



ICC Match Officials' ODI Almanac 2017/18

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

Effective 28th September 2017

ICC Men's ODI Playing Conditions

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THE PREAMBLE – THE SPIRIT OF CRICKET

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

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires 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. 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, 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-Racism 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 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. 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').	<p>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).</p> <p>Please note for ODI's it is 11 players plus 4 substitutes</p> <p>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, the opposition Captain needs to consent to a replacement player.</p> <p>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. Consent is either given or it is not – as long as the replacement player is eligible to play and consent to a replacement is given, he can play in the XI.</p> <p>1.2.2 Only nominated substitutes may act as substitute fielders during the match unless allowed by Match Referee in exceptional circumstances.</p> <p>Playing Condition (P/C) Clause 1.2.3 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.</p> <p>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, <u>after the toss,</u> 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. (<u>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.</u>).</p> <p>Note however, a player suspended is allowed to enter the player's dressing room provided it is not situated within 1.2.5.2. If the dugout is so situated, he may not enter and remain in it.</p>

1.3 Captain	
<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>1.3.4 Each Member Board must nominate its 'ODI Team Captain' to the ICC when appointed.</p> <p>1.3.5 If the 'ODI Team Captain' is not participating in a series, the relevant Home Board must nominate a replacement 'ODI Team Captain' for the series. The Home Board shall advise the series Match Referee.</p> <p>1.3.6 If the 'ODI Team Captain' plays in a match without being the nominated captain for that match, he will be deemed to be the captain should any penalties be applied for over rate breaches under the ICC Code of Conduct.</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>The Captain for the series should be confirmed at the pre series meeting and if he is not the Captain on the day of a match but still plays, he will be deemed responsible for over rate breaches should there be a charge. Should this situation arise, it is only the original Captain who is charged and not the Captain on the day. (Two players are not charged – only one).</p> <p>For clarity the member board should in writing inform the ICC and/or the match referee (if a late change) if the nominated captain has been changed in any format of the game.</p> <p>This Clause is to be applied as written even if the fielding Captain does not take the field at all due to an injury during the batting innings.</p>
1.4 Responsibility of captains 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 ODI umpires shall be followed as far as it is practicable to do so: <p>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 two hours before the scheduled start of the first day's play, and at least 1.5 hours before the scheduled start of play.</p> <p>2.1.2 The ICC shall establish an 'Elite Panel' of umpires who shall be contracted to the ICC.</p> <p>2.1.3 Each Full Member shall nominate from its panel of first class umpires up to four umpires to an 'International Panel'</p> <p>2.1.4 The ICC shall appoint one umpire to stand in each ODI match. Such umpire shall not be from the same country as the participating teams and shall be selected from the 'Elite Panel' or the 'International Panel'.</p> <p>2.1.5 The Home Board shall appoint one umpire to stand in each ODI. Such umpire shall be selected from its umpires on the Elite or International Panel.</p> <p>2.1.6 As early as possible before each ODI Match, the ICC will advise the Home Board of the names of its appointees and the Home Board will advise the Manager of the visiting team of all umpires' names.</p> <p>2.1.7 In ODI matches where the DRS is used, the ICC will appoint a third umpire who shall act as the emergency on-field umpire and officiate in regard to the DRS. Such third umpire shall not be from the same country as the participating teams and shall be appointed from the 'Elite Panel' or the 'International Panel'.</p>	

<p>2.1.8 In all other ODI matches, the third umpire will be appointed by the Home Board and shall act as the emergency on-field umpire and officiate in regard to TV replays. Such appointment shall be made from the 'Elite Panel' or the 'International Panel'.</p> <p>2.1.8.1 The playing conditions governing the use of the DRS and the third umpire are included in Appendix D.</p> <p>2.1.9 The Home Board shall also appoint a fourth umpire for each ODI match from its panel of first class umpires. The fourth umpire shall act as the emergency third umpire. In 'DRS' ODI matches the fourth umpire shall be appointed from the "International Panel"</p> <p>2.1.10 The ICC shall appoint the match referee for all matches (ICC Match Referee).</p> <p>2.1.11 The ICC Match Referee shall not be from the same country as the participating teams.</p> <p>2.1.12 Neither team will have a right of objection to the appointment of any umpire or match referee.</p>	
<p>2.2 Change of umpire</p> <p>An umpire shall not be changed during the match, other than in exceptional circumstances, unless he/she is injured or ill.</p>	<p>2.2. - Should an umpire become sick or injured during a match The Match Referee will be the one who will decide whether (The TV umpire or the 4th umpire) will move to on-field to replace the ill/injured umpire.</p>
<p>2.3 Consultation with Home Board</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>2.4 The wickets, creases and boundaries</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>2.5 Conduct of the match, implements and equipment</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 Appendix B 1</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>2.6 Fair and unfair play</p> <p>The umpires shall be the sole judges of fair and unfair play.</p>	
<p>2.7 Fitness for play</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. 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>Playing Condition (P/C) 2.7</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>The umpires are the <u>final</u> judges of the fitness of Ground Weather Light (GWL).</p> <p>A. In considering the fitness of light, umpires should note the following:</p> <ul style="list-style-type: none"> • Only when conditions are UNSAFE, should play be suspended. The word unreasonable in the Law applies to high winds, dust storms and the like. • The terms "unsuitable" or "unfair" are not valid reasons for suspending play. Conditions need to be 'safe' to continue playing and 'unsafe' to suspend play. Umpires should only suspend play when conditions are 'dangerous'. • 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 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 <u>may</u> 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. • 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. <p>Almanac interpretation</p> <p>Playing Condition (P/C) Clause 2.8.5 Light meters should only be used <u>after</u> the umpires have decided to put artificial lights on (before lights take effect) or have decided that</p>

	<p>conditions are unsafe – a light meter reading is taken and then used as a benchmark for consistency for the remainder of that match.</p> <p>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.</p> <p>Readings should be taken from both ends and provided to the Match Referee to be placed in the referee's log</p> <p>B. BAD LIGHT RED FLAGS - Umpires are likely to draw public criticism when they suspend play for bad light when:</p> <ul style="list-style-type: none"> • The floodlights are on - The fans will find it hard to understand why there is no play with the lights on <ul style="list-style-type: none"> • 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 <ul style="list-style-type: none"> • 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. <p><u>C. Approaches to consider when deciding whether to come off for bad light.</u></p> <ol style="list-style-type: none"> 1. The first time that play is suspended for bad light – that reading becomes the benchmark (guide) for the match. That is the time to push the boundaries hard, every time. 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. <p><i>GWL is a tough call – always remember to extend play longer than has been done previously.</i></p>
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	<p><u>D. At venues where artificial lights are being used:</u></p> <ul style="list-style-type: none"> • 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. • 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. <p><u>E. When play has been suspended for “bad light”:</u></p> <ul style="list-style-type: none"> • 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 <u>UNSAFE</u> 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. <p><u>2.8 -Please note:</u> 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</p>
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	<p>it is unsafe. Similarly if play is not in progress, in order to start both umpires must agree it is safe to do so.</p> <p>The umpires are still the final decision makers of GWL.</p> <p>However, provision is now there formally to involve and <u>consult with the Referee</u> given the financial / security implications of calling play off or abandoning play.</p> <p><u>Dew</u> 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)</p> <p>https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&id=718C1C1FCF2FD7F8%212506&v=3</p> <p><u>Lightning Guidelines for International Matches</u></p> <p>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.</p> <p>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".</p> <p>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.</p> <p>Please note:</p> <p><u>Overriding GWL principles when lightning and lightning strikes threaten.</u></p> <ul style="list-style-type: none"> • The umpires must err on the side of caution and <u>must prioritize the safety</u> of those within the ground over and above the maximization of play, irrespective of the state of the Match • If <u>one umpire</u> 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. <p>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).</p> <p>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</p>
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	<p>with the umpires and relocate to a secure and safe location as designated by the Home Board.</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>e) The widely 30/30 guidelines needs to be considered by the umpires:</p> <ol style="list-style-type: none"> 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. 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. 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. iv. For clarity, the final decision remains in the hands of the umpires <p>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.</p>
<p>2.8 Suspension of play in dangerous or unreasonable circumstances</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</p>	

<p>2.8.4</p> <p>2.8.5</p> <p>2.8.5.1</p> <p>2.8.5.2</p> <p>2.8.5.3</p> <p>2.8.5.3.1</p> <p>2.8.5.3.2</p> <p>2.8.6</p> <p>2.8.7</p> <p>2.8.8</p> <p>2.8.9</p>	<p>instruct the ground staff to take such action during scheduled and unscheduled breaks in play.</p> <p>The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.</p> <p>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>All light meters shall be uniformly calibrated.</p> <p>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>Light meter readings may accordingly be used by the umpires:</p> <p>To determine whether there has been at any stage a deterioration or improvement in the light.</p> <p>As benchmarks for the remainder of a match.</p> <p>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. 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>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>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 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>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>2.9</p>	<p>Position of umpires</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 informs the captain of the fielding side, the striker and the other umpire.</p>	
<p>2.10 Umpires changing ends</p> <p>Shall not apply.</p>	
<p>2.11 Disagreement and dispute</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>2.12 Umpire's decision</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>2.13 Signals</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>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</p> <p>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>2.13.1.3 All the signals in clause 0 are to be made by the bowler's end umpire except that for Short run, which is to be signalled by the umpire at the end where short running occurs. However, the bowler's end umpire shall be responsible both for the final signal of Short run to the scorers and, if more than one run is short, for informing them as to the number of runs to be recorded.</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>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>2.14 Informing the umpires</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>2.15 Correctness of scores</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 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>	

3 THE SCORERS	
3.1 Appointment of scorers <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>	
3.2 Correctness of scores <p>The scorers shall accept all instructions and signals given to them by the umpires and shall immediately acknowledge each separate signal.</p>	
3.3 Acknowledging signals <p>The scorers shall accept all instructions and signals given to them by the umpires and shall immediately acknowledge each separate signal.</p>	<p>Law 3.3</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 signalling to the scorers from the field of play 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"> • 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. <p>In addition, the following signals are to be used as explained in the playing conditions:</p> <ul style="list-style-type: none"> • Referral to 3rd Umpire • No ball for fast short pitched deliveries. <p>Please note that we would like the signalling of no ball extras to tell the story of exactly what happened i.e. for no ball extras off the person or equipment of the striker the signal will be a no ball signal followed by the leg bye signal.</p> <p>If the ball does not make contact with the striker then it will be signalled by the no ball followed by the bye signal.</p>
4 THE BALL	
4.1 Weight and size <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>4.2 Approval and control of balls</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>4.3 New ball</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>Playing Condition (P/C) Clause 4.3.2 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>4.4 Ball lost or becoming unfit for play</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>Playing Condition (P/C) Clause 4.4 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>Dew</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>

Discolouration

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.

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.
- **Fairness:** 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.

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5 THE BAT	
5.1 The bat 5.1.1 The bat consists of two parts, a handle and a blade. 5.1.2 The basic requirements and measurements of the bat are set out in this clause with detailed specifications in paragraph 1 of Appendix B.	
5.2 The handle 5.2.1 The handle is to be made principally of cane and/or wood. 5.2.2 The part of the handle that is wholly outside the blade is defined to be the upper portion of the handle. It is a straight shaft for holding the bat. 5.2.3 The upper portion of the handle may be covered with a grip as defined in paragraph 1.2.2 of Appendix B. 5.2.4	
5.3 The blade 5.3.1 The blade comprises the whole of the bat apart from the handle as defined in 5.2 and in paragraph 1.3 of Appendix B. 5.3.2 The blade shall consist solely of wood.	
5.4 Protection and repair Subject to the specifications in 1.4 of Appendix B. and providing is not contravened, 5.4.1 solely for the purposes of either protection from surface damage to the face, sides and shoulders of the blade or repair to the blade after surface damage, material that is not rigid, either at the time of its application to the blade or subsequently, may be placed on these surfaces. 5.4.2 for repair of the blade after damage other than surface damage 5.4.2.1 solid material may be inserted into the blade. 5.4.2.2 The only material permitted for any insertion is wood with minimal essential adhesives. 5.4.3 to prevent damage to the toe, material may be placed on that part of the blade but shall not extend over any part of the face, back or sides of the blade.	

