2.2- IMPACT – Note: The new Law 36.1.3 relating to simultaneous contact with bat and pad to be defined as bat first has not been incorporated in the ICC playing conditions. The playing conditions are;</p> <p>On-field umpire must be satisfied that the ball has been intercepted by the pad/person first, otherwise Not out. (Benefit of doubt to the batsman)</p> <p>DRS review – 3rd umpire needs conclusive evidence the on-field decision was incorrect (out decision – needs to confirm bat first to reverse, not out decision – needs to confirm pad first to proceed to ball-tracking)</p>

3.4.4.1 The interpretation of “pitches in line between wicket and wicket” in clause 36.1.2 shall refer to the position of the centre of the ball at the point of pitching, in relation to the Pitching Zone.

3.4.4.2 The Pitching Zone is defined as a two dimensional area on the pitch between both sets of stumps with its boundaries consisting of the base of both sets of stumps and a line between the outside of the outer stumps at each end.

3.4.4.3 Where applicable, the ball-tracking technology shall report that the ball pitched in one of the following three areas in relation to the Pitching Zone:

<b>In Line</b>	The centre of the ball was inside the Pitching Zone
<b>Outside Off</b>	The centre of the ball was outside, and to the off side of, the Pitching Zone
<b>Outside Leg</b>	The centre of the ball was outside, and to the leg side of, the Pitching Zone

3.4.4.4 Subject to the satisfaction of the other elements of clause 36, the batsman can be Out if the ball-tracking technology reports that the ball pitched Outside Off or In Line, but the batsman shall be Not out if the ball pitched Outside Leg.

### **3.4.5 IMPACT**

3.4.5.1 The interpretation of “the (first) point of impact, even if in above the level of the bails, is between wicket and wicket” in clause 36.1.4 shall refer to the position of the ball at the point of first interception, in relation to the Impact Zone.

3.4.5.2 The Impact Zone is defined as a three dimensional space extending between both wickets to an indefinite height and with its boundaries consisting of a line between the outside of the outer stumps at each end.

3.4.5.3 The ball-tracking technology shall report that the point of first interception was in one of the following categories in relation to the Impact Zone:

<b>In Line</b>	The centre of the ball was inside the Impact Zone
<b>Umpire’s Call</b>	Some part of the ball was inside the Impact Zone, but the centre of the ball

	<p>was outside the Impact Zone, with the further sub-category of 'Umpire's Call (off side)' where the centre of the ball was to the off side of the Impact Zone and the bowler's end umpire communicates to the third umpire that no genuine attempt to play the ball was made by the batsman.</p>	
<p><b>Outside</b></p>	<p>No part of the ball was inside the Impact Zone, with the further sub-categories of 'Outside (off)' and 'Outside (leg)' to indicate the location of the point of first interception in relation to the Impact Zone when the bowler's end umpire communicates to the third umpire that no genuine attempt to play the ball was made by the batsman.</p>	
<p>3.4.5.4</p>	<p>Where a Not out decision is being reviewed, and it is judged that the batsman has made a genuine attempt to play the ball, the ball-tracking technology must report that the point of first interception was In Line for the batsman to be eligible to be given Out, otherwise the batsman shall remain Not out.</p>	
<p>3.4.5.5</p>	<p>Where a Not out decision is being reviewed, and it is judged that the batsman has made no genuine attempt to play the ball, the ball-tracking technology must report that the point of impact was In Line, or Umpire's Call (off side), or Outside (off) for the batsman to be eligible to be given Out, otherwise the batsman shall remain Not out.</p>	
<p>3.4.5.6</p>	<p>Where an Out decision is being reviewed, and it is judged that the batsman has made a genuine attempt to play the ball, the ball-tracking technology must report that the point of first interception was Outside for the decision to be reversed to Not out, otherwise the batsman shall remain eligible to be given Out.</p>	
<p>3.4.5.7</p>	<p>Where an Out decision is being reviewed, and it is judged that the batsman has made no genuine attempt to play the ball, the ball-tracking technology must report that the point of first interception was Outside (leg) for the decision to be reversed to Not out, otherwise the batsman shall remain eligible to be given Out.</p>	
<p><b>3.4.6 WICKET</b></p>		

3.4.6.1 The interpretation of whether “the ball would have hit the wicket” in clause 36.1.5 shall refer to position of the ball as it either hits or passes the wicket, in relation to the Wicket Zone.

3.4.6.2 The Wicket Zone is defined as a two dimensional area whose boundaries are the outside of the outer stumps, the base of the stumps and the bottom of the bails.

3.4.6.3 The ball-tracking technology shall report whether the ball would have hit the wicket with reference to the following three categories:

<b>Hitting</b>	The ball was hitting the wicket, and the centre of the ball was inside the Wicket Zone
<b>Umpire’s Call</b>	The ball was hitting the wicket, but the centre of the ball was not inside the Wicket Zone
<b>Missing</b>	The ball was missing the wicket

3.4.6.4 Where a Not out decision is being reviewed, the ball-tracking technology must report that the ball was Hitting for the batsman to be eligible to be given Out, otherwise the batsman shall remain Not out.

However, where the evidence shows that the ball was Hitting, the point of first interception was In Line, and the ball pitched In Line or Outside Off, but that:

- The point of first interception was 300cm or more from the stumps; or
- The point of first interception was more than 250cm but less than 300cm from the stumps and the distance between the point of pitching and the point of first interception was less than 40cm, the on-field decision shall stand (that is, Not out).

3.4.6.5 Where an Out decision is being reviewed, the ball-tracking technology must report that the ball was missing for the on-field decision to be reversed to Not out, otherwise the batsman shall remain eligible to be given Out.

3.4.7 When the ball strikes the batsman on the full, and the evidence provided by the ball-tracking technology indicates that the ball would have pitched before striking or passing the wicket, there will be no information available from that

Clause 3.4.6.4 – Note when a Not out decision for LBW is being reviewed, and technology shows the point of first interception was 300cm or more from the stumps or the point of first interception was more than 250cm but less than 300cm and the travelling distance from pitching to first impact is less than 40cm in the same ball – then a Not out decision will always remain Not out.

However, should this decision have been given Out – then in order to change it the ball would have to be shown completely missing the stumps. In the event a 300cm or more or a 250cm but less than 300cm and travelling distance of 40cm in the same ball is projected on the screen – **this will always be tagged as an umpires call for a Not out decision.**

It also becomes important for the TV director to keep running the frames till the final conclusion of ball hitting the stumps or not, and not freeze it like they do for ball pitching outside leg stump, as it affects whether or not a review could be retained.

Example:

LBW given not out and reviewed.

Point of interception – 300cm or more/or 250cm but less than 300cm and 40 cm – **tagged Umpires Call**

Pitching – Outside off

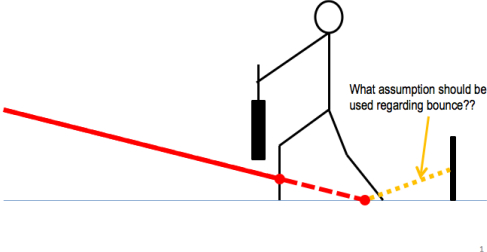
Impact – in line

Stumps – hitting

Decision will remain unchanged i.e. Not out but fielding side will **retain review** because of Umpires call on interception as above.

In the event a 300cm or more or a 250cm but less than 300cm and travelling distance of 40cm in the same ball is projected on the screen – **this will always be tagged as an umpires call for a Not out decision.**

It also becomes important for the TV director to keep running the frames till the final conclusion of ball hitting the stumps or not, and not freeze it like they do for ball pitching outside leg stump, as it affects whether or not a review may be retained.

<p>delivery that will allow the ball-tracking technology to accurately predict the height of the ball after pitching.</p> <p>3.4.8 With regard to determining whether the ball would have hit the wicket under these circumstances, the ball-tracking technology shall project the line of the ball in accordance with clause 36.2.3 (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), and display the simulated path of the ball from directly above the wicket.</p> <p>3.4.9 The third umpire shall advise the bowler's end umpire only on the point of first interception and whether the ball would have hit the stumps (in line with the process set out in paragraph 3.4 above), but shall make no comment on the predicted height of the ball after pitching, which shall remain a judgment of the bowler's end umpire.</p>	<p>PC 3.4.7 – Where the ball strikes the batsman on the full and evidence provided by ball tracking technology indicates that the ball would have pitched before striking or passing the wicket – note: there will be no information available to allow ball tracking technology to accurately predict height of the ball after pitching.</p> <p>PC 3.4.8 – all that the technology will provide is the line of the ball after interception, which is assumed to be the path it took before interception. This simulated path of the ball will be displayed from directly above the wicket.</p> <p>PC 3.4.9 – The TV umpire advise the point of first interception and whether the ball would have hit the stumps. All judgement with regard to the height of the ball after pitching shall remain with the bowler's end umpire.</p> <p style="text-align: center;"><b>DRS PROTOCOL – FULL-TOSS LBW</b></p> <p><small>Law: Umpire to assume ball goes straight on after striking the pad. Issue: No data on which ball-tracking can predict bounce after pitching. Recommendation: TV umpire advises on line, but height is an on-field judgment</small></p>  <p>This only applies to reviews where the ball impacts the striker on the full and is predicted to pitch (land) between the striker and the stumps.</p> <p>Height prediction should not be shown (but the broadcaster still might) – the 3rd Umpire is not to use or advise on any height replay if they do. The path prediction will be shown from the “top” view. The 3rd umpire will not have a role to play in advising on height.</p>
<p><b>3.5 The process for communicating the final decision</b></p> <p>3.5.1 For Player Reviews concerning potential dismissals, the relevant on-field umpire shall indicate Out by raising his/her finger above his/her head in a normal yet prominent manner or indicate Not out by the call of ‘not out’ and by</p>	<p>The TV umpire after having processed a Player review and once arriving at his final decision should for the sake of consistency request the TV director to get the on-field umpire on screen, advise him of the outcome of the review and asks him to confirm or revoke his decision and follow up with the correct one.</p>

<p>crossing his/her hands in a horizontal position side to side in front and above his/her waist three times.</p> <p>Where the decision is a reversal of the on-field umpire's previous decision, he/she shall make the 'revoke last signal' indication immediately prior to the above.</p> <p>3.5.2 If the mode of dismissal is not obvious or not the same as that on which the original decision was based, then the umpire shall advise the scorers via the third umpire.</p>	
<p><b>3.6 Number of Player Review requests permitted</b></p> <p>3.6.1 In each innings, each team shall be allowed to make a maximum of <b>two</b> player Review <b>requests</b> that is categorised as 'Unsuccessful' (as set out in paragraph 3.6.3 below).</p> <p>3.6.2 Where a request for a Player Review results in the original on-field decision being reversed, then the Player Review shall be categorised as 'Successful' and shall not count towards the innings limit.</p> <p>3.6.3 Where a request for a Player Review results in the original on-field decision remaining unchanged (other than in the circumstances set out in paragraphs 3.6.4, 3.6.6 or 3.6.8), the Player Review shall be categorised as 'Unsuccessful'.</p> <p>3.6.4 Where a request for a Player Review of an LBW decision results in the on-field decision remaining unchanged solely on the basis of an Umpire's Call, the Player Review shall be categorised as 'Unchanged – Umpire's Call'. A Player Review categorised as 'Unchanged – Umpire's Call' shall not count towards the innings limit set out in paragraph 3.6.1.</p> <p>3.6.5 Where, following a request for a Player Review, the original on-field decision of Out is unchanged, but for a different mode of dismissal from the original on-field decision, then the Player Review shall still be categorised as 'Unsuccessful'.</p> <p>3.6.6 Where, following a request for a Player Review, the original on-field decision of Not out is unchanged on account of the delivery being a No ball (for any reason), thereby not requiring any further evaluation, the Player Review shall not be counted as 'Unsuccessful' and accordingly shall not count towards the innings limit set out in paragraph 3.6.1.</p> <p>3.6.7 Where a Player Review and an Umpire Review are requested from the same delivery and the decision of the third umpire from the Umpire Review renders the Player Review unnecessary (see paragraphs 3.9.2 and 3.9.3), the Player Review request shall be disregarded and accordingly shall not count towards the innings limit set out in paragraph 3.6.1.</p>	<p>PC 3.6.1 – <b>Two</b> unsuccessful player reviews per team per innings is permitted. See 3.6.4 below – wherein review is retained even though unsuccessful.</p> <p>As part of the decision review, if it becomes obvious that the 3rd Umpire needs to advise of a change of on field decision, this may also involve the reversal of a wide or non wide call.</p> <p>DRS matches only – only when there is a Player Review and it will only happen with caught appeals....</p> <p>Umpire gives batsman out caught (doesn't call wide), player review requested (batsman)</p> <p>Batsman did not hit ball (no hot spot, no audio, no deviation) – decision to be reversed</p> <p>If clearly down the leg side or clearly over the head, then wide should be called and signaled following the reversal</p> <p>Neither side is disadvantaged by the late call (ball was dead after the "wide")</p> <p>Consistent with the fairness of delivery check of No ball in the technology playing conditions</p> <p>Umpire gives the batsman not out caught (calls wide), player review requested (fielding team)</p> <p>Batsman hits the ball (hot spot, or good clean audio or deviation found) – decision to be reversed</p> <p>As part of the reversal, the wide call also HAS to be reversed and not scored (cannot be out off a wide – if he is out, it's not a "wide")</p>

3.6.8 A Player Review categorised as 'Unsuccessful' may be reinstated by the ICC Match Referee at his/her sole discretion (if appropriate after consultation with the ICC Technical Official and/or the television broadcast director) if the Player Review could not properly be concluded due to a failure of the technology. Any such decision shall be final and shall be taken as soon as possible, being communicated to both teams once all the relevant facts have been ascertained by the ICC Match Referee.

A Player Review categorised as 'Unsuccessful' shall not be reinstated if, despite any technical failures, the correct decision could still have been made using the other available technology. Similarly, a Player Review categorised as 'Unsuccessful' shall not be reinstated where the technology worked as intended, but the evidence gleaned from its use was inconclusive.

3.6.9 The third umpire shall be responsible for counting the number Player Reviews categorised as 'Unsuccessful' and shall advise the on-field umpires once either team has exhausted their allowance for the innings.

3.6.10 The scoreboard shall display, for the innings in progress, the number of Player Reviews remaining available to each team.

Category of Player Review	Outcome of Player Review	Consequence of Player Review
Successful (paragraph 3.6.2)	On-field decision reversed	Does not count towards innings limit set out in paragraph 3.6.1
Unsuccessful (paragraphs 3.6.3 and 3.6.5)	On-field decision unchanged	Counts towards innings limit set out in paragraph 3.6.1
Unchanged – Umpire's Call (paragraph 3.6.4)	On-field decision unchanged	Does not count towards innings limit set out in paragraph 3.6.1
No ball – no evaluation required (paragraph 3.6.6)	On-field decision unchanged	Does not count towards innings limit set out in paragraph 3.6.1
Failure of technology (paragraph 3.6.8)	On-field decision unchanged	Does not count towards innings limit

Consistent with Law

Batsman not out caught as ball has missed bat but turns out the ball has hit pads / person (not bat) – decision remains as not out. Decision remains as not out (waving the hands in front below, then revoke signal for the wide – so sequence is vital). It would have to be conclusive that the ball hit the body / pad for the wide to be rescinded.

PC 3.6.4 – Where a Players review for a LBW results in the on-field umpires decision remaining unchanged solely as a result of an Umpires call, the original decision shall stand but the challenging team will not lose a Review.

[https://1drv.ms/v/s!AvjXL88fHlxx\\_B3csl1vB7pZaUQI](https://1drv.ms/v/s!AvjXL88fHlxx_B3csl1vB7pZaUQI) - retains review

[https://1drv.ms/v/s!AvjXL88fHlxx\\_CApRaKa4uQjXOi7](https://1drv.ms/v/s!AvjXL88fHlxx_CApRaKa4uQjXOi7) -loses review

In the event a 300cm or more or a 250cm but less than 300cm and travelling distance of less than 40cm in the same ball is projected on the screen – this will always be tagged **as an umpires call for a Not out decision.**

It also becomes important for the TV director to keep running the frames till the final conclusion of ball hitting the stumps or not, and not freeze it like they do for ball pitching outside leg stump.

Example:

LBW given not out and reviewed.