<p>5.5 Damage to the ball</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><u>Striker using back of bat deliberately to hit the ball</u> - It is legal for a striker to use the back of his bat deliberately to hit the ball when playing a shot.</p>
<p>5.6 Contact with the ball</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>5.7 Bat size limits</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>5.8 Categories of bat</p> <p>5.8.1 Type A bats conform to 5.1 to 5.7 inclusive.</p> <p>5.8.2 Only Type A bats may be used in ODI matches.</p>	

6 THE PITCH	
6.1 Area of pitch The pitch is a rectangular area of the ground 22 yards/20.12 m in length and 10 ft/3.05 m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 5 ft/1.52 m from it. If the pitch is next to an artificial pitch which is closer than 5 ft/1.52 m from the middle stumps, the pitch on that side will extend only to the junction of the two surfaces. See clauses 8.1 (Description, width and pitching) and 7.2 (The bowling crease).	
6.2 Fitness of pitch for play 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).	
6.3 Selection and preparation Before the match, the Ground Authority shall be responsible for the selection and preparation of the pitch. During the match, the umpires shall control its use and maintenance. <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>6.4 Changing the pitch</p> <p>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.</p> <p>6.4.2 The on-field umpires and the ICC Match Referee shall then consult with both captains.</p> <p>6.4.3 If the captains agree to continue, play shall resume.</p> <p>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.</p> <p>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:</p> <p>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.</p> <p>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.</p> <p>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 12.</p> <p>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> <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>6.5 Non-turf pitches</p> <p>All ODI matches shall be played on natural turf pitches. The use of PVA and other adhesives in the preparation of pitches is not permitted.</p>	

7 THE CREASES	
7.1 The creases <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>	
7.2 The bowling crease <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>	
7.3 The popping crease <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>Playing Condition (P/C) 7.3</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>
7.4 The return creases <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>	
7.5 Additional Crease Markings <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>	
8 THE WICKETS	
8.1 Description, width and pitching <p>Two sets of wickets shall be pitched opposite and parallel to each other in the centre 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 of Appendix B.</p>	

<p>8.2 Size of stumps</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. 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>Playing Condition (P/C) 8.2</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>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>8.3 The bails</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. Overall length 4.31 in/10.95 cm Length of barrel 2.13 in /5.40 cm Longer spigot 1.38 in/3.50 cm Shorter spigot 0.81 in/2.06 cm.</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>8.4 Dispensing with bails</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>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 29.4 for details.</p>
<p>8.5 LED Wickets</p> <p>The use of approved LED Wickets is permitted. Refer also to paragraphs 3.8.1.6 and 0 of Appendix D.</p>	

9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA	
<p>9.1 Rolling</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 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>9.2 Clearing debris from the pitch</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. 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>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 4th 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>9.3 Mowing</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>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</p>
<p>9.4 Watering the pitch</p> <p>The pitch shall not be watered during the match.</p>	
<p>9.5 Re-marking creases</p> <p>Creases shall be re-marked whenever either umpire considers it necessary.</p>	
<p>9.6 Maintenance of footholes</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><u>Playing Condition (P/C) 9.6</u></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. 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>9.7 Securing of footholds and maintenance of pitch</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>9.8 Protection and preparation of adjacent pitches during matches</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>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>9.8 - Note umpires before the start of the match must approve 'watering plan' and advise Captains and Match Referee accordingly</p>

10 COVERING THE PITCH	
10.1 Before the match <p>The use of covers before the match is the responsibility of the Ground Authority and may include full covering if required.</p> <p>The pitch shall be entirely protected against rain up to the commencement of play. 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>	
10.2 During the match <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>	
10.3 Removal of covers <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 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>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>
11 INTERVALS	
11.1 An interval <p>11.1.1 The following shall be classed as intervals.</p> <ul style="list-style-type: none"> - The period between close of play on one day and the start of the next day's play. - Intervals between innings. - Intervals for meals. - Intervals for drinks. - Any other agreed interval. <p>11.1.2 Only these intervals shall be considered as scheduled breaks for the purposes of clause.</p>	

<p>11.2 Duration of intervals</p> <p>11.2.1 There shall be a 45 minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.</p>	
<p>11.3 Allowance for interval between innings</p> <p>Law 11.3 shall not apply.</p>	
<p>11.4 Changing agreed times of intervals</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 correspondingly earlier providing that this does not lead to an interval occurring more than 30 minutes prior to the scheduled interval.</p> <p>11.4.2 If the innings of the team batting first is completed more than 30 minutes prior to the scheduled interval a 10 minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.</p> <p>11.4.3 Where the innings of the side batting first is delayed or interrupted, the length of the interval will be reduced as follows:</p> <p>11.4.3.1 If up to 15 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval will be reduced by the amount of actual playing time lost.</p> <p>11.4.3.2 If more than 15 minutes of actual playing time is lost (total playing time lost less any extra time provided), then the interval will be reduced to 30 minutes (subject to (iii) below).</p> <p>11.4.3.3 Note: The prescribed interval timings above may be reduced further 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 ten minutes.</p> <p>11.4.4 The umpires may decide to play 15 minutes (a minimum of four overs) extra time at the scheduled interval if requested by either captain if, in the umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved no extra time shall be allowed. If it is decided to play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.</p> <p>Note: In addition to clauses 11.4.3.1, 11.4.3.2 and 11.4.3.3 above, the length of the Interval may be reduced by the ICC Match Referee should exceptional circumstances arise.</p>	<p>11.4.4 -Example question (Scheduled break 1.30pm) - 15 mins extra time for achieving definite result is allowed at 1.32pm. Doubt: Calculate from 1.30pm to 1.45pm? Or 1.32pm to 1.47pm?</p> <p>Answer - It would be 15mins from the end of the over in progress after 12.00 (lunch). We would always calculate any extra time to be applied from the end of the over in progress at the scheduled / rescheduled time for the end of the session. (1.32pm to 1.47pm – min of 4 overs and the over in progress would be completed at 1.47pm or thereafter.).</p> <p>Minimising the interval and the extra time has been applied to get the result, attention is drawn to the key words in the PCs "<i>should exceptional circumstances arise</i>". <u>Should the referee reduce the interval, then as a guide, the minimum interval should not be less than 10 minutes.</u></p>

<p>11.5 Intervals for drinks</p> <p>11.5.1 Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks.</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>Umpires are also to be mindful of extra drinks being taken out to the batsmen in the middle. In order to reduce the amount of delays and stoppages, there should be no drinks of glove changes permitted by the umpires within 10 minutes of a scheduled drinks interval.</p>
<p>11.6 Scorers to be informed</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>12 START OF PLAY; CESSATION OF PLAY</p>	
<p>12.1 Call of Play</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><u>Playing Condition (P/C) 12.1</u> 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"> • The umpires take to the field first, and choose the end from which they each will officiate. • 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. • The batsmen take to the field last and with the above information decide who is going to face the first ball.
<p>12.2 Call of Time</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>12.3 Removal of bails</p> <p>After the call of Time, the bails shall be removed from both wickets.</p>	

<p>12.4 Starting a new over</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>12.5 Starting a new over</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, or for the close of play, has been reached.</p>	
<p>12.6 Conclusion of Match</p> <p>12.6.1 The match is concluded</p> <p>12.6.1.1 as soon as a result as defined in clauses 16.1 to 16.5 (The result) is reached.</p> <p>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>12.7 Hours of Play; Minimum Overs Requirement</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 45 minute interval between innings.</p> <p>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>12.8 Minimum Over Rates</p> <p>12.8.1 The minimum over rate to be achieved in ODI 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>Playing Condition (P/C) 12.8</p> <ul style="list-style-type: none"> 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. Secondly, the 4th 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 3rd 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.

12.8.3.3	The time taken for all third umpire referrals and consultations and any umpire or player reviews;	<ul style="list-style-type: none"> There is a possibility of a 3rd umpire having to redo the match summary sheet if the side batting last in the match breaches this Clause.
12.8.3.4	The time lost as a result of time wasting by the batting side; and	
12.8.3.5	The time lost due to all other circumstances that are beyond the control of the fielding side.	<ul style="list-style-type: none"> 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.
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>Same principle applies for batsmen who are not ready to play at the start of a session.</p> <p>The clock starts for play when the umpires, and broadcaster are ready to start.</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><u>Teams tactically slowing down the over rate mid-match</u></p> <p>In the Ashes 2013 series, both teams at times slowed down the over rate mid-match for tactical reasons. The over rate dropped to 11 overs an hour during the 5th Test, which is completely unacceptable.</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>The current interpretation of Law 41.9 Time wasting by the fielding side and ICC Playing Condition (41.9) 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, falls away.</p> <p>The Playing Conditions do in 41.9.3 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.</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 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.</i></p> <p>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.</p> <p>The slowing down of over rates should be obvious to all watching and playing.</p> <p>The implementation of this interpretation needs to be tightened in the following way:</p> <ol style="list-style-type: none"> When the pace of play is obviously being tactically and willfully manipulated to a slow and unreasonable level in the opinion of the umpires, (as a guide 6 overs or less in 30 minutes, not including granted allowances or stoppages in play) the on field umpires should alert the captain that his actions are contrary to the spirit of the game and the umpires should issue an official caution that they are concerned and will be monitoring this closely.

	<ol style="list-style-type: none"> 2. The 3rd umpire will monitor the over rate as usual and when he feels the over rate is dropping to below accepted norms he is to become more vigilant and check these every 30 minutes and communicate such to the on field umpires. The 3rd umpire plays a critical role in this regard. 3. If there is no change and the over rate level remains and is at a rate of 11 or 12 overs an hour, the fielding captain should be given a first and final warning. 4. If, following this final warning, in the opinion of the umpires, the pace of play has not improved and the fielding side continues to waste time willfully, the on field umpire should take the following action: <ul style="list-style-type: none"> - Call and signal dead ball if necessary - Award 5 runs to the batting side - Inform the other umpire, report the occurrence to the ICC Match Referee who shall take such action as is considered appropriate against the captain and the team concerned under the ICC Code of Conduct. 5. Should the fielding side not take the appropriate action to increase the pace of play as instructed by the on field umpires, the umpires should continue to penalize the fielding side as in point 4. above. 6. The ICC Match Referees should discuss this interpretation and the resultant action at the pre series meetings
13 INNINGS	
13.1 Number of innings 13.1.1 A match shall be one innings for each side.	
13.2 Alternate innings Each side shall take their innings alternately.	
13.3 Completed innings A side's innings is to be considered as completed if any of the following applies <ol style="list-style-type: none"> 13.3.1 the side is all out. 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. 13.3.3 the prescribed number of overs have been bowled to the batting side. 	
13.4 The toss 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>13.5 Decision to be notified</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>13.6 Duration of Match</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 provided that participating countries in a series may agree to provide for a reserve day on which an incomplete match may be replayed or continued from the scheduled day.</p> <p>13.6.2 If the match is to be continued on the reserve day, every effort shall be made to complete the match on the scheduled day with any necessary reduction in overs taking place and only if the minimum number of overs necessary to constitute a match cannot be bowled on the scheduled day will the match be completed on the reserve day.</p> <p>13.6.3 If the match has started on the scheduled day and overs are subsequently reduced following an interruption, but no further play is possible, the match will resume on the reserve day under the same assumption that the last ball was played on the scheduled day. Refer Appendix H.</p>	<p>Example of continuing match on Reserve day:</p> <p>(a) First batting team - after having batted 26 overs the innings is interrupted by rain. Play re-starts as a 40 over per side game. After a further two overs are bowled again rain stops play. No further play possible on that day. Reserve day: play will start as a 40 over per side game.</p> <p>(b) After 36 overs completed in a 50 over game it rains and play is suspended. Play is scheduled to restart with a revised 43 over per side. However further rains prevents play from re-commencing and play called off for the day. Reserve day: play will commence as a 50 over per side game.</p>
<p>13.7 Length of Innings</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. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 30 minutes. The team batting second shall receive its full quota of 50 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.</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 ICC Code of Conduct).</p>	