Point of interception – 300cm or more/or 250cm but less than 300cm and 40 cm – **tagged Umpires Call**

Pitching – Outside off

Impact – in line

Stumps – hitting

Decision will remain unchanged i.e. Not out but fielding side will **retain review** because of Umpires call on interception as above.

			set out in paragraph 3.6.1	
<b>3.7</b>	<b>Dead ball</b>			
3.7.1	If following a Player Review request, an original decision of Out is changed to Not out, then the ball is still deemed to have become dead when the original decision was made (as per clause 20.1.1.3). The batting side, while benefiting from the reversal of the dismissal, shall not benefit from any runs that may subsequently have accrued from the delivery had the on-field umpire originally made a Not out decision, other than any No ball penalty that could arise under paragraph 3.3.5 above.			
3.7.2	If an original decision of Not out is changed to Out, the ball shall retrospectively be deemed to have become dead from the moment of the dismissal event. All subsequent events, including any runs scored, shall be ignored.			
<b>3.8</b>	<b>Use of technology</b>			
3.8.1	The following technology may be used by the third umpire during a Player Review:			
3.8.1.1	Replays, at any speed, from any available broadcast camera			
3.8.1.2	Sound from the stump microphones with the replays at normal speed and slow motion			
3.8.1.3	Approved ball-tracking technology:			
	<ul style="list-style-type: none"> <li>• HawkEye (HawkEye Innovations), or;</li> <li>• VirtualEye (ARL)</li> </ul>			
3.8.1.4	Approved sound-based edge detection technology:			
	<ul style="list-style-type: none"> <li>• Real-Time Snickometer (BBG Sports), or;</li> <li>• UltraEdge (HawkEye Innovations)</li> </ul>			
3.8.1.5	Approved heat-based edge detection technology:			
	<ul style="list-style-type: none"> <li>• Hot Spot cameras (BBG Sports)</li> </ul>			
3.8.1.6	LED Wickets (using the lights to indicate if the wicket is broken, as set out in paragraph 4.2):			
	<ul style="list-style-type: none"> <li>• Zing Bails and Stumps</li> </ul>			
3.8.2	In addition, other forms of technology may be used subject to the ICC being satisfied that the required standards of accuracy and time efficiency can be met.			
				PC 3.8.1.5 Hot spot <a href="https://1drv.ms/v/s!AvjXL88fHlxx1gAXWhnCCEFOjGTT">https://1drv.ms/v/s!AvjXL88fHlxx1gAXWhnCCEFOjGTT</a>



<p>3.8.3 Where practical usage or further testing indicates that any of the above forms of technology cannot reliably provide accurate and timely information, then it may be removed prior to or during a match. The final decision regarding the technology to be used in a given match shall be taken by the ICC Match Referee in consultation with the ICC Technical Official, ICC management and the competing teams' governing bodies.</p>	
<p><b>3.9 Combining Umpire Review with Player Review</b></p> <p>3.9.1 If an Umpire Review (under paragraph 2) and a request for a Player Review (under paragraph 3) are made following the same delivery but relating to separate modes of dismissal, the following process shall apply.</p> <p>3.9.2 The Umpire Review shall be carried out prior to the Player Review if all of the following conditions apply:</p> <p>3.9.2.1 The Player Review has been requested by the fielding side</p> <p>3.9.2.2 The Umpire Review and the Player Review both relate to the dismissal of the same batsman</p> <p>3.9.2.3 If the batsman is out, the number of runs scored from the delivery would be the same for both modes of dismissal</p> <p>3.9.2.4 If the batsman is out, the batsman on strike for the next delivery would be the same for both modes of dismissal.</p> <p>3.9.3 If the Umpire Review leads the third umpire to make a decision of Out, then this shall be displayed in the usual manner and the Player Review shall not be undertaken. If the Umpire Review results in a Not out decision, then the third umpire shall make no public decision but shall proceed to address the request for a Player Review.</p> <p>3.9.4 For illustration, following an LBW appeal which is given Not out by the bowler's end umpire, the striker sets off for a run, is sent back and there is an appeal for his run out. The players request that the LBW decision is reviewed and the umpires request that the run out be reviewed. The four criteria above are satisfied, so the run out referral is determined first. Should the appeal for run out be Out, then there is no requirement for the LBW review to take place.</p> <p>3.9.5 In all other circumstances, the incidents shall be addressed in chronological order. If the conclusion from the first incident is that a batsman is dismissed, then the ball would be deemed to have become dead at that point, rendering investigation of the second incident unnecessary.</p>	<p>3.9.2. – The following four questions all answered with a yes means the Umpire review will be taken first:</p> <ol style="list-style-type: none"> <li>1. Fielding side making the appeal.</li> <li>2. Both reviews pertain to same batsman</li> <li>3. If either review is taken – the number of runs scored should the batsman be out would be the same.</li> <li>4. If either review is taken – and the batsman is out – the next delivery will be faced by the same batsman.</li> </ol> <p><b>If not: take chronological order i.e. what came first.</b></p> <p>Example 1: The striker is hit on the pads – appeal – not out - starts to run and is sent back. Wicket is put down at wicket-keeper end with striker trying to get back. Appeal! For Run out. Fielding Captain is also reviewing the LBW within 15 seconds. Striker's end goes up to TV for Run out. Bowler's end umpire goes up to TV for LBW. Take Run out (Umpire Review) first since all four questions answered with a YES.</p> <p>Example 2: Striker hit on the pads – appeal – not out – starts to run, non-striker responds – wicket is broken at bowler's end with striker diving to make his ground at that end. Appeal! For Run out and Fielding Captain is reviewing the LBW. Take LBW (chronological order) first since Ques 4 would have to be answered with a NO.</p>
<p><b>4 Interpretation of Playing Conditions</b></p>	

<p>4.1 When using a replay to determine the moment at which the wicket has been put down (as per clause 29.1), the third umpire shall deem this to be the first frame in which one of the bails is shown (or can be deduced) to have lost all contact with the top of the stumps and subsequent frames show the bail permanently removed from the top of the stumps.</p> <p>4.2 Where LED Wickets are used (as provided for in paragraph 3.8.1.6) the moment at which the wicket has been put down (as per clause 29.1) shall be deemed to be the first frame in which the LED lights are illuminated and subsequent frames show the bail permanently removed from the top of the stumps.</p>	<p>4.1. &amp; 4.2 - When using LED wickets, it is only when the bails light up that it indicates the wicket has been broken, i.e. a bail has lost complete contact with the stump at both of its ends.</p> <p>Just a reminder that the LED bails will light up independently, but both stumps will illuminate when one bail is removed. Zing bails once illuminated, will remain illuminated for at least 4 -5 seconds. This means that if a zing bail that has broken contact with both groves of the stumps, lights up but then falls back on to a stationary position on top of the stumps, it will stay lit up, and if then only the wicket is put down, the TV umpire must ensure he has visuals of the bail completely free of the stumps before he makes up his mind that the wicket is fairly down.</p>
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**Appendices to ICC One Day International Match Playing Conditions**  
**(incorporating the 2017 Code of the MCC Laws of Cricket)**

- A. Definitions
- B. Equipment
  - 1. The bat
  - 2. The wickets
  - 3. Wicket-keeping gloves
- C. The venue
  - 1. The pitch and the creases
  - 2. Advertising on grounds, perimeter boards and sight-screens
  - 3. Markings on outfield
- D. Decision Review System (DRS) and Third Umpire Protocol
- E. Calculations
- F. Use of Electronic Communications Equipment
- G. Super Over Procedure

## Appendix A

### Definitions

#### 1 The match

- 1.1 **The game** is used in these Playing Conditions as a general term meaning the Game of Cricket.
- 1.2 **A match** is a single One Day International between two teams, played under these Playing Conditions.
- 1.3 **ODI** is an abbreviation for One Day International.
- 1.4 **CWC Super League** is the ICC Men's Cricket World Cup Super League.
- 1.5 **The toss** is the toss for choice of innings.
- 1.6 **Before the toss** is at any time before the toss on the day the match is expected to start.
- 1.7 **Before the match** is at any time before the toss, not restricted to the day of the match.
- 1.8 **During the match** is at any time after the toss until the conclusion of the match, whether play is in progress or not.
- 1.9 **Playing time** is any time between the call of Play and the call of Time. See clauses **Error! Reference source not found.** (Call of Play) and **Error! Reference source not found.** (Call of Time).
- 1.10 **Conduct of the match** includes any action relevant to the match at any time.
- 1.11 **Ground Authority** is the entity responsible for the selection and preparation of the pitch and other functions relating to the hosting and management of the match, including any agents acting on their behalf (including but not limited to the curator or other ground staff).
- 1.12 **Home Board** is the ICC member responsible for the home team and the hosting of the match.
- 1.13 **Visiting Board** is the ICC member responsible for the visiting team.
- ~~1.14 A **Reserve Day** is, where scheduled, an additional day for the completion of the match.~~
- 1.15 **A Super Over** is the procedure for determining the winning team in a tied match, as set out in Appendix G.
- 1.16 **DLS** is the Duckworth/Lewis/Stern method for determining the target score for the team batting second in an interrupted match, details of which are set out on the ICC website.
- 1.17 **The Spirit of Cricket** refers to the values of respect and fair play that underpin the game of cricket, as set out in the Preamble to these Playing Conditions.
- 1.18 **The ICC Code of Conduct** is the ICC Code of Conduct for Players and Player Support Personnel, as amended from time to time.

#### 2 Implements and equipment

- 2.1 **Implements used in the match** are the bat, the ball, the stumps and balls.

- 2.2 **External protective equipment** is any visible item of apparel worn for protection against external blows.
- For a batsman, items permitted are a protective helmet, external leg guards (batting pads), batting gloves and, if visible, forearm guards.
- For a fielder, only a protective helmet is permitted, except in the case of a wicket-keeper, for whom wicket-keeping pads and gloves are also permitted.
- 2.3 **A protective helmet** is headwear made of hard material and designed to protect the head or the face or both, which shall (in line with the Clothing and Equipment Regulations) be certified to BS7928:2013. For the purposes of interpreting these Playing Conditions, such a description will include faceguards.
- 2.4 **Equipment** – a batsman’s equipment is his bat as defined above, together with any external protective equipment he is wearing.
- A fielder’s equipment is any external protective equipment that he is wearing.
- 2.5 **The bat** – the following are to be considered as part of the bat:
- the whole of the bat itself.
  - the whole of a glove (or gloves) worn on the hand (or hands) holding the bat.
  - the hand (or hands) holding the bat, if the batsman is not wearing a glove on that hand or on those hands.
- 2.6 **Held in batsman’s hand.** Contact between a batsman’s hand, or glove worn on his hand, and any part of the bat shall constitute the bat being held in that hand.

### 3 The playing area

- 3.1 **The field of play** is the area contained within the boundary.
- 3.2 **The square** is a specially prepared area of the field of play within which the match pitch is situated.
- 3.3 **The outfield** is that part of the field of play between the square and the boundary.

### 4 Positioning

- 4.1 **Behind the popping crease** at one end of the pitch is that area of the field of play, including any other marking, objects and persons therein, that is on that side of the popping crease that does not include the creases at the opposite end of the pitch. **Behind**, in relation to any other marking, object or person, follows the same principle. See the diagram in paragraph 13.
- 4.2 **In front of the popping crease** at one end of the pitch is that area of the field of play, including any other marking, objects and persons therein, that is on that side of the popping crease that includes the creases at the opposite end of the pitch. **In front of**, in relation to any other marking, object or person, follows the same principle. See the diagram in paragraph 13.
- 4.3 **The striker’s end** is the place where the striker stands to receive a delivery from the bowler only insofar as it identifies, independently of where the striker may subsequently move, one end of the pitch.
- 4.4 **The bowler’s end** is the end from which the bowler delivers the ball. It is the other end of the pitch from the striker’s end and identifies that end of the pitch that is not the striker’s end as described in paragraph 4.3.

- 4.5 **The wicket-keeper's end** is the same as the striker's end as described in paragraph 4.3.
- 4.6 **In front of the line of the striker's wicket** is in the area of the field of play in front of the imaginary line joining the fronts of the stumps at the striker's end; this line to be considered extended in both directions to the boundary. See paragraph 4.2.
- 4.7 **Behind the wicket** is in the area of the field of play behind the imaginary line joining the backs of the stumps at the appropriate end; this line to be considered extended in both directions to the boundary. See paragraph 4.1.
- 4.8 **Behind the wicket-keeper** is behind the wicket at the striker's end, as defined above, but in line with both sets of stumps and further from the stumps than the wicket-keeper.
- 4.9 **Off side/on (leg) side** – see diagram in paragraph 13.
- 4.10 **Inside edge** is the edge on the same side as the nearer wicket.

## 5 Umpires and decision-making

- 5.1 **Umpire** – where the description **the umpire** is used on its own, it always means 'the bowler's end umpire' though this full description is sometimes used for emphasis or clarity. Similarly **the umpires** always means both umpires and the third umpire. **An umpire** and **umpires** are generalised terms. Otherwise, a fuller description indicates which one of the umpires is specifically intended. Each umpire will be bowler's end umpire and striker's end umpire in alternate overs.
- 5.2 **Bowler's end umpire** is the umpire who is standing at the bowler's end (see paragraph 4.4) for the current delivery.
- 5.3 **Striker's end umpire** is the umpire who is standing at the striker's end (see paragraph 4.3), to one side of the pitch or the other, depending on his/her choice, for the current delivery.
- 5.4 **On-field umpires** shall mean, collectively, the bowler's end umpire and the striker's end umpire.
- 5.5 **Third umpire** is the umpire who may use television evidence and other available technology in order review a decision of the on-field umpires, either by way of an Umpire Review or a Player Review under the protocol set out in Appendix D. **The third umpire shall also determine No balls under clause 21.5 (Fair delivery – the feet). In matches where the TV umpire shall determine the fairness of the foot landing behind the popping crease shall be herein called Auto No Ball (ANB)**
- 5.6 **Umpires together agree** applies to decisions which the umpires are to make jointly, independently of the players.
- 5.7 **Decision Review System** or **DRS** is the process covered by the Decision Review System and Third Umpire Protocol set out in Appendix D, under which the third umpire may be consulted in relation to a decision of the on-field umpires, either by way of an Umpire Review or a Player Review.
- 5.8 **Player Review** is the process set out in Appendix D by which a player may request a review of any decision taken by the on-field umpires concerning whether or not a batsman is dismissed (with the exception of 'Timed out').
- 5.9 **Umpire Review** is the process set out in Appendix D by which an on-field umpire has the discretion to refer a decision to the third umpire or, under certain circumstances, to consult with the third umpire before making a decision.
- 5.10 **Soft Signal** is the visual communication by the bowler's end umpire to the third umpire (accompanied by additional information via two-way radio where necessary) of his/her initial on-field decision prior to initiating an Umpire Review.

- 5.11 **Umpire's Call** is the concept within the DRS under which the on-field decision of the bowler's end umpire shall stand, which shall apply under the specific circumstances set out in paragraphs 3.4.5 and 3.4.6 of Appendix D, where the ball-tracking technology indicates a marginal decision in respect of either the Impact Zone or the Wicket Zone.
- 5.12 The **Pitching Zone** as used in the DRS is a two dimensional area on the pitch between both sets of stumps with its boundaries consisting of the base of both sets of stumps and a line between the outside of the outer stumps at each end.
- 5.13 The **Impact Zone** as used in the DRS is a three dimensional space extending between both sets of stumps to an indefinite height vertically and with its boundaries consisting of the base of the stumps and the outside of the outer stumps at each end.
- 5.14 The **Wicket Zone** as used in the DRS is a two dimensional area with its boundaries consisting of the outside of the outer stumps, the base of the stumps, and the lower edge of the bails.
- 5.15 A **Fair Catch** is a catch that has been taken cleanly by the fielder in accordance with clause 33.
- 5.16 A **Bump Ball** is where the ball has made contact with the ground shortly after making contact with the striker's bat.
- ~~5.17 The **Elite Panel** is the group of umpires contracted to the ICC to officiate in international cricket.~~
- ~~5.18 The **International Panel** is the group of umpires nominated by the ICC's full members in accordance with clause 2.1.3 of the Playing Conditions.~~

## 6 Batsmen

- 6.1 **Batting side** is the side currently batting, whether or not play is in progress.
- 6.2 **Member of the batting side** is one of the players nominated by the captain of the batting side, or any authorised replacement for such nominated player.
- 6.3 **A batsman's ground** – at each end of the pitch, the whole area of the field of play behind the popping crease is the ground at that end for a batsman.
- 6.4 **Original end** is the end where a batsman was when the ball came into play for that delivery.
- 6.5 **Wicket he has left** is the wicket at the end where a batsman was at the start of the run in progress.
- 6.6 **Guard position** is the position and posture adopted by the striker to receive a ball delivered by the bowler
- 6.7 For the purposes of these Playing Conditions, waist height is defined as the point at which the top of the batsman's trousers would conventionally be when he is standing upright at the popping crease.

## 7 Fielders

- 7.1 **Fielding side** is the side currently fielding, whether or not play is in progress.
- 7.2 **Member of the fielding side** is one of the players nominated by the captain of the fielding side, or any authorised replacement or substitute for such nominated player.
- 7.3 **Fielder** is one of the 11 or fewer players who together represent the fielding side on the field of play. This definition includes not only both the bowler and the wicket-keeper but also nominated players who are legitimately on the field of play, together with players legitimately acting as substitutes for absent

nominated players. It excludes any nominated player who is absent from the field of play, or who has been absent from the field of play and who has not yet obtained the umpire's permission to return.

A player going briefly outside the boundary in the course of discharging his duties as a fielder is not absent from the field of play nor, for the purposes of clause 24.2 (Fielder absent or leaving the field of play), is he to be regarded as having left the field of play.