13.7.2	Delayed or Interrupted Matches	<p><u>Setting a cut off time for a delayed match to start</u> in order not to be abandoned</p> <p><u>Scenario applicable for ODIs</u> <u>Hours of Play: 2.30pm to 6.00pm & 6.45pm to 10.15pm. 60 minutes extra time</u></p> <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> <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><u>ICC interpretation / guidance...</u></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 <u>this additional over clause does not apply.</u></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>
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.	
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.	
13.7.2.1.4	A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 14.28 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original 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.	
13.7.2.1.5	If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.	
13.7.2.1.6	Penalties shall apply for slow over rates (refer to the ICC Code of Conduct).	
13.7.2.2	Delay or Interruption to the innings of the Team Batting Second (see paragraph 2 of Appendix E)	
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	

	<p>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 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>13.8 Extra Time</p> <p>The participating countries may agree to provide for extra time where the start of play is delayed or play is suspended.</p>		
<p>13.9 Number of Overs per Bowler</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>		

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.	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.
13.9.5	The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.	
14 THE FOLLOW-ON		
Shall not apply.		
15 DECLARATION AND FORFEITURE		
Shall not apply.		
16 THE RESULT		
16.1 A Win - a one innings match		
16.1.1	The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See Law 13.3 (Completed innings). Note also 16.4 (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.	<p><u>Playing Condition (P/C) 16.1.2</u> Guidance to match officials - This section advises you how to deal with a very specific ODI Scenario.</p> <ul style="list-style-type: none"> - 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 <u>that Team 2 has already reached any target that could be set for them under 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. <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"> 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. <p>Implications for umpires</p> <p>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</p> <ol style="list-style-type: none"> 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.

	<p>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 <u>conditions at that time are indeed playable</u>, then at that point, the new DLS target will apply and Team 2, having reached their target, will have won the match.</p> <p>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> <p>Implications for ground authorities 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>Playing regulations 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 <u>opportunity</u> to bat for at least 20 overs but didn't need to do so because they passed their original or adjusted target</p>
<p>16.2 ICC Match Referee awarding a match</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>Note: In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action being taken against the captain and team responsible under the Code of Conduct.</p>	
<p>16.3 All other matches – A Tie or No Result</p> <p>16.3.1 A Tie The result of a match shall be a Tie when all innings have been completed and the scores are equal. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen.</p> <p>16.3.2 No Result See 16.1.3 above.</p>	
<p>16.4 Prematurely Terminated Matches - Calculation of the Target Score</p> <p>16.4.1 Interrupted Matches - Calculation of the Target Score</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 the current Duckworth/Lewis/Stern method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis/Stern Regulations)</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 by the Duckworth/Lewis/Stern method (refer Duckworth/Lewis/Stern Regulations). 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>Playing Condition (P/C) 16.4 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"> - 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. <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"> 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.
<p>16.5 Winning hit or extras</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>16.6 Statement of result</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.</p> <p>If, without having scored a total of runs in excess of the total scored by the opposing side, the side batting last has lost all its wickets, 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.</p> <p>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>16.7 Correctness of result</p> <p>Any decision as to the correctness of the scores shall be the responsibility of the umpires. See clause 2.5 (Correctness of scores).</p>	
<p>16.8 Mistakes in scoring</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. 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>	

16.9 Result not to be changed

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

16.10 Points**16.10.1 Preliminary Matches**

In a competition with three or four Members with ODI status and with a final match or series, the home Board will institute a points system as follows:

Win, with bonus point	5
Win, without bonus point	4
Tie or No Result	2
Loss	0

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

- The team with the most number of wins
- If still equal, the team with the most number of wins over the other team(s) who are equal on points and have the same number of wins
- If still equal, the team with the highest number of bonus points
- If still equal, the team with the highest net run rate

In a match declared as a No Result, run rate is not applicable.

16.10.2 Net Run Rate

A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis/Stern, 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 Duckworth/Lewis/Stern 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.

16.10.3 Bonus Points

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

17 THE OVER	
17.1 Number of balls The ball shall be bowled from each end alternately in overs of 6 balls.	
17.2 Start of an over 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.	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
17.3 Validity of balls 17.3.1 A ball shall not count as one of the 6 balls of the over unless it is delivered, even though, as in 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. 17.3.2 A ball delivered by the bowler shall not count as one of the 6 balls of the over 17.3.2.1 if it is called dead, or is to be considered dead, before the striker has had an opportunity to play it. See clause 20.6 (Dead ball; ball counting as one of over). 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) 17.3.2.3 if it is a No ball. See clause 21 (No ball). 17.3.2.4 if it is a Wide. See clause 22 (Wide ball). 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. 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.	
17.4 Call of Over When 6 valid balls have been bowled and when the ball becomes dead, the umpire shall call Over before leaving the wicket. See also clause 20.3 (Call of Over or Time).	

<p>17.5 Umpire miscounting</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>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. 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</p>
<p>17.6 Bowler changing ends</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>17.7 Finishing an over</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>17.8 Bowler incapacitated or suspended during an over</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>	

18 SCORING RUNS	
18.1 A run The score shall be reckoned by runs. A run is scored 18.1.1 so often as the batsmen, at any time while the ball is in play, have crossed and made good their ground from end to end. 18.1.2 when a boundary is scored. See clause 19 (Boundaries). 18.1.3 when Penalty runs are awarded. See clause 18.6.	
18.2 Runs disallowed 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. 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).	
18.3 Short runs 18.3.1 A run is short if a batsman fails to make good his ground in turning for a further run. 18.3.2 Although a short run shortens the succeeding one, the latter if completed shall not be regarded as short. A striker setting off for the first run from in front of the popping crease may do so also without penalty.	
18.4 Unintentional short runs Except in the circumstances of clause 18.5, 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. 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. 18.4.3 if both batsmen run short in one and the same run, this shall be regarded as only one short run. 18.4.4 if more than one run is short then, subject to clauses 18.4.2 and 18.4.3, all runs called as short shall not be scored. 18.4.5 if there has been more than one short run, the umpire shall inform the scorers as to the number of runs to be recorded.	

<p>18.5 Deliberate short runs</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"> - disallow all runs to the batting side - return any not out batsman to his original end - signal No ball or Wide to the scorers, if applicable - award 5 Penalty runs to the fielding side - award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side) - inform the scorers as to the number of runs to be recorded, and - 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>Note: 18.5.2 – No warning like previous – immediate award of Penalty runs</p>
<p>18.6 Runs awarded for penalties</p> <p>Runs shall be awarded for penalties under clause 18.5 (Deliberate short runs), 24.4 (Player returning without permission), 26.4 (Penalties for contravention), 21 (No ball), 22 (Wide ball), 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>18.6 – Note: Additional: Penalty 5 runs now awarded for 41.15 – Striker in protected area and 41.19 – Unfair actions and 42.2 – Level 4 offences. 26.4.2 – Practice on the field</p>
<p>18.7 Runs scored for boundaries</p> <p>Runs shall be scored for boundary allowances under clause 19 (Boundaries).</p>	
<p>18.8 Runs scored when a batsman is dismissed</p> <p>When a batsman is dismissed, any runs for penalties awarded to either side shall stand. No other runs shall be credited to the batting side, except as follows.</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.</p> <p>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>18.9 Runs scored when the ball becomes dead other than at the fall of a wicket</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). 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. Note specifically, however, the provisions of clause 41.5.8 (Deliberate distraction, deception or obstruction of batsman).</p>	
<p>18.10 Crediting of runs scored</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"> - an award of 5 Penalty runs, which shall be scored as Penalty runs - the one run penalty for a No ball, which shall be scored as a No ball extra. <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"> - all runs scored by the striker - all runs scored as No ball extras - all runs scored as Wides. 	
<p>18.11 Batsman returning to original end</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"> 18.11.1.1 Bowled. 18.11.1.2 Stumped. 18.11.1.3 Hit the ball twice. 18.11.1.4 LBW. 18.11.1.5 Hit wicket. <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"> 18.11.2.1 A boundary is scored. 18.11.2.2 Runs are disallowed for any reason. 18.11.2.3 A decision by the batsmen at the wicket to do so, under clause 41.5 (Deliberate distraction, deception or obstruction of batsman). 	

<p>18.12 Batsman returning to wicket he has left</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. If runs are to be disallowed, however, the not out batsman shall return to his original end.</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>18.12.2 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. 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.</p>	
<p>19 BOUNDARIES</p>	
<p>19.1 Determining the boundary of the field of play</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 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>19.2 Identifying and marking the boundary</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. The rope should be positioned a required minimum distance (3 yards (2.74 metres) minimum) inside the perimeter fencing or advertising signs, or from any solid object located between the rope and the fence/signs. For grounds with a large playing area, the maximum length of boundary should be used before applying the minimum 3 yards (2.74 metres) between the boundary and the fence.</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 unauthorized person enters the playing arena and handles the ball, the umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batsman is liable to be out as a result of the unauthorized person handling the ball.</p>	
<p>19.3 Restoring the boundary</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>19.4 Ball grounded beyond the boundary</p> <p>19.4.1 The ball in play is grounded beyond the boundary if it touches</p> <ul style="list-style-type: none"> - the boundary or any part of an object used to mark the boundary; - the ground beyond the boundary; - any object that is grounded beyond the boundary. <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"> - a fielder, grounded beyond the boundary as in clause 19.5, touches the ball; - a fielder, after catching the ball within the boundary, becomes grounded beyond the boundary while in contact with the ball, before completing the catch. 	<p>Playing Condition (P/C) 19.4 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>https://1drv.ms/v/s!AvjXL88fHlxrAdMr_AsHKwIIHYO</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>19.5 Fielder grounded beyond the boundary</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"> - the boundary or any part of an object used to mark the boundary; - the ground beyond the boundary; - any object that is in contact with the ground beyond the boundary; - another fielder who is grounded beyond the boundary. <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>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>19.6 Boundary allowances</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>19.7 Runs scored from boundaries</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 - whether struck by the bat or not, was first grounded within the boundary, or - 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>19.8 Overthrow or wilful act of fielder</p> <p>If the boundary results from an overthrow or from the wilful act of a fielder, the runs scored shall be:</p> <ul style="list-style-type: none"> - any runs for penalties awarded to either side <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>20 DEAD BALL</p>	
<p>20.1 Ball is dead</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 - Note: Ball not dead when it lodges in the helmet/visor of a <u>fieldsman</u>.</p>

<p>20.1.1.4</p> <p>20.1.1.5</p> <p>20.1.1.6</p> <p>20.1.1.7</p> <p>20.1.1.8</p> <p>20.1.2</p> <p>20.1.3</p> <p>20.1.4</p> <p>20.1.5</p>	<p>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>whether played or not it lodges in the clothing or equipment of a batsman or the clothing of an umpire.</p> <p>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>there is a contravention of clause 28.3 (Protective helmets belonging to the fielding side).</p> <p>the match is concluded in any of the ways stated in clause 12.6 (Conclusion of match).</p> <p>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>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>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>Refer also to paragraph Error! Reference source not found. of Appendix D.</p>	
<p>20.2 Ball finally settled</p> <p>Whether the ball is finally settled or not is a matter for the umpire alone to decide.</p>		<p><u>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"> 1. Batsman hitting the ball - everything counts 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. 2. 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. 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. <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>https://onedrive.live.com/?id=718C1C1FCF2FD7F8%215630&cid=718C1C1FCF2FD7F8&group=0&parent=718C1C1FCF2FD7F8%2170&e=OneUp</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>20.3 Call of Over or Time</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>20.4 Umpire calling and signalling Dead ball</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>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.</p> <p>20.4.2.10 – Note Lost ball has now become obsolete and replaced with this clause.</p>
<p>20.5 Ball ceases to be dead</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>20.6 Dead ball; ball counting as one of over</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>21 NO BALL</p>	
<p>21.1 Mode of delivery</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. 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>21.2 Fair delivery – the arm</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>Law 21.2 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 3rd 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 3rd 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 3rd 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"> • Certain bowlers have been told not to bowl their particular illegal delivery of a fast/spear ball or the Doosra.