## 8 Substitutes and Concussion Replacements

- 8.1 A **Substitute** is a player who takes the place of a fielder on the field of play, but does not replace the player for whom he substitutes on that side's list of nominated players. A substitute's activities are limited to fielding.
- 8.2 A Concussion Replacement is a player who takes the place of a player who has been replaced in accordance with the process set out in clause 1.2.7, and who for the remainder of the match replaces that player on that side's list of nominated players, being able to take a full part in the match (subject to such restrictions as may be imposed by the ICC Match Referee in accordance with clause 1.2.7.4
- 8.3 A Concussion Replacement Request is the notification made to the ICC Match Referee in accordance with the process set out in clause 1.2.7.3
- 8.4 The Team Medical Representative is the individual designated as having responsibility for the assessment of any head or neck injury sustained by a player as set out in clause 1.2.7.2

## 9 Bowlers

- 9.1 **Over the wicket / round the wicket** – If, as the bowler runs up between the wicket and the return crease, the wicket is on the same side as his bowling arm, he is bowling over the wicket. If the return crease is on the same side as his bowling arm, he is bowling round the wicket.
- 9.2 **Delivery swing** is the motion of the bowler's arm during which he normally releases the ball for a delivery.
- 9.3 **Delivery stride** is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride. The stride after the delivery stride is completed when the next foot lands, i.e. when the back foot of the delivery stride lands again.
- 9.4 The **Illegal Bowling Regulations** are the ICC's regulations governing Illegal Bowling Actions.
- 9.5 An **Illegal Bowling Action** is a bowling action where a bowler's Elbow Extension exceeds 15 degrees, measured from the point at which the bowling arm reaches the horizontal until the point at which the ball is released (any Elbow Hyperextension shall be discounted for the purposes of determining an Illegal Bowling Action).
- 9.6 **Elbow Extension** means the motion that occurs when a bowler's arm moves from a flexed (bent) position at the elbow, to a more extended (straight) position (full Elbow Extension occurs when the arm is straight).
- 9.7 **Elbow Hyperextension** is the motion that occurs when a bowler's elbow extends beyond the straight position.
- 9.8 The **ICC Bowling Action Report Form** is the form provided for by Article 3 of the Illegal Bowling Regulations, by which an umpire and/or the ICC Match Referee may submit a report relating to a suspected Illegal Bowling Action.



## 10 The ball

- 10.1 **The ball is struck/strikes the ball** unless specifically defined otherwise, mean 'the ball is struck by the bat'/'strikes the ball with the bat'.
- 10.2 **Rebounds directly/strikes directly** and similar phrases mean 'without contact with any fielder' but do not exclude contact with the ground.
- 10.3 **Full-pitch** describes a ball delivered by the bowler that reaches or passes the striker without having touched the ground. Sometimes described as non-pitching.

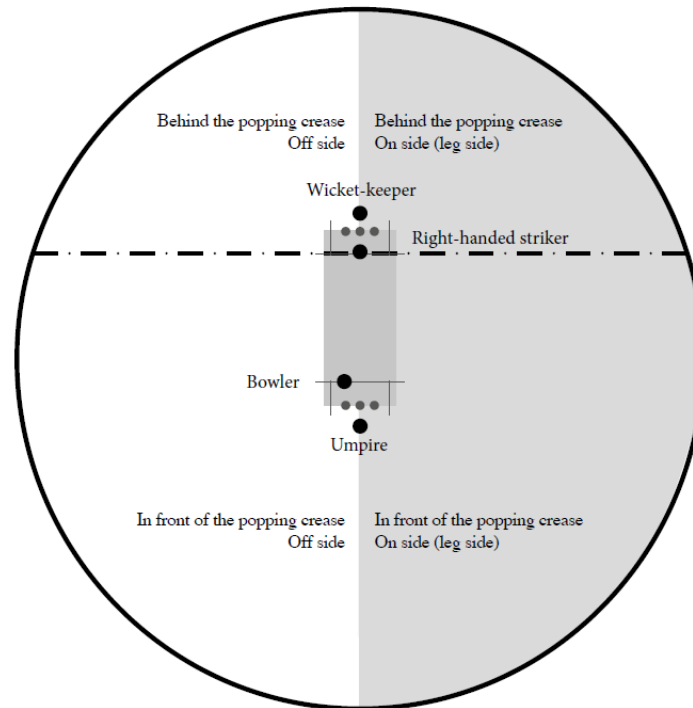
## 11 Runs

- 11.1 **A run to be disallowed** is one that in these Playing Conditions should not have been taken. It is not only to be cancelled but the batsmen are to be returned to their original ends.
- 11.2 **A run not to be scored** is one that is not illegal but is not recognised as a properly executed run. It is not a run that has been made, so the question of cancellation does not arise. The loss of the run so attempted is not a disallowance and the batsmen will not be returned to their original ends on that account.

## 12 The person

- 12.1 **Person**; A player's person is his physical person (flesh and blood) together with any clothing or legitimate external protective equipment that he is wearing except, in the case of a batsman, his bat.
  - A hand, whether gloved or not, that is not holding the bat is part of the batsman's person.
  - No item of clothing or equipment is part of the player's person unless it is attached to him.
  - For a batsman, a glove being held but not worn is part of his person.
  - For a fielder, an item of clothing or equipment he is holding in his hand or hands is not part of his person.
- 12.2 **Clothing** – anything that a player is wearing, including such items as spectacles or jewelry, that is not classed as external protective equipment is classed as clothing, even though he may be wearing some items of apparel, which are not visible, for protection. A bat being carried by a batsman does not come within this definition of clothing.
- 12.3 **Hand** for batsman or wicket-keeper shall include both the hand itself and the whole of a glove worn on the hand.

### 13 Off side / on side; in front of / behind the popping crease.



## Appendix B

### Equipment

# 1 The Bat

## 1.1 General guidance

1.1.1 **Measurements** - All provisions in paragraphs 1.2 to 1.6 below are subject to the measurements and restrictions stated in the Playing Conditions and this Appendix.

1.1.2 **Adhesives** – Throughout, adhesives are permitted only where essential and only in minimal quantity.

## 1.2 Specifications for the Handle

1.2.1 One end of the handle is inserted into a recess in the blade as a means of joining the handle and the blade.

This lower portion is used purely for joining the blade and the handle together. It is not part of the blade but, solely in interpreting paragraphs 1.3 and 1.4 below, references to the blade shall be considered to extend also to this lower portion of the handle where relevant.

1.2.2 The handle may be glued where necessary and bound with twine along the upper portion.

Providing clause 5.5 is not contravened, the upper portion may be covered with materials solely to provide a surface suitable for gripping. Such covering is an addition and is not part of the bat, except in relation to clause 5.6. The bottom of this grip should not extend below the point defined in paragraph 1.2.4 below.

Twine binding and the covering grip may extend beyond the junction of the upper and lower portions of the handle, to cover part of the shoulders of the bat as defined in paragraph 1.3.1.

No material may be placed on or inserted into the lower portion of the handle other than as permitted above together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.

1.2.3 **Materials in handle** – As a proportion of the total volume of the handle, materials other than cane, wood or twine are restricted to one-tenth. Such materials must not project more than 3.25 in/8.26 cm into the lower portion of the handle

1.2.4 **Binding and covering of handle** – The permitted continuation beyond the junction of the upper and lower portions of the handle is restricted to a maximum, measured along the length of the handle, of

2.5 in/6.35 cm in for the twine binding

2.75 in/6.99 cm for the covering grip.

## 1.3 Specifications for the Blade

1.3.1 The blade has a face, a back, a toe, sides and shoulders

- 1.3.1.1 The face of the blade is its main striking surface and shall be flat or have a slight convex curve resulting from traditional pressing techniques. The back is the opposite surface.
- 1.3.1.2 The shoulders, sides and toe are the remaining surfaces, separating the face and the back.
- 1.3.1.3 The shoulders, one on each side of the handle, are along that portion of the blade between the first entry point of the handle and the point at which the blade first reaches its full width.
- 1.3.1.4 The toe is the surface opposite to the shoulders taken as a pair.
- 1.3.1.5 The sides, one each side of the blade, are along the rest of the blade, between the toe and the shoulders.
- 1.3.2 No material may be placed on or inserted into the blade other than as permitted in paragraph 1.2.4, paragraph 1.3.3, and clause 5.4 together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.
- 1.3.3 **Covering the blade.** Bats shall have no covering on the blade except as permitted in clause 5.4.  
Any materials referred to above, in clause 5.4 and paragraph 1.4 below, are to be considered as part of the bat, which must still pass through the gauge as defined in paragraph 1.6.

#### **1.4 Protection and repair**

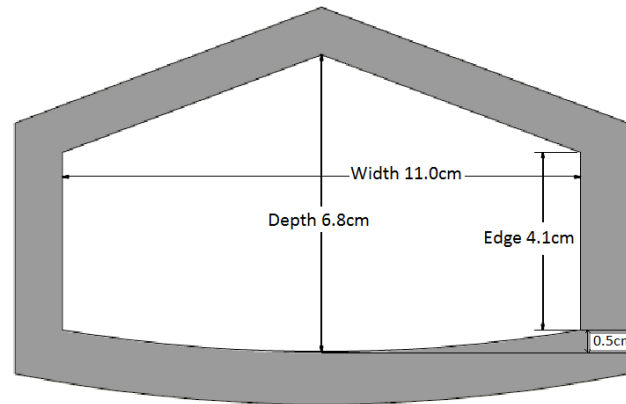
- 1.4.1 The surface of the blade may be treated with non-solid materials to improve resistance to moisture penetration and/or mask natural blemishes in the appearance of the wood. Save for the purpose of giving a homogeneous appearance by masking natural blemishes, such treatment shall not materially alter the colour of the blade.
- 1.4.2 Materials can be used for protection and repair as stated in clause 5.4 and are additional to the blade. Note however clause 5.6.  
Any such material shall not extend over any part of the back of the blade except in the case of clause 5.4.1 and then only when it is applied as a continuous wrapping covering the damaged area.  
The repair material shall not extend along the length of the blade more than 0.79 in/2.0 cm in each direction beyond the limits of the damaged area. Where used as a continuous binding, any overlapping shall not breach the maximum of 0.04 in/0.1 cm in total thickness.  
The use of non-solid material which when dry forms a hard layer more than 0.004 in/0.01 cm in thickness is not permitted.
- 1.4.3 Permitted coverings, repair material and toe guards, not exceeding their specified thicknesses, may be additional to the dimensions above, but the bat must still pass through the gauge as described in paragraph 1.6.

#### **1.5 Commercial identifications**

Such identifications shall comply with the restrictions set out in the Clothing and Equipment Regulations in relation to the size and position of marks and logos.

## 1.6 Bat Gauge

All bats must meet the specifications defined in clause 5.7. They must also, with or without protective coverings permitted in clause 5.4, be able to pass through a bat gauge, the dimensions and shape of which are shown in the following diagram:



### Dimensions of aperture

Total depth: 2.68 in/6.8 cm

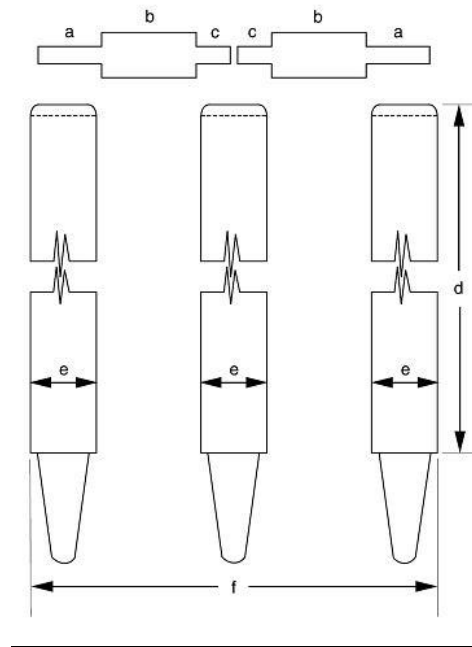
Width: 4.33 in/11.0 cm

Edge: 1.61 in/4.1 cm

Curve: 0.20 in/0.5 cm

Note: The curve of the lower edge of the aperture is an arc of a circle of radius 12.0 in/30.5 cm, whose centre is on the vertical centre line of the aperture.

## 2 The wickets



### 2.1 Bails

Overall 4.31 in / 10.95 cm

a = 1.38 in / 3.50 cm

b = 2.13 in / 5.40 cm

c = 0.81 in / 2.06 cm

### 2.2 Stumps

Height (d) = 28 in / 71.1 cm

Diameter (e) - maximum = 1.5 in / 3.81 cm; minimum = 1.38 in / 3.50 cm

### 2.3 Overall

Width (f) of wicket 9 in / 22.86 cm

### 3 Wicket-keeping gloves

#### 3.1 The images below illustrate the requirements of clause 27.2 in relation to:

- no webbing between the fingers;
- a single piece of non-stretch material between finger and thumb as a means of support; and
- when a hand wearing the glove has the thumb fully extended, the top edge being taut and not protruding beyond the straight line joining the top of the index finger to the top of the thumb.

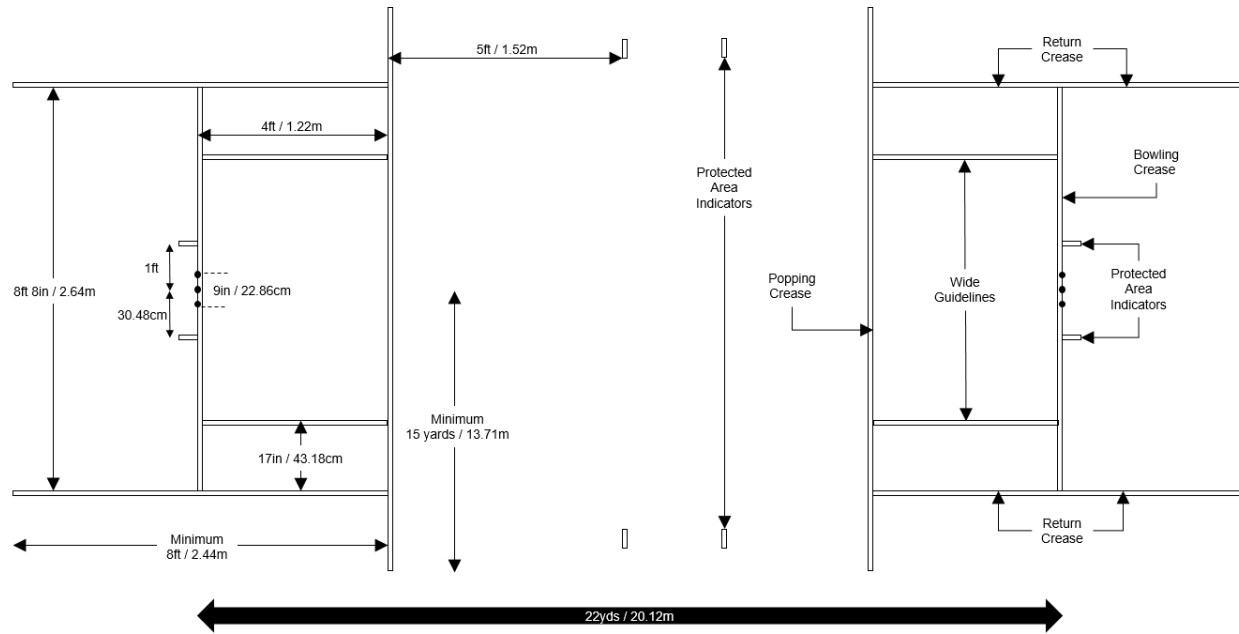


#### 3.2 Note also the requirement for wicket-keeping gloves to comply with the Clothing and Equipment Regulations in relation to the size and position of marks and logos.

## Appendix C

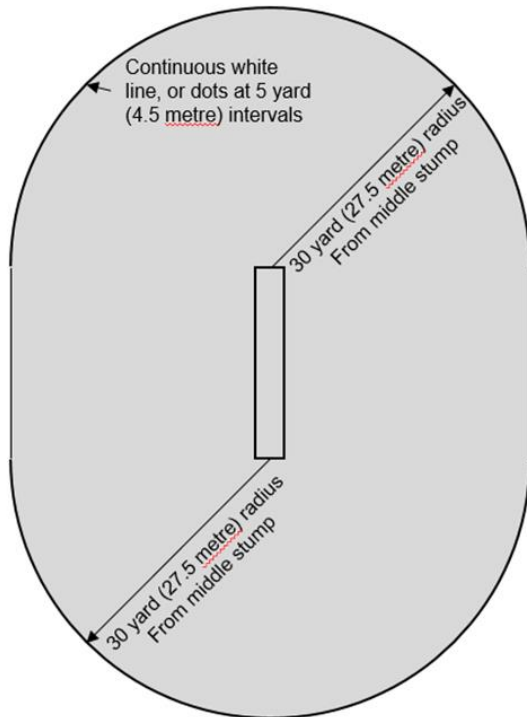
### The venue

#### 1 The pitch and the creases





## 2 Restriction on the placement of fielders



## 3 Advertising on grounds, perimeter boards and sight-screens

### 3.1 Advertising on grounds

3.1.1 The logos on outfields are to be positioned as follows:

- (a) Behind the stumps – a minimum of 25.15 yards (23 meters) from the stumps.
- (b) Midwicket/cover area – no advertising to be positioned within 30 yards (27.50 meters) of the centre of the pitch being used for the match.

3.1.2 Note: Advertising closer to the stumps as set out above which is required to meet 3D requirements for broadcasters may be permitted, subject to prior ICC approval having been obtained.

## **3.2 Perimeter boards**

- 3.2.1 Advertising on perimeter boards placed in front of the sight-screens is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball.
- 3.2.2 Advertising on perimeter boards behind the stumps at both ends shall not contain moving, flashing or flickering images and operators should ensure that the images are only changed or moved at a time that will not be distracting to the players or the umpires.
- 3.2.3 The brightness of any electronic images shall be set at a level so that it is not a distraction to the players or umpires.

## **3.3 Sight-screens**

- 3.3.1 Sight-screens shall be provided at both ends of all grounds.
- 3.3.2 Advertising shall be permitted on the sight-screen behind the striker, providing it is removed for the subsequent over from that end.
- 3.3.3 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.

## **4 Markings on outfield**

With the permission of the Ground Authority, a bowler may use paint to make a small marking on the outfield for the purposes of identifying their run-up. Paint used for this purpose shall be any colour other than white.