	<ul style="list-style-type: none"> • 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. • 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. • 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. • 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. <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"> - Can continue to bowl (unless called 3 times in an innings) - Must be tested in the lab within 14 days - 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 - All the normal tests and match comparisons will be done - The bowler will have to bowl that specific delivery, i.e., a doosra or faster ball in the lab and satisfy the test.
<p>21.3 Ball thrown or delivered underarm – action by umpires</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 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. The bowler's end umpire shall then</p> <ul style="list-style-type: none"> - warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings. - inform the captain of the fielding side of the reason for this action. - inform the batsmen at the wicket of what has occurred. <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. The bowler's end umpire shall then</p> <ul style="list-style-type: none"> - 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 	<p>21.3.1 – Note if ball considered to have been thrown or bowled underarm only one warning, 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>bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.</p> <p>- inform the batsmen at the wicket and, as soon as practicable, the captain of the batting side of the reason for this action.</p> <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>21.4 Bowler throwing towards striker's end before delivery</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 Law 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>21.5 Fair delivery – the feet</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"> - on the same side of the imaginary line joining the two middle stumps as the return crease described in clause 21.5.1, and - behind the popping crease. <p>If the bowler's end umpire is satisfied that any of these three conditions have not been met, he shall call and signal No ball. See clause 41.18 (Bowling of deliberate front foot 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 3rd Umpire cannot be satisfied that the placement of feet has breached the Law, then <u>the umpire gives the benefit of doubt to the bowler</u>. There must be clear and conclusive evidence that...</p> <ul style="list-style-type: none"> • No part of the front foot is grounded or raised behind the popping crease on landing (first contact), or • The back foot did not land within and not touching the return crease, or • The front foot did not land with some part on the same side as the imaginary line joining the two middle stumps. <p>... in order to rule and signal a No ball.</p> <p>Foot Fault No Ball (Definition of "Landing")</p> <ul style="list-style-type: none"> • 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. • Front foot – first contact for grounding only for any part of the foot and not applicable for to any raised part of foot. <u>This is where the umpire must ask the Broadcaster to freeze the image.</u> For a fast bowler this is generally the moment when the heel touches the ground. <p>https://onedrive.live.com/?ed=718C1C1E0C2ED07F&id=718C1C1E0C2ED07F&root=24322V&ui=0</p>

	<ul style="list-style-type: none"> • Back foot – 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. https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&id=718C1C1FCF2FD7F8%212432&v=...
21.6 Bowler breaking wicket in delivering ball Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under clause 41.16, the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his person and breaks the wicket.	https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&id=718C1C1FCF2FD7F8%212432&v=... 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.
21.7 Ball bouncing more than once, rolling along the ground or pitching off the pitch The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker, - bounces more than once - or rolls along the ground before it reaches the popping crease. - or pitches wholly or partially off the pitch as defined in clause 6.1 (Area of pitch) before it reaches the line of the striker's wicket.	21.7 Note for ball bouncing more than once or rolling along the ground – <u>it is before reaching the popping crease.</u> For pitching partially or wholly off the pitch it <u>is the line of the striker's wicket</u>
21.8 Ball coming to rest in front of striker's wicket If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.	Note: For ball coming to rest: it <u>is the line of the striker's wicket</u>
21.9 Fielder intercepting a delivery 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.	
21.10 Ball bouncing over head height of striker See clauses 22.1.1.2 and 41.6.1.7.	Note called a Wide in our PC. Unless it is the third bouncer for the over, which passes over the head – then it is called No ball.

<p>21.11 Call of No ball for infringement of other Playing Conditions</p> <p>In addition to the instances above, No ball is to be called and signalled as required by the following Laws.</p> <p>Clause 27.3 – Position of wicket-keeper Clause 28.4 – Limitation of on side fielders Clause 28.5 – Fielders not to encroach on pitch Clause 41.6 – Bowling of dangerous and unfair short pitched deliveries Clause 41.7 – Bowling of dangerous and unfair non-pitching deliveries Clause 41.18 – Bowling of deliberate front foot No ball.</p>	<p>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>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>21.12 Revoking a call of No ball</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).</p>	
<p>21.13 No ball to over-ride Wide</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>21.14 Ball not dead</p> <p>The ball does not become dead on the call of No ball.</p>	
<p>21.15 Penalty for a No ball</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 in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.</p>	
<p>21.16 Runs resulting from a No ball – how scored</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). 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>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>21.17 No ball not to count</p> <p>A No ball shall not count as one of the over. See clause 17.3 (Validity of balls).</p>	
<p>21.18 Out from a No ball</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>21.19 Out from a Free Hit</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 ball.</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>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><u>Playing Condition (P/C) 21.19</u> Free hit – positioning of the keeper and other factors</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>Short leg can go off the field 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 on going fielding infringement.</p> <p>Note: Any form of no ball attracts a free hit.</p>
<p>22 WIDE BALL</p>	
<p>22.1 Judging a Wide</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 Law in order to prevent negative bowling wide of the wicket.</p>	<p><u>Playing Condition (P/C) 22.1</u> Umpires need to balance the application of the Law and the Playing Condition in this format of the game.</p> <p>Guidelines</p> <p>A. Leg side</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"> 1. It is not a “wide” 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) <p>https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&id=718C1C1FCF2FD7F8%213408&v=3</p> <ol style="list-style-type: none"> 2. Batsman attempts a reverse sweep or switch hit.

- 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.
- Consequently, in these circumstances, the wider 75cm wide guidelines (ODIs and T20Is) shall apply on the off side and the leg side.
- 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)

<https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&id=718C1C1FCF2FD7F8%212409&v=3>

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)

<https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&id=718C1C1FCF2FD7F8%212411&v=3>

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/?id=718C1C1F0F2FD7F3&id=718C1C1F0F2FD7F3&v=23412&v=2>

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.

	<ul style="list-style-type: none"> 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. 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><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>22.2 Call and signal of Wide ball</p> <p>If the umpire adjudges a delivery to be a Wide he shall call and signal Wide ball as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant that the bowler entered his delivery stride, even though it cannot be called Wide until it passes the striker's wicket.</p>	<p>22.2 – Although the Wide is called after the ball has passes the striker's wicket it is deemed to be a wide <u>from the instant the bowler entered his delivery stride</u></p>
<p>22.3 Revoking a call of Wide ball</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 Error! Reference source not found. (No ball to over-ride Wide).</p>	
<p>22.4 Delivery not a Wide</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>22.5 Ball not dead</p> <p>The ball does not become dead on the call of Wide ball.</p>	

<p>22.6 Penalty for a Wide</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>22.7 Runs resulting from a Wide – how scored</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>22.8 Wide not to count</p> <p>A Wide shall not count as one of the over. See clause 17.3 (Validity of balls).</p>	
<p>22.9 Out from a Wide</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>23 BYE AND LEG BYE</p>	
<p>23.1 Byes</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. Additionally, if the delivery is a No ball, the one run penalty for such a delivery shall be incurred.</p>	
<p>23.2 Leg byes</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 either attempted to play the ball with the bat 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</p>	

<p>either no subsequent contact with the striker's bat or person, or only inadvertent contact with the striker's bat or person</p> <p>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. Additionally, if the delivery is a No ball, the one run penalty for the No ball shall be incurred.</p>	
<p>23.3 Leg byes not to be awarded</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"> - disallow all runs to the batting side; - return any not out batsman to his original end; - signal No ball to the scorers if applicable; - award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side). 	
<p>24 FIELDER'S ABSENCE; SUBSTITUTES</p>	
<p>24.1 Substitute fielders</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>24.1.2 – Note: substitute may act as wicket keeper only with the consent of the Umpires. Note clause 42.4.1.</p>

24.2 Fielder absent or leaving the field of play

- 24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this clause, is he to be regarded as having left the field of play.
- 24.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,
- 24.2.2.1 an umpire shall be informed of the reason for this absence.
- 24.2.2.2 he shall not thereafter come on to the field of play during a session of play without the consent of the umpire. See clause 24.4. The umpire shall give such consent as soon as it is practicable.
- 24.2.3 If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:
- 24.2.3.1 The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time). A player's unexpired Penalty time shall be limited to a maximum of 120 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.
- 24.2.3.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.
- 24.2.4 If the player leaves the field before having served all of his Penalty time, the balance is carried forward as unserved Penalty time.
- 24.2.5 On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 120 minutes, and that player shall not bowl until all of his Penalty time has been served.
- 24.2.6 For the purposes of clauses 24.2.3.1 and 24.2.3.2, playing time shall comprise the time play is in progress excluding intervals, intervals between innings and official drinks intervals. For clarity, a player's Penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings.
- 24.2.7 If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,
- 24.2.7.1 the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his side is now batting.
- 24.2.7.2 the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he is able to participate, and either takes the field on the resumption of play, or his side is

Clause 24.1 Substitute fielders should only be allowed in cases of ***injury, illness or other wholly acceptable reasons***.

- The ***illness*** or ***injury*** must be genuine and umpires are encouraged to take a firm approach.
- ***Other wholly acceptable reasons*** should be restricted to ***extreme circumstances*** i.e. they should be limited to genuine emergencies. This does ***NOT*** include ***comfort breaks***.
- ***Comfort breaks*** shall mean toilet breaks, ice baths, showers, change of clothing, massages etc (no substitute should be permitted for any of these reasons)
- Toilet ***visits*** as a result of illnesses such as diarrhoea or vomiting do permit the use of a substitute.

All players ***MUST*** 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.

The 4th 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 4th umpire shall also inform the on-field umpires and provide an update as to the reasons.

Notes on defining injuries (Playing Condition 24.3)

- An ***external blow*** is defined as when a player is hit by something or hits something. It must be noted that this definition does not include blisters.
- Examples of an ***internal injury*** are pulled muscles or blisters.

The medical committee has ruled that players with cramp are entitled to a substitute as cramp should be considered an ***injury or illness***. This is no longer an issue for batsmen as they are no longer allowed runners.

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.

Playing Condition (P/C) Clause 24.2.3 & 24.3***Definition: Penalty Time.***

If a player leaves the field of play for ***more than*** 8 minutes playing time he shall not be allowed to bowl until he has been on the field or available to play for a maximum of 120 minutes of playing time. This time is referred to as penalty time throughout these interpretations.

<p>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>	<ul style="list-style-type: none"> 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. 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. This new maximum penalty limit of 120 minutes of playing time applies to <u>both</u> 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), 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 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. 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 1st innings to calculate how much penalty time remains to be served in the 2nd 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 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 <u>his team must be batting</u>; 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 <u>or his side must be batting</u> 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.

<p>24.3 Penalty time not incurred</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>24.4 Player returning without permission</p> <p>If a player comes on to the field of play in contravention of clause 24.2.2 and comes into contact with the ball while it is in play, the ball shall immediately become dead.</p> <ul style="list-style-type: none"> - The umpire shall award 5 Penalty runs to the batting side. - 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. - The ball shall not count as one of the over. - 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. 	
<p>25 BATSMAN'S INNINGS</p>	
<p>25.1 Eligibility to act as a batsman</p> <p>Only a nominated player may bat and, subject to clause 25.3, may do so even though a substitute fielder has previously acted for him.</p>	
<p>25.2 Commencement of a batsman's innings</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>25.3 Restriction on batsman commencing an innings</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>25.4 Batsman retiring</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 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>25.5 Runners</p> <p>Runners shall not be permitted.</p>	
<p>26 PRACTICE ON THE FIELD</p>	
<p>26.1 Practice on the pitch or the rest of the square</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 4th 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>26.2 Practice on the outfield</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"> - before the start of play - after the close of play, and - during the interval or between innings <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"> - only the fielders as defined in paragraph 7 of Appendix A participate in such practice. - no ball other than the match ball is used for this practice. - no bowling practice takes place in the area between the square and the boundary in a direction parallel to the match pitch. - the umpires are satisfied that it will not contravene either of clauses 41.3 (The match ball changing its condition) or 41.9 (Time wasting by the fielding side). 	<p>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>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>26.3 Trial run-up</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>26.4 Penalties for contravention</p> <p>All forms of practice are subject to the provisions of clauses 41.3 (The match ball – changing its condition), 41.19 (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"> - warn the player that the practice is not permitted; - inform the other umpire and, as soon as practicable, both captains of the reason for this action. <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>26.4.2 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"> - award 5 Penalty runs to the opposing side; - inform the other umpire, the scorers and, as soon as practicable, both captains, and, if the contravention is during play, the batsmen at the wicket. 	
<p>27 THE WICKET-KEEPER</p>	
<p>27.1 Protective equipment</p> <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). 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 recognised as a wicket-keeper for the purposes of clauses 33.2 (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>27.2 Gloves</p> <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 when a hand wearing the glove has the thumb fully extended. See paragraph 3 of Appendix B.</p>	
<p>27.3 Position of wicket-keeper</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>Law 27.3 Position of Wicket Keeper and keeping gloves</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 must be put in the back of their trouser or on the ground where a helmet would be normally kept. Should the ball hit the glove(s) not worn, 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"> • 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. • 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. • He must place the gloves within a helmet if there is one or send it off once so as not to waste time. • If the ball hits the glove, 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>https://onedrive.live.com/?id=718C1C1FCF2FD7F8&id=718C1C1FCF2FD7F8%21256582&group=0&parId=718C1C1FCF2FD7F8%212170&o=OneUp</p>
<p>27.4 Movement by wicket-keeper</p> <p>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:</p> <p>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.</p>	<p>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</p> <p>https://onedrive.live.com/?id=718C1C1FCF2FD7F8%214773&id=718C1C1FCF2FD7F8%214773&group=0&parId=718C1C1FCF2FD7F8%212170&o=OneUp</p> <p>https://onedrive.live.com/?id=718C1C1FCF2FD7F8%214772&id=718C1C1FCF2FD7F8%214772&group=0&parId=718C1C1FCF2FD7F8%212170&o=OneUp</p>

<p>27.4.1.2 lateral movement in response to the direction in which the ball has been delivered.</p> <p>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.</p> <p>27.4.2 In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball.</p>	<p>MCC Guidance notes on the change...</p> <p>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:</p> <p>(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.</p> <p>(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.</p> <p>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.</p> <p>(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.</p> <p>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</p>
<p>27.5 Restriction on actions of wicket-keeper</p> <p>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.</p> <p>If, however, either umpire considers that the interference by the wicket-keeper was willful, then clause 41.4 (Deliberate attempt to distract striker) shall also apply.</p>	
<p>27.6 Interference with wicket-keeper by striker</p> <p>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 27.3 (Obstructing a ball from being caught).</p>	

<h2>28 THE FIELDER</h2>	
<h3>28.1 Protective equipment</h3> <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>
<h3>28.2 Fielding the ball</h3> <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 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"> - the penalty for a No ball or a Wide shall stand. - 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. - the ball shall not count as one of the over. <p>In addition the umpire shall:</p> <ul style="list-style-type: none"> - award 5 Penalty runs to the batting side. - inform the other umpire and the captain of the fielding side of the reason for this action. - inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred. 	<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>https://orednwa.live.com/?id=7180101F0F2F07F8&id=7180101F0F2F07F8%2F214338123</p> <p>The match referees shall be responsible for advising all teams at the pre-series / event briefing.</p> <p>28.2.1.3 – A fielder discard a piece of clothing, equipment or any other object which then makes contact with the ball – Illegal fielding</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 person.</p>

<p>28.3 Protective helmets belonging to the fielding side</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 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"> - permit the batsmen's runs as in clause 28.3.2.3 to be scored - signal No ball or Wide ball to the scorers if applicable - award 5 Penalty runs as in clause 28.3.2.2 - award any other Penalty runs due to the batting side. <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"> - disallow all runs to the batting side - return any not out batsman to his original end - signal No ball or Wide ball to the scorers if applicable - award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3.2. 	<p>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, 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.</p> <p>28.3.4 – If the ball hits the helmet left on the ground behind the wicket-keeper and the umpire is satisfied that <u>no</u> attempt to play the ball was made 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. 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>28.4 Limitation of on side fielders</p> <p>28.4.1 At the instant of delivery, there may not be more than 5 fieldsmen 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>28.5 Fielders not to encroach on pitch</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>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</p>	

the ball. Note, however, clause Error! Reference source not found. (Position of wicket-keeper).	
28.6 Movement by any fielder other than the wicket-keeper	MCC Guidance notes on the change...
<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>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>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>https://1drv.ms/v/s!AvjXL88fHlxxlAGnDO0AY1KL-ELO</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>

28.7 Restrictions on the placement of fieldsmen

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.

28.7.2 The following fielding restrictions shall apply:

28.7.2.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer to 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.

28.7.2.2 At the instant of delivery:

28.7.2.2.1 Powerplay 1 - no more than two (2) fieldsmen 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) fieldsmen 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) fieldsmen 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
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

28.7.2.4 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 inning 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.

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

28.7.2.6 The scoreboard shall indicate the current Powerplay in progress.

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

29 THE WICKET IS DOWN	
<p>29.1 Wicket put down</p> <p>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,</p> <p>29.1.1.1 by the ball,</p> <p>29.1.1.2 by the striker's bat if held or by any part of the bat that he is holding,</p> <p>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,</p> <p>29.1.1.4 by the striker's person or by any part of his clothing or equipment becoming detached from his person,</p> <p>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.</p> <p>29.1.1.6 The wicket is also put down if a fielder strikes or pulls a stump out of the ground in the same manner.</p> <p>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.</p>	<p>When LED stumps are used, the point at which the onfield and 3rd 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.</p> <p>https://onedrive.live.com/?id=718C1C1FCF2FD7F8%215641&cid=718C1C1FCF2FD7F8&group=0&parId=718C1C1FCF2FD7F8%212170&o=OneUp</p>
<p>29.2 One bail off</p> <p>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>	
<p>29.3 Remaking wicket</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"> - replace a bail or bails on top of the stumps. - put back one or more stumps into the ground where the wicket originally stood. 	
<p>29.4 Dispensing with bails</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</p>	

<p>stumps, in accordance with clause 29.3, in order to have an opportunity of putting the wicket down.</p>	
<h2>30 BATSMAN OUT OF HIS GROUND</h2>	
<p>30.1 When out of his ground</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, provided that the batsman has continued movement in the same direction.</p>	<p>30.1.2.- Bouncing Bat. 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 <u>has continued forward momentum through running or diving</u>, and subsequently inadvertently loses this contact with the ground 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:</p> <p>(a) 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. Not out!</p> <p>https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&id=718C1C1FCF2FD7F8%2115769&parId=718C1C1FCF2FD7F8%2115767&e=OneUp</p> <p>https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&id=718C1C1FCF2FD7F8%2115769&parId=718C1C1FCF2FD7F8%2115767&e=OneUp</p> <p>(b) The striker steps out; swings at a ball going down leg side, misses, 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. Out! Since there was no running diving or movement towards the crease or beyond it.</p> <p>https://1drv.ms/v/s!AvjXL88fHlxx-ybyWG8V1IZsML3n</p>
<p>30.2 Which is a batsman's ground</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>30.3 Position of non-striker</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>	

31 APPEALS	
31.1 Umpire not to give batsman out without an appeal 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	
31.2 Batsman dismissed 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.	
31.3 Timing of appeals 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. 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).	
31.4 Appeal “How’s That?” An appeal “How’s That?” covers all ways of being out.	
31.5 Answering appeals 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. When an appeal is made, each umpire shall answer on any matter that falls within his jurisdiction. When a batsman has been given Not out, either umpire may answer an appeal, made in accordance with clause 31.3, if it is on a further matter and is within his jurisdiction.	
31.6 Consultation by umpires Each umpire shall answer appeals on matters within his own jurisdiction. If an umpire is doubtful about any point that the other umpire may have been in a better position to see, he shall consult the latter on this point of fact and shall then give the decision. If, after consultation, there is still doubt remaining, the decision shall be Not out.	
31.7 Batsman leaving the wicket under a misapprehension 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. 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.	31.7 – Change in time frame for recalling batsman leaving under misapprehension.

<p>31.8 Withdrawal of an appeal</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. 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>31.8 – change in time frame for fielding captain to withdraw appeal</p>
<p>32 BOWLED</p>	
<p>32.1 Out Bowled</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>32.2 Bowled to take precedence</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>33 CAUGHT</p>	
<p>33.1 Out Caught</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>33.2 A fair catch</p> <p>33.2.1 A catch will be fair only if, in every case</p> <ul style="list-style-type: none"> either the ball, at any time or any fielder in contact with the ball, <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>Playing Condition (P/C) 19.4 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>

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).	
33.2.2.3	a fielder catches the ball after it has touched the wicket, an umpire, another fielder or the other batsman.	
33.2.2.4	a fielder catches the ball after it has crossed the boundary in the air, provided that the conditions in clause 33.2.1 are met.	
33.2.2.5	the ball is caught off an obstruction within the boundary that is not designated a boundary by the umpires.	
33.3 Making a catch		
The act of making a catch shall start from the time when the ball first comes into contact with a fielder's person and shall end when a fielder obtains complete control over both the ball and his own movement.		
33.4 No runs to be scored		
If the striker is dismissed Caught, runs from that delivery completed by the batsmen before the completion of the catch shall not be scored but any runs for penalties awarded to either side shall stand. Clause 18.11.1 (Batsman returning to original end) shall apply from the instant of the completion of the catch.		
33.5 Caught to take precedence		
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.		
34 HIT THE BALL TWICE		
34.1 Out Hit the ball twice		
34.1.1	The striker is out Hit the ball twice if, while the ball is in play, it strikes any part of his 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).	
34.1.2	For the purpose of this clause 'struck' or 'strike' shall include contact with the person of the striker.	

<p>34.2 Not out Hit the ball twice</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>34.3 Ball lawfully struck more than once</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.</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>34.4 Runs permitted from ball lawfully struck more than once</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. 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"> - disallow all runs to the batting side; - return any not out batsman to his original end; - signal No ball to the scorers if applicable; and - award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side). 	
<p>34.5 Bowler does not get credit</p> <p>The bowler does not get credit for the wicket.</p>	
<p>35 HIT WICKET</p>	
<p>35.1 Out Hit wicket</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>Note: 35.2 – The ball must be delivered</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>35.2 Not out Hit wicket</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"> - it occurs after the striker has completed any action in receiving the delivery, other than in clauses 35.1.1.2 to 35.1.1.4. - it occurs when the striker is in the act of running, other than setting off immediately for the first run. - it occurs when the striker is trying to avoid being run out or stumped. - it occurs when the striker is trying to avoid a throw in at any time. - the bowler after entering the delivery stride does not deliver the ball. In this case either umpire shall immediately call and signal Dead ball. See clause 20.4 (Umpire calling and signalling Dead ball). - the delivery is a No ball. 	
<p>36 LEG BEFORE WICKET</p>	
<p>36.1 Out LBW</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 bails, either is between wicket and wicket or if the striker has made no genuine attempt to play the ball with the bat, is</p>	<p>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"> ○ 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) ○ 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>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>36.2 Interception of the ball</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 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>36.3 Off side of wicket</p> <p>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 12.1 of Appendix A.</p>	
<p>37 OBSTRUCTING THE FIELD</p>	
<p>37.1 Out Obstructing the field</p> <p>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).</p> <p>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.</p> <p>37.1.3 This clause will apply whether or not No ball is called.</p> <p>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.</p> <p>If the change of direction involves the batsman crossing the pitch, clause 41.14 shall also apply.</p> <p>See also paragraph 2.2 of Appendix D.</p>	<p><u>Law 37</u> 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.</p> <p>In applying this playing condition, umpires should note that:</p> <ul style="list-style-type: none"> It shall <u>not</u> 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 3rd umpire in determining whether the batsman has changed his direction of running or not. As part of such consultation, the 3rd 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. <p>https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&d=718C1C1FCF2FD7F8%212434&v=3</p> <p>https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&d=718C1C1FCF2FD7F8%212435&v=3</p>

	<ul style="list-style-type: none"> 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 willfully obstructing the field. Accordingly, <u>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.</u> 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 than watching where he had to make his ground or sticking his bat in the way of the throw etc
37.2 Not out Obstructing the field 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.	
37.3 Obstructing a ball from being caught The striker is out Obstructing the field should wilful obstruction or distraction by either batsman prevent a catch being completed. This shall apply even though the obstruction is caused by the striker in lawfully guarding his wicket under the provision of clause 34.3 (Ball lawfully struck more than once).	
37.4 Returning the ball to a fielder 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.	
37.5 Runs scored When either batsman is dismissed Obstructing the field, 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). 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.	
37.6 Bowler does not get credit The bowler does not get credit for the wicket.	

38 RUN OUT	
<p>38.1 Out Run out</p> <p>Either batsman is out Run out, except as in clause 38.2, if, at any time while the ball is in play,</p> <p>he is out of his ground</p> <p>and his wicket is fairly put down by the action of a fielder</p> <p>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>Law 38.1 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 3rd 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>38.2 Batsman not out Run out</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>38.2.2.2 No ball has been called</p> <p>and he is out of his ground not attempting a run</p> <p>and the wicket is fairly put down by the wicket-keeper without the intervention of another fielder.</p>	
<p>38.3 Which batsman is out</p> <p>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>38.4 Runs scored</p> <p>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>38.5 Bowler does not get credit</p> <p>The bowler does not get credit for the wicket.</p>	

39 STUMPED	
39.1 Out Stumped 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.	
39.2 Ball rebounding from wicket-keeper's person 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.	39.2 – Note a Stumping off a rebound off the wicket keeper's helmet is now out!
39.3 Not out Stumped 39.3.1 The striker will not be out Stumped if he has left his ground in order to avoid injury. 39.3.2 If the striker is not out Stumped he may, except in the circumstances of 38.2.2.2 (Batsman not out Run out), be out Run out if the conditions of clause 38.1 (Out Run out) apply.	
40 TIMED OUT	
40.1 Out Timed out 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. 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.	
40.2 Bowler does not get credit The bowler does not get credit for the wicket.	

41 UNFAIR PLAY	
41.1 Fair and unfair play – responsibility of captains The captains are responsible for ensuring that play is conducted within the Spirit of Cricket, as well as within these Playing Conditions.	
41.2 Fair and unfair play – responsibility of umpires The umpires shall be the sole judges of fair and unfair play. If either umpire considers an action, not covered by these Playing Conditions, to be unfair he shall intervene without appeal and, if the ball is in play, call and signal Dead ball and implement the procedure as set out in clause 41.9. Otherwise umpires shall not interfere with the progress of play without appeal except as required to do so by these Playing Conditions.	
41.3 The match ball – changing its condition 41.3.1 The umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in clause 41.3.2. 41.3.2 It is an offence for any player to take any action which changes the condition of the ball. Except in carrying out his 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). A fielder may, however: 41.3.2.1 polish the ball on his clothing provided that no artificial substance is used and that such polishing wastes no time. 41.3.2.2 remove mud from the ball under the supervision of an umpire. 41.3.2.3 dry a wet ball on a piece of cloth that has been approved by the umpires. 41.3.3 The umpires shall consider the condition of the ball to have been unfairly changed if any action by any player does not comply with the conditions in clause 41.3.2. 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. 41.3.5 If it is possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall; 41.3.5.1 Change the ball forthwith.	<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 & 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 first offence under 41.3.5 – Penalty 5-runs will be awarded</p> <p>For a second offence under 41.3.6 – the process of a 5-run penalty to the batting side shall be repeated.</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><u>Points to remember:</u></p> <ol style="list-style-type: none"> Both umpires must agree on any action taken – if there is no agreement the status quo would remain. 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. The first and final warning under 41.3.6 is held for that Test series or for the whole ODI or T20I series or ICC event. <p>Clause 41.3.6 deals with the process when the umpires cannot identify the player(s) responsible and directs the Umpires to provide the fielding Captain with a warning while changing the ball for one of similar wear before this point. The warning is a final caution under this Law and if a repeat occurrence happens in the same match, then the actions of Clause 41.3.5.3 will be carried out.</p> <p><u>Pre series meeting and referee duties</u></p>

<p>41.3.5.1.1</p> <p>41.3.5.1.2</p> <p>41.3.5.2</p>	<p>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>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>Additionally, the bowler's end umpire shall</p> <ul style="list-style-type: none"> - award 5 Penalty runs to the opposing side. - 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. - inform the captain of the batting side as soon as practicable of what has occurred. <p>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.</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 MUST 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> <p>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 4th 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.</p> <p>Photos of the balls should be sent to the ICC Cricket Ops dept. asap.</p> <p><u>NB: If there is concern regarding the condition of the ball</u></p> <p><i>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:</i></p> <ul style="list-style-type: none"> • <i>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"</i> • <i>that is the indication to the captain that the ball is under suspicion.</i> <ul style="list-style-type: none"> a. <i>The umpires are not to use accusing or emotional words – just factual ones!</i> b. <i>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.</i> c. <i>Keep it low key and factual.</i> d. <i>Play should continue.</i> e. <i>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.</i> <p>Law 41.3.4 is quite explicit in that 'natural' deterioration of the ball is part of the game, but 'artificial' deterioration is not. The deterioration cannot be assisted by actions outside the normal processes of the match, e.g. bouncing the ball around the field or bouncing the ball on roughened areas adjacent to the pitch or in the outfield. These actions are designed to speed up the deterioration of the ball and are not allowed.</p> <p>Polishing of the ball is clearly allowed, but the use of artificial substances such as sunscreen, etc is not allowed.</p> <p>The following actions will not be permitted:</p> <ol style="list-style-type: none"> 1. The deliberate throwing of the ball into the ground on the square or immediate surrounding area when the ball is not in play.
<p>41.3.6</p> <p>41.3.6.1</p> <p>41.3.6.2</p> <p>41.3.6.3</p>	<p>If it is not possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall;</p> <p>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.</p> <p>The bowler's end umpire shall issue the captain with a first and final warning, and</p> <p>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.</p>	

	<p>Returning the ball on the bounce from the outfield will be allowed. Once the ball is dead, bouncing the ball back through the field to the bowler with the motive of scuffing the ball or to speed up the deterioration of the condition of the ball is not allowed.</p> <p>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.</p> <ol style="list-style-type: none"> 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. <p>The application of sweat or saliva to the ball, followed by immediate polishing is allowed. Such polishing must not waste time.</p> <ol style="list-style-type: none"> 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>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><u>“Magic Grip” Spray – ICC Directive (5th November 2013)</u></p> <p><u>Background</u></p> <p>In the 2nd ODI between Pakistan and South Africa on November 1st 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"> • that the umpires do not judge it is likely to change the condition of the ball • the substance does not come off to be applied directly to the surface of the ball <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>41.4 Deliberate attempt to distract striker</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 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"> - award 5 Penalty runs to the batting side. - 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. <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>41.5 Deliberate distraction, deception or obstruction of batsman</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 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"> - award 5 Penalty runs to the batting side. - inform the captain of the fielding side of the reason for this action and as soon as practicable inform the captain of the batting side. <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, 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><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 with the clear intent to deceive the batsmen ('mock fielding').</p> <p>https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&id=718C1C1FCF2FD7F8%2115784&partid=718C1C1FCF2FD7F8%2115767&oc=OneUp</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>https://onedrive.live.com/?cid=718C1C1FCF2FD7F8&id=718C1C1FCF2FD7F8%212435&v=3</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"> • Intervene and call dead ball. . • The umpire should advise his colleague the reason for his call. • Apply PC 41.5.4, & 41.5.6 to 41.5.10 • May report to the Match Referee.

41.6 Bowling of dangerous and unfair short pitched deliveries

41.6.1 Notwithstanding clause 41.6.2, the bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him. The fact that the striker is wearing protective equipment shall be disregarded.
In the first instance the umpire decides that the bowling of short pitched deliveries has become dangerous under 41.6.1

41.6.1.1 The umpire shall call and signal No ball, and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

41.6.1.2 If there is a second instance, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning, which shall apply to that bowler throughout the innings.

41.6.1.3 Should there be any further instance by the same bowler in that innings, the umpire shall

- call and signal No ball

- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling

- inform the other umpire for the reason for this action.

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

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

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

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

41.6.1.4 A bowler shall be limited to two fast short-pitched deliveries per over.

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.

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.

Playing Condition (P/C) 41.6 Please note: The agreed directive that the umpires call the marginal wide deliveries in favour of the batsman still applies.

41.6.2 -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. 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.

- 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!
- 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.
- The interpretation of this should be applied not only to a ball passing over a batsman's head but also to those that **would have** 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.
- If a bowler exceeds the permitted number of fast short pitched deliveries in an over 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.
- Please note that this offence is dealt with independent of any other instances of dangerous and unfair bowling unlike the Laws of cricket.

41.6.1.7	<p>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>	
41.6.1.7.1	<p>For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.</p>	
41.6.1.8	<p>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>	
41.6.1.9	<p>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>	
41.6.1.10	<p>If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.</p> <p>Should there be any further instance by the same bowler in that innings, the umpire shall:</p> <ul style="list-style-type: none"> - call and signal No ball - when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling - inform the other umpire for the reason for this action. <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>	

<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>41.6.2 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>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>41.7 Bowling of dangerous and unfair non-pitching deliveries</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"> - call and signal No ball - when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling - inform the other umpire for the reason for this action. <p>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.</p> <p>Additionally the umpire shall</p> <ul style="list-style-type: none"> - report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side. <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>41.7.3 The warning sequence in clauses 41.7.1 and 41.7.2 is independent of the warning and action sequence in clause 41.6.</p> <p>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</p> <ul style="list-style-type: none"> - immediately call and signal No ball. 	<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. Deliveries that are so wide of the striker 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>- 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.</p> <p>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.</p> <p>- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.</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 bowler concerned.</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>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</p>
<p>41.8 Bowling of deliberate front-foot No ball</p> <p>If the umpire considers that the bowler has delivered a deliberate front-foot No ball, he shall</p> <ul style="list-style-type: none"> - immediately call and signal No ball. - when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling - inform the other umpire for the reason for this action. <p>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.</p> <ul style="list-style-type: none"> - report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side. <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>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.</p> <p>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.</p>
<p>41.9 Time wasting by the fielding side</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"> - if the ball is in play, call and signal Dead ball. - inform the other umpire of what has occurred. <p>The bowler's end umpire shall then</p> <ul style="list-style-type: none"> - warn the captain of the fielding side, indicating that this is a first and final warning. - inform the batsmen of what has occurred. <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"> - if the ball is in play, call and signal Dead ball. 	<p>Playing Condition (P/C) 41.9 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 (Pace of Play Code) aimed at improving the pace of play should be printed out and given to the captains to implement:</p> <p>Pace of Play documents</p> <p>Areas to improve pace of play:</p>

- inform the other umpire of what has occurred.

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.

Additionally the umpire shall inform the batsmen and, as soon as is practicable, the captain of the batting side of what has occurred.

If the umpires believe that the act of time wasting was deliberate or repetitive, they may lodge a report under the 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.

- Teams to be ready to start play exactly on schedule at commencement of day's play/after lunch/tea breaks/end of innings etc.
- Batsmen to cross on the field of play
- Batsmen to be ready when bowler is at top of his mark
- Improve turn-around time at end of each over - especially when bowler starts a new spell
- Change of gloves/helmet etc. should only be taken between overs without causing any delay in play.
- Absolutely no change of gloves/bat/helmet, unless the equipment is broken or damaged within 10 minutes of scheduled break
- Drinks break to be no more than 4 minutes each.
- Substitutes entering play should be done without any delay
- Fielders to be in position and ready to bowl when new batsmen takes guard after fall of wicket
- Save in exceptionally hot conditions where the umpires shall have discretion to allow drinks to be brought onto the field at the umpire's discretion between overs. No drinks may be brought onto the field save at the official drinks breaks and at the fall of a wicket (drinks may not be taken at the review/referral of an umpire's decision).
- Following a review/referral of a decision, the batsmen and fielding team must be in position and ready to resume play immediately the final umpire's decision is made (unless of course the decision is out, in which case drinks may be taken provided there is no delay in play).
- Any delays in play caused by the batting team's failure to adhere to these provisions shall be deducted from the allowances granted to that team in the calculation of its over rate.
- The above, shall not detract from the right of the umpires to take action under Law 41 and to lay charges against the offending players under the Code of Conduct for time wasting.

After the fall of a wicket, fielders to be in position and the bowler ready to bowl as soon as the new batsmen has taken guard

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).

	<ul style="list-style-type: none"> • 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. <p>The umpires should be especially vigilant in the monitoring of batsmen who waste time by taking too long to settle into their guard.</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. See interpretation in Clause 12.9.(Minimum over rates)</p> <p>3rd umpires should document and record the time it takes individual bowlers who are known to bowl their overs slowly. 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>41.10 Batsman wasting time</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. 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"> - 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. - inform the other umpire of what has occurred. - inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred. <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"> - award 5 Penalty runs to the fielding side. - inform the other umpire of the reason for this action. 	<p><u>Playing Condition (P/C) 41.10</u> The umpires should be especially vigilant in the monitoring of batsmen who waste time by taking time to settle into their guard or generally.</p> <p><u>Switch Hit</u></p> <ul style="list-style-type: none"> • 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. Any subsequent instances shall result in 5 penalty runs being awarded to the fielding side.

<p>- 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.</p> <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 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>https://onedrive.live.com/?id=718C1C1FCF2FD7F8%215692&cid=718C1C1FCF2FD7F8&group=0&parId=718C1C1FCF2FD7F8%212170&e=OneUp</p>
<p>41.11 The protected area</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>41.12 Fielder damaging the pitch</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"> - caution the captain of the fielding side and indicate that this is a first and final warning. This warning shall apply throughout the innings. - inform the batsmen of what has occurred. <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"> - award 5 Penalty runs to the batting side. <p>Additionally the umpire shall</p> <ul style="list-style-type: none"> - inform the fielding captain of the reason for this action. - inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred. <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>41.13 Bowler running on protected area</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"> - caution the bowler and inform the other umpire of what has occurred. This caution shall apply to that bowler throughout the innings. - inform the captain of the fielding side and the batsmen of what has occurred. 	

<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"> - 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. - inform the other umpire of the reason for this action. - inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred. <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>41.14 Batsman damaging the pitch</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>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"> - 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. - inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred. <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"> - disallow all runs to the batting side - return any not out batsman to his original end - signal No ball or Wide to the scorers if applicable. - award 5 Penalty runs to the fielding side. - award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side). - Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action. <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>	○

41.15 Striker in protected area

- 41.15.1 The striker shall not adopt a stance in the protected area or so close to it that frequent encroachment is inevitable.
The striker may mark a guard on the pitch provided that no mark is unreasonably close to the protected area.
- 41.15.2 If 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 shall immediately call Dead ball, otherwise, wait until the ball is dead; he shall then inform the other umpire of the occurrence.
The bowler's end umpire shall then
- warn the striker that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform the non-striker and each incoming batsman.
 - inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
- 41.15.3 If there is any further breach of any of the conditions in 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 shall wait until the ball is dead and then inform the other umpire of the occurrence.
The bowler's end umpire shall
- disallow all runs to the batting side
 - return any not out batsman to his original end
 - signal No ball or Wide to the scorers if applicable.
 - award 5 Penalty runs to the fielding side.
 - award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).
 - inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.
- The umpires together shall report the occurrence to the ICC Match Referee who shall take such action as is considered appropriate against the batsman concerned.

41.16 Non-striker leaving his ground early

If the non-striker is out of his ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run him out. Whether the attempt is successful or not, the ball shall not count as one in the over.

If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.

41.15 - Law interpretation

Striker not permitted to take guard /adopt stance inside the "protected area" or so close to it that encroachment becomes inevitable.

- o Bowler is not allowed to play the game in the protected area and neither is the batsman
- o The striker is not allowed to stand / take guard in the protected area

Umpires will be strict on this and give first and final warning – any repeat penalty runs.

Law 41.16 – Previously, the bowler could only run out a non striker backing up if he did so before he entered his delivery stride. This meant that as the bowler's back foot landed, the non striker could move down the wicket a considerable way before the bowler actually delivered the ball. This was considered unfair. The new playing condition addresses this point.

The new playing condition provides that the bowler is permitted to run out the striker at any point before he releases the ball provided he has not completed his delivery swing.

Please note:

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 3rd umpire. The 3rd umpire must check whether the run out was affected 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 3rd umpire.
- If he is uncertain as to whether a run out was correctly effected, he is to consult with the 3rd 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 batsman has left 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.

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.

Please note:

- If any member of the fielding side appeals, the on field umpire will be duty bound to make a decision or commence a referral.
- 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.
- Also note the reference to Law 41.2 "Umpires are the sole judges of fair and unfair play".

<p>41.17 Batsmen stealing a run</p> <p>41.17.1 It is unfair for the batsmen to attempt to steal a run during the bowler's run-up. 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"> - call and signal Dead ball as soon as the batsmen cross in such an attempt. - inform the other umpire of the reason for this action. <p>The bowler's end umpire shall then</p> <ul style="list-style-type: none"> - return the batsmen to their original ends. - award 5 Penalty runs to the fielding side. - 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. <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>41.18 Penalty runs</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>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.</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, 41.9, or 41.12, then</p> <ul style="list-style-type: none"> - they shall be scored as Penalty extras and shall be in addition to any other penalties. - they are awarded when the ball is dead and shall not be regarded as runs scored from either the immediately preceding delivery or the immediately following delivery, and shall be in addition to any runs from those deliveries. - the batsmen shall not change ends solely by reason of the 5 run penalty. <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>41.19 Unfair actions</p> <p>41.19.1 If an umpire considers that any action by a player, not covered in these Playing Conditions, is unfair, he 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>The bowler's end umpire shall</p> <p>41.19.1.1 If this is a first offence by that side</p>	<p>Note – New PC 41.19 – empowers umpires to deal with unfair situation not covered in the Playing conditions.</p>

<p>- 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.</p> <p>- 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.</p> <p>41.19.1.2 If this is a second or subsequent offence by that side</p> <p>- award 5 Penalty runs to the opposing side</p> <p>41.19.1.3 The umpires may then report the matter to the ICC Match Referee who shall take such action as is considered appropriate against the player concerned.</p>	
<p>42 PLAYERS' CONDUCT</p>	
<p>42.1 Serious misconduct</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 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>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>42.2 Level 4 offences and action by umpires</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"> - threatening to assault an umpire - making inappropriate and deliberate physical contact with an umpire - physically assaulting a player or any other person - committing any other act of violence. 	

<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"> - award 5 Penalty runs to the opposing team - signal the Level 4 penalty to the scorers - call Play. <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>42.3 Captain refusing to remove a player from the field</p> <p>42.3.1 If a captain refuses to carry out an instruction under 42.2.2.3, the umpires shall invoke clause 16.3 (Umpires 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 12.8 and there shall be no result under clause 16.</p>	

<p>42.4 Additional points relating to Level 4 offences</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>
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Decision Review System (DRS) and Third Umpire Protocol	ICC INTERPRETATIONS, PROTOCOLS AND GUIDELINES FOR MATCH OFFICIALS
<p>1 General</p> <p>1.1 Minimum requirements for use of DRS and appointment of third umpire</p> <p>1.1.1 Save with the express written consent of the ICC General Manager - Cricket, the Home Board shall ensure the live television broadcast of all Test Matches played in its country.</p> <p>1.1.2 Where matches are broadcast, the camera specification set out below shall be mandatory as a minimum requirement.</p> <div data-bbox="168 496 1099 1054"> </div> <p>1.1.3 Where the camera specification set out above is provided, a third umpire shall be appointed to the match.</p> <p>1.1.4 If the minimum requirements for DRS to be used are satisfied, both participating Boards may agree to employ the DRS for a Test series. Otherwise, the third umpire shall be appointed and empowered to use broadcast replays to make decisions that are referred to him/her in accordance with paragraph Error! Reference source not found. (Umpire Reviews).</p> <p>1.1.5 The table below summarizes the minimum requirements for DRS to be used, and the regulations around the appointment of the third umpire:</p>	

	Third Umpire (non-DRS)	DRS	
Minimum Requirement	Cameras Specification detailed in paragraph Error! Reference source not found..	Cameras <ul style="list-style-type: none"> - Specification detailed in paragraph Error! Reference source not found.. - Technology - Approved ball-tracking technology. - Approved sound-based edge detection technology. 	
Third Umpire Appointment	Appointed by Home Board. From the home country. From ICC Elite Panel or International Panel of umpires.	Appointed by the ICC. Not from the same country as either of the participating teams. From ICC Elite Panel or International Panel of umpires.	
Third Umpire Jurisdiction	Umpire Reviews only	Umpire Reviews and Player Reviews	
Replays that can be used	The third umpire shall only have access to replays of any camera images. Other technology which may be in use by the broadcaster for broadcast purposes (for example, ball-tracking technology, sound-based edge detection technology, and heat-based edge detection technology) shall not be used during Umpire Reviews.	Any replay, stump microphone audio or technology detailed in paragraph Error! Reference source not found. below.	
ICC Technical Officer	Not required.	The ICC shall appoint an independent technology expert (ICC Technical Officer) to be present at	

			every series in which the DRS is used to assist the third umpire and to protect the integrity of the DRS process.	
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 (where DRS is used) 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 Error! Reference source not found. , Error! Reference source not found. , Error! Reference source not found. and Error! Reference source not found. below, the on-field umpire shall have the discretion to refer the decision to the third umpire or, in the case of paragraphs Error! Reference source not found. , and Error! Reference source not found. , to consult with the third umpire before making the decision. Save for requesting the umpire to review his/her decision under paragraph Error! Reference source not found. (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 player may be subject to disciplinary action under the ICC Code of Conduct for Players and Player Support Personnel.				DRS decision tools such as hot spot cannot be used by the 3 rd 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.
2.1 Run Out, Stumped, Bowled and Hit Wicket Decisions 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. 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. 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 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). 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 Error! Reference source not found. below. 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. 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				<u>DRS Playing Condition (P/C) 2.1</u> Once a run out decision is referred to the 3 rd 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. There have been occasions where run outs have not been referred to the 3 rd umpire due to: <ul style="list-style-type: none"> • A belief that there has not been an appeal and/or • The on field umpire makes the decision on field, even though the run out is a very close call. 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 3 rd umpire. 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. 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 3 rd umpire. If, however, the on field umpire does not consult with the 3 rd umpire, who realizes that there was an appeal, the 3 rd umpire should use the following phrase (or similar) and say,

<p>interruption to signify to the on-field umpires that Umpire Reviews are temporarily unavailable, in which case the decision shall be taken by the on-field umpire. As an alternative to the red/green light system, the 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>"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>https://1drv.ms/v/s!AvjXL88fHlxx_B4zrTBdrixbk1cN</p> <p>https://1drv.ms/v/s!AvjXL88fHlxx_CUMh1s8ujJAnPwt</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. Note that the possibility of an LBW dismissal being valid is NOT applicable.</p>
<p>2.2 Caught Decisions, Obstructing the Field</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. However, in reviewing the television replay(s), the third umpire shall first check the fairness of the delivery for all decisions involving a catch (all modes of No ball except for the bowler using an Illegal Bowling Action, 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 Error! Reference source not found. below. 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 Error! Reference source not found.</p>	<p><u>DRS Playing Condition (P/C) 2.2</u> The initial discussion between the on field umpires should be a brief one. This PC now covers all forms of fair catches – clean catches, boundary catches or bump ball. The process of consultation, soft signal and checking of fairness of delivery is the same.</p> <p>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>https://1drv.ms/v/s!AvjXL88fHlxx_CSjKIGx1jEZzA_D</p> <p>The 3rd umpire shall respond to the on field umpire using the exact language of <u>one</u> of the following phrases:</p> <ul style="list-style-type: none"> • "The ball clearly carried." • "The ball clearly bounced." • "Replays are inconclusive." <p>https://1drv.ms/v/s!AvjXL88fHlxx-HY_plQYzmP-Whpc</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> <ul style="list-style-type: none"> • 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.

	<ul style="list-style-type: none"> • If the 3rd umpire replies that the replays are inconclusive, the TV umpire will rule out or not out depending on the soft signal. <p>Should the final signal be different to the initial soft signal, there is <u>no</u> need to revoke the original signal.</p> <p>The above consultation assumes that the ball has in fact touched the batsman's glove/bat – the on field umpire is NOT to consult on the basis that he is unsure of contact with the bat/glove. If in the course of viewing normal replays, it becomes <u>clear</u> that the ball has not hit the batsman's glove/bat, the 3rd umpire shall advise the on-field umpire as follows:</p> <ul style="list-style-type: none"> • “The ball did not hit the bat or glove.” • The TV umpire will then make his decision accordingly on the giant screen/lights <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. Note that the possibility of an LBW dismissal being valid is NOT applicable.</p> <p><u>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.</u></p> <p><u>Bump ball and Fair Catch off the same delivery</u></p> <ul style="list-style-type: none"> • 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... • <i>On field umpires will consult first and either make the decision on field or decide to consult with the TV umpire</i> • <i>Should the bowler's end umpire wish to use the TV umpire, he will consult via making the TV signal as per the fair catch/bump ball process, and also give a soft signal.</i> • <i>The on field umpire will also request the TV umpire to check the bump ball as part of the consultation via the radio</i> • <i>The TV umpire will check the fairness of delivery first and then check the bump ball. If it is not a bump ball, the TV umpire will go on to check the fair catch.</i> • <i>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 3rd umpire is satisfied it is NOT a bump ball, he will move to the fair catch - the 3rd 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.</i>
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	<p><i>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.</i></p> <p><u>Playing Condition (P/C) 2.4.</u> 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.</p> <p>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 <u>no</u> need to revoke the original signal.</p> <p>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".</p>
<p>2.3 Boundary Decisions</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/her person in contact with the ball when he/she touched the boundary; or</p> <p>2.3.1.3 whether the fielder had any part of his/her person in contact with the ball when he/she had any part of his/her person grounded beyond the boundary.</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/her 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>2.3.1.2 – In the event a catch is held close to the boundary and there is <u>no doubt as to the gathering of the ball</u>. 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>* 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. <u>In these situations, the soft signal will always be 'Out'.</u></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 <u>benefit of doubt</u> with regard to the fielder not having made contact with the boundary when in contact with the ball should stay <u>with the fielding side</u>.</p>
<p>2.4 Batsmen Running to the Same End</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/her 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>2.5 No Balls</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, 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 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). The third umpire shall apply clause Error! Reference source not found. when deciding whether a No ball should have been called (and must therefore be satisfied that none of the three conditions in clause Error! Reference source not found. have been met before calling a No ball).</p> <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).</p> <p>2.5.4 If a No ball is called following the check by the third umpire, the batting side shall benefit from the reversal of the dismissal and the one run for the No ball, but shall not benefit from any runs that may subsequently have accrued from the delivery had the on-field umpire originally called a No ball. Where the 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.</p>	<p><u>Playing Condition 2.5 Fair Delivery</u></p> <p>The ICC Playing Conditions 21.5 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 3rd Umpire cannot be satisfied that the placement of feet has breached the Law, then <u>the umpire gives the benefit of doubt to the bowler. There must be clear and conclusive evidence that...</u></p> <ul style="list-style-type: none"> • No part of the front foot is grounded or raised behind the popping crease on landing (first contact) • The back foot did not land within and not touching the return crease • The front foot did not land with some part on the same side as the imaginary line joining the two middle stump <p>... in order to rule and signal a No ball.</p> <p>https://1drv.ms/v/s!AvjXL88fHlxx_BsGt1i1tU9MtIX</p> <p><u>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.</u> (After being requested by the on field umpire).</p> <p>3rd umpire can check for any form of No Ball (except an illegal action) – the <u>last part is a new change</u>. 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)</p> <p>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.</p> <p>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 (foot-fault only), 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.</p> <p>Example: of No ball affecting the validity of dismissal or which batsman is dismissed: (a) 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.</p>

	<p>However, if checked and found to be a no ball then non-striker would be out since catch is not valid.</p> <p>(b) 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.</p>
<p>2.6 Cameras On or Over the Field of Play</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 - <u>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> <p>5. Batsman hitting the ball - everything counts 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. <u>Except in the case of a No ball where the 1 run Penalty run will stand and the free hit will incur.</u></p> <p>6. 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>7. 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 <u>unless a no ball has been called</u>. No other runs including Penalty runs shall be scored. <u>The free hit will incur.</u></p> <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>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>https://onedrive.live.com/?id=718C1C1FCF2FD7F8%215640&id=718C1C1FCF2FD7F8&group=0&parId=718C1C1FCF2FD7F8%212170&e=OneUp</p>
<p>3 Player Review</p> <p>The following paragraphs shall operate in addition to and in conjunction with paragraph Error! Reference source not found. (Umpire Review).</p> <p>Circumstances in which a Player Review may be requested</p> <p>3.1.1 The request shall be made by the player making a ‘T’ sign with both forearms at head height.</p> <p>3.1.2 The total time elapsed between the ball becoming dead and the review request being made shall be no more than 15 seconds. The only exception permitted shall be when an Umpire Review for Fair Catch or Bump Ball (as permitted in paragraph Error! Reference source not found. 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</p>	

<p>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>3.1.3 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>3.1.4 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 3.1.2 above (due to the fact that replays may have been shown on the big screen during that Umpire Review process).</p> <p>3.1.5 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 3.1.2 above. (See paragraphs 3.9.2 and 3.9.3 below for the process for addressing both an Umpire and Player Review).</p> <p>3.1.6 A request for a Player Review cannot be withdrawn once it has been made.</p>	
<p>3.2 The manner of requesting the Player Review</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. The only exception permitted shall be when an Umpire Review for Fair Catch or Bump Ball (as permitted in paragraph Error! Reference source not found. 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</p>	<p><u>P/C 3.2.2 Exception provision</u> – 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.</p>

<p>3.2.4</p> <p>3.2.5</p> <p>3.2.6</p>	<p>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>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 Error! Reference source not found. above (due to the fact that replays may have been shown on the big screen during that Umpire Review process).</p> <p>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 Error! Reference source not found. above. (See paragraphs Error! Reference source not found. and Error! Reference source not found. below for the process for addressing both an Umpire and Player Review).</p> <p>A request for a Player Review cannot be withdrawn once it has been made.</p>	
<p>3.3</p> <p>3.3.1</p> <p>3.3.2</p> <p>3.3.2.1</p> <p>3.3.2.2</p> <p>3.3.2.3</p> <p>3.3.2.4</p> <p>3.3.3</p> <p>3.3.4</p>	<p>The process of consultation</p> <p>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>The relevant on-field umpire shall initiate communication with the third umpire by confirming;</p> <p>That a Player Review has been requested,</p> <p>The mode of dismissal for which the relevant on-field umpire adjudicated the appeal,</p> <p>The decision that has been made (Out or Not out), and;</p> <p>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>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>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</p>	<p>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"> * A review has been requested * The mode of dismissal for which the umpire made his decision. * The decision that has been made (Out or Not out) * For LBW where relevant – if the striker made a genuine attempt to play at the ball with the bat. <u>In the absence of this information, it will be taken for granted that the striker had made an attempt to play the ball.</u> <p><u>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.</u></p> <p>https://1drv.ms/v/s!AvjXL88fHlxx_B94hOSW2ZtosG9O – original decision over turned.</p>

<p>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 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>3.4 Review of LBW Decisions</p> <p>3.4.1 In assessing whether a batsman is Out LBW in accordance with clause Error! Reference source not found., the third umpire shall first judge whether the delivery is fair (as set out in clause Error! Reference source not found.), 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 Error! Reference source not found.).</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>3.4.4 PITCHING</p>	<p>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> <ul style="list-style-type: none"> ○ 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) ○ DRS review – 3rd umpire needs conclusive evidence the on-field decision was incorrect (out decision – needs to confirm bat first to reverse).

3.4.4.1 The interpretation