## Appendix D

## Appendix E

### Calculations

**Table 1: Calculation sheet for use when a delay or interruptions occur in the First Innings**

#### Time

Net playing time available at start of the match	420 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 places)	_____ (H)
Max overs per team [H/2] (round up fractions)	_____ (I)
Maximum overs per bowler [I / 5]	_____

**Duration of 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> Powerplay Overs** \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

#### **Rescheduled Playing Hours**

First session to commence or recommence	_____ (J)
Length of innings [I x 4.2] (round up fractions)	_____ (K)
Rescheduled first innings cessation time [J + (K – B)]	_____ (L)
Length of interval	_____ (M)

Second innings commencement time [L + M] \_\_\_\_\_ (N)

Rescheduled second innings cessation time [N + K] \_\_\_\_\_ \*(O)

\* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying clause 13.7.2. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

**Table 2: Calculation sheet to check whether an interruption during the First Innings should terminate the innings**

Proposed re-start time \_\_\_\_\_ (P)

Rescheduled cut-off time allowing for full use of any extra time provision \_\_\_\_\_ (Q)

Minutes between P and Q \_\_\_\_\_ (R)

Potential overs to be bowled [R / 4.2] (round up fractions) \_\_\_\_\_ (S)

Number of complete overs faced to date in first innings \_\_\_\_\_ (T)

If S is greater than T then revert to Table 1

If S is less than or equal to T then the first innings is terminated - go to Table 3

**Table 3: Calculation sheet for the start of the Second Innings**

Maximum overs to be bowled:

(If first innings was terminated, S from Table 2) \_\_\_\_\_ (A)

Scheduled length of innings: [A x 4.2] (round up fractions) \_\_\_\_\_ (B)

Start time \_\_\_\_\_ (C)

Scheduled cessation time [C + B] \_\_\_\_\_ (D)

Overs per bowler and fielding restrictions

Maximum overs per bowler [A / 5] \_\_\_\_\_ overs

**Duration of 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> Powerplay Overs** \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**Table 4: Calculation sheet for use when interruption occurs after the start of the Second Innings**

Time

Time at start of innings	_____ (A)
Time at start of interruption	_____ (B)
Time innings in progress	_____ (C)
Restart time	_____ (D)
Length of interruption [D – B]	_____ (E)
Additional time available: (Any unused provision for ‘Extra Time’ or for earlier than scheduled start of second innings)	_____ (F)
Total playing time lost [E – F]	_____ (G)

Overs

Maximum overs at start of innings	_____ (H)
Overs lost [G / 4.2] (rounded down)	_____ (I)
Adjusted maximum length of innings [H – I]	_____ (J)
Rescheduled length of innings [J x 4.2 rounded up]	_____ (K)
Amended cessation time of innings [D + (K – C)]	_____ (L)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [J / 5]	_____ overs
Duration of Powerplay overs (initial, batting side)	_____ + _____ overs

-

**Appendix F**  
**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.

## Application of the Reserve Day

The hours of play on the Reserve Day shall be the same as on the scheduled day for the match (including the extra time provision).

If play is interrupted on the scheduled day, the umpires shall use the available extra time and, if necessary, reduce the number of overs to try to achieve a result on that day.

Each team must have had the opportunity to bat for a minimum of 20 overs for a result to be achieved. If play has not resumed by the cut-off time required to allow the minimum number of overs to be bowled to achieve a result on the scheduled day, play shall be abandoned for the day and the Reserve Day shall be used to complete the match.

On the Reserve Day, play shall recommence under the same assumption that the last ball was bowled on the scheduled day.

The match starts when the coin toss takes place and teams are exchanged. If the toss occurs on the scheduled day and there is no play thereafter, the result of the toss and the named teams shall be carried through to the Reserve Day.

In making their decisions in relation to ground, weather and light, the umpires shall aim to maximize play on the scheduled day of the match in order to achieve a result on that day, as if there was no Reserve Day available.

The treatment of the pitch on the Reserve Day by the Ground Authority shall be as follows:

- Covering and removal of covers — as for the scheduled day of the match under clause 10 of the Playing Conditions; and
- Mowing and rolling — as for Day 2 of a Test Match, under clause 9 of the ICC Test Match Playing Conditions.

Example 1: Match starts at 50 overs per side and there is an interruption at 19 overs. Overs are reduced to 46 overs per side and play is about to resume. Before another ball is bowled it rains and play is abandoned for the day. As the match did not resume under the revised overs, the match should continue on the Reserve Day at the original 50 overs per side with the overs reduced if necessary during the Reserve Day.

Example 2: The same start as in example 1 i.e. match starts at 50 overs per side and there is an interruption at 19 overs. Overs are reduced to 46 overs per side and play is about to resume. This time, play starts and after an over has been bowled it rains and play is abandoned for the day. As the match has resumed, it is continued on the Reserve Day at 46 overs per side with the overs further reduced if necessary during the Reserve Day.

Example 3: It is a 50-over per side game. Play is not possible due to early morning rain. Finally play is scheduled to start as a 20-over per side game. Nominations are made and the toss takes place. However, after that play does not become possible due to further rain. Players come back the next day. Play starts on time. It now becomes a 50-over per side game.



## **Appendix G**

### **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.~~

## Appendix G Super Over Procedure

The following procedure shall apply where the Playing Conditions provide for a Super Over to determine the winner of a tied match. Other than where expressly stated in this Appendix (or by necessary implication), all relevant Playing Conditions for the match shall apply to the Super Over.

1. A Super Over involves each team facing an over of six balls (unless ended earlier as provided for in paragraph 2), and the winner shall be the team scoring the greater number of runs, irrespective of the number of wickets lost.
2. The loss of two wickets shall end the batting team's one over innings.
3. If the Super Over is a tie, subsequent Super Overs shall be played until a winner is determined. Other than in exceptional circumstances (as set out in paragraph 25 below), an unlimited number of Super Overs may be played where necessary to determine a result.
4. Subject to weather conditions, the Super Over shall take place on the scheduled day of the match at a time to be determined by the ICC Match Referee. In normal circumstances it shall commence 5 minutes after the conclusion of the match.
5. The Super Over shall be played until completion, but if there are any delays or interruptions during the Super Over, extra time (taken from the start of the first Super Over) is allocated to complete the Super Over or any subsequent Super Overs. The amount of extra time allocated to the Super Over is the greater of;
  - a) the gap between the time at which the match ended and the time the original match would have been scheduled to finish had the entire extra time provision been utilized, or
  - b) 20 minutes.
6. Should play be delayed prior to or during the Super Over(s) once the playing time lost exceeds the extra time allocated, the Super Over(s) shall be abandoned (see paragraph 24 below).
7. The Super Over shall take place on the pitch allocated for the match, unless otherwise determined by the umpires in consultation with the Ground Authority and the ICC Match Referee.
8. Only nominated players in the match (including Concussion Replacements) may participate in the Super Over.
9. Any penalty time being served in the match shall be carried forward to the Super Over. This includes any bowling warnings which will also be carried i.e. beamer, excessive bouncers per over, running in the protected area etc.
10. The umpires shall stand at the same end at which they finished the match.
11. The team batting second in the match shall bat first in the Super Over.
12. Each team shall be allowed to have one player review during the Super Over.

13. The captain of the fielding team (or his nominee) shall select the ball with which the fielding team shall bowl its over in the Super Over from the box of spare balls provided by the umpires (which shall include the balls used in the match, but no new balls). The team fielding second may then choose to use the same ball as chosen by the team bowling first or choose another ball from the same box. If the ball needs to be changed, the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.
14. The fielding side shall choose the end from which it is to bowl its one over.
15. The Super Over shall be played with the same fielding restrictions as would be applicable for the last over in an uninterrupted match.
16. The interval between the two overs in the Super Over shall be 5 minutes.

#### TIED SUPER OVER – REPEATING THE SUPER OVER

17. If the Super Over is tied, then subsequent Super Overs shall be played until there is a winner (subject to paragraph 25).
18. In normal circumstances any subsequent Super Over shall start 5 minutes after the previous Super Over ends.
19. The team batting second in the previous Super Over shall bat first in the subsequent Super Over.
20. The balls selected for use by each team in the previous Super Over shall be used again by the same team in any subsequent Super Over(s).
21. The fielding side shall bowl its over in a subsequent Super Over from the opposite end from which it bowled in the previous Super Over.
22. Any batsman dismissed in any previous Super Over shall be ineligible to bat in any subsequent Super Over. **Note: Once a batsman is dismissed in a Super over, he shall not be entitled to bat again in any further Super overs to determine the winner in that match until all other batsman themselves have been dismissed.**
23. Any bowler who bowled in the previous Super Over shall be ineligible to bowl in the subsequent Super Over. **Note: a bowler who bowled the previous Super over shall not be entitled to bowl the next only. (No bowler may bowl two consecutive overs in a match)**
24. In all other ways the procedure for a subsequent Super Over shall be the same as for the initial Super Over.

#### SUPER OVER UNABLE TO BE COMPLETED

25. Where the Super Over or subsequent Super Overs are abandoned for any reason prior to completion then the match shall be declared a tie and points allocated as in Clause 16.11.1.
26. In circumstances where there are unavoidable time constraints (for example, a requirement to switch off floodlights at a certain time) which do not allow the completion of multiple Super Overs, the ICC Match Referee may limit the number of possible Super Overs and shall advise both captains accordingly prior to the start of the first Super Over.

#### EXAMPLES - EXTRA TIME AVAILABLE FOR THE SUPER OVER

Example 1: The match is scheduled to finish at 10.20pm, with 60 minutes of extra time available to be used. The scheduled cut-off time if all the available extra time is used would be 11.20pm. The match runs over time and finishes in a tie at 10.35pm. The Super Over is scheduled to start 5 minutes later at 10.40pm. The extra time available to complete the Super Over would be 45 minutes (as per paragraph 5(a) above).

- The Super Over starts on time but is interrupted at 10.50pm for 10 minutes (leaving 35 minutes of extra time still available).
- Play resumes at 11.00pm with a tied Super Over occurring.
- The second super over is being played but is interrupted at 11.15pm.
- Play does not resume within 35 minutes (being the amount of extra time still available), therefore the Super Over procedure is abandoned, and the match is a tie.

Example 2: The same match is scheduled to finish at 10.20pm, but with 30 minutes of extra time available to be used. The scheduled cut-off time if all the available extra time is used would be 10.50pm. The match runs over time and finishes in a tie at 10.35pm. The Super Over is scheduled to start 5 minutes later at 10.40pm. The extra time available to complete the Super Over would be 20 minutes (as per paragraph 5(b) above).

## Appendix H

### 3RD UMPIRE - MONITORING FAIRNESS OF FRONT FOOT PROTOCOL - JULY 2020

#### Introduction

The 3rd Umpire is charged with the responsibility of monitoring the fairness of delivery (front foot) for each delivery. This document sets out a standardized process and clear guidelines related to monitoring the fairness of the front foot on every delivery. The material will assist with a consistent approach by using accurate and efficient communication.

The document is a supplement and should be read in conjunction with the TV Umpire Communication Protocols, TV Umpire Conclusive Evidence Protocol, WTC, CWC Super League and T20I Playing Conditions.

#### Protocols

The below elements are necessary for all front foot monitoring situations.

##### 1. On-Field Umpire

The On-Field Umpire **is not to call any front foot No-Balls** without the advice of the 3rd Umpire unless the side on cameras are unavailable (the 3rd Umpire is to advise 'bowler's end umpire immediately).

The On-Field Umpire can still watch the front foot placement as part of the regular umpiring routine - there is no forced implication to have to watch something else. (i.e. The Umpire can still see where the foot lands to know how close the bowler has delivered the ball to the stumps).

The On-Field Umpire will make decisions like LBW/Caught/Leg Byes/Boundaries/Wides in the usual way.

On receipt of an eligible and timely request for a Player Review, the On-Field Umpire will make the sign of a television with his/her hands in the usual way.

However, if at the moment of the Player Review, the third Umpire is still assessing the legitimacy of the delivery under Law 21.5, the sign will be delayed until the 3rd Umpire has advised that he/she is satisfied with the fairness of the front foot.

If a late no ball is communicated, the On-Field Umpire will revoke an 'out' decision and call and signal No Ball once advised he/she is on screen by the TV umpire.

The On-Field Umpire will need to adjust his/her position, e.g., move to stand on the line of bowler's run-up, when he/she is advised that the TV Umpire is checking the fairness of delivery to ensure play does not continue, particularly for slow bowlers.

The On-Field Umpire will need to introduce with clarity any player referral, i.e., what type of decision (LBW or caught), what the original decision was and what needs checking) as the 3rd Umpire may not be in a position to see the live delivery.

The On-Field umpires will need to communicate when there is a delay or stoppage to the play worthy of an allowance, again in case the 3rd Umpire may have missed it.

The On-Field Umpire should consider just delaying the call of 'over' if the last delivery is tight, as the 3rd Umpire may come through with a '*no-ball*' call' or '*checking front foot*', to prevent players being called back into position for another delivery.

With other signals already given - e.g., boundaries, byes, leg byes, over - add the No-Ball signal and repeat any other signals for clarity and completeness.

## **2. 3rd Umpire**

The 3rd Umpire will work very closely with the ICC Technician in the front foot monitoring aspects of the role.

The ICC Technician will provide the vision of the front foot landing for the 3rd Umpire from both side-on angles.

The 3rd Umpire will use technology to monitor every delivery bowled concerning front foot fairness.

The ICC Technician will be able to zoom up the front foot when requested by the 3rd Umpire in a close checking situation.

The 3rd Umpire will activate the countdown clock following an appeal (once ball is dead). As soon as possible, the fairness of delivery or if checking the front foot should be conveyed to the On-Field Umpire. This will influence the processing of player reviews.

The 3rd Umpire will advise the On-Field Umpire that the front foot is being checked for tight landings after the ball is dead- '*checking front foot*'. Once confirmed, advise On-Field accordingly.

The 3rd Umpire will always confirm the fairness of delivery (or otherwise) at an obvious dismissal, e.g. Bowled, caught, On-Field 'out' stumping decision.

The 3rd Umpire will call No Ball through to the On-Field Umpire if there is a front foot infringement, once the ball is dead.

The 3rd Umpire will apply conclusive evidence protocols as they do currently, and any benefit of the doubt is with the bowler.

The 3rd Umpire will advise the On-Field Umpire to call No ball through the Umpire's communication system and ensure the Umpire is on-screen before signalling.

Should at any time a technology failure prevents the 3rd Umpire from making a decision, the delivery shall be assumed to be fair, and the bowler's end Umpire should be advised that, until rectified, he should apply Law 21.5.

If the side-on camera goes down mid-run-up, the 3rd Umpire will advise Dead Ball. Then inform the On-Field Umpire to judge/call front foot as usual.

The 3rd Umpire needs to be aware of the end of over routine to ensure the right side on camera view is on screen for the front foot landing for the next over (co-operation with ICC Technician).

When the 3rd Umpire is processing a Player or Umpire Review, he/she should say following the introduction to the Director .... 'I have already checked, and it is a fair 'delivery' or words to that effect. This maintains integrity in the process and reiterates that it is the 3rd Umpire who is still checking the fairness of front foot delivery.

### **3. The Process of Consultation**

On receipt of an eligible and timely request for a Player Review, the On-Field Umpire will make the sign of a television with his hands in the usual way. However, if at the moment of the Player Review, the 3rd Umpire is still assessing the legitimacy of the delivery under Law 21.5 the sign will be delayed until the 3rd Umpire has advised that he is satisfied with the fairness of the front foot.

The 3rd Umpire should initially check whether the delivery is fair (all modes of No-Ball, except for front foot not behind the popping crease (since already checked) and (the bowler using an illegal action, [for clarity, a specific type of banned delivery can be reviewed and called No-Ball]) where appropriate advising the On-Field Umpire accordingly.

#### 4. No-Balls

Following any mode of dismissal that is not permitted off a No-Ball and which is not the subject of an Umpire or Player Review, if the On-Field Umpire is uncertain as to the fairness of the delivery, he shall be entitled to request the batsman to delay leaving the field and to check the fairness of the delivery (all modes of No-Ball except for front foot not behind the popping crease (since already checked), and (the bowler using an illegal action, [for clarity, a specific type of banned delivery can be reviewed and called No-Ball]) with the 3rd Umpire. Consultation with the 3rd Umpire shall be by way of two-way radio. If the delivery was not fair, the On-Field Umpire should indicate that the batsman is not-out and signal no-ball.

#### Points to Reiterate:

Following a dismissal - On-Field umpires are entitled to check **other forms** of No balls - back foot, above the waist, field restrictions, encroachments by 'fielders or wicket-keeper etc.

**Once the 3rd Umpire advises a front foot no-ball**, and should a dismissal have resulted from that delivery, any runs completed before the dismissal became effective, **shall not count** together with the run that has been crossed.

The ball is to be considered dead from the first dismissal, which could later be revoked by the discovery of the no-ball. Any **actions or runs attempted after the first dismissal** will not be considered should the ball be then judged as a no-ball.

Should the On-Field umpires initiate a request for a no-ball check (other than a front foot), then If a No-ball is called following the check by the 3rd Umpire, the batting side shall benefit from the reversal of the dismissal and the one run for the No-ball but **shall not benefit from any runs that may subsequently have accrued from the delivery had the On-Field Umpire originally called a No-ball**. Where the batsmen crossed while the ball was in the air before being caught,



the batsmen shall remain at the same ends as if the striker had been dismissed, but no runs shall be credited to the striker even if one (or more) runs were completed before the catch being taken.

Should a wide be called On-Field which is later judged to be a No-ball by 3rd Umpire - The No-ball will override the wide, and the batting side will incur the benefits of the No-ball after the wide is revoked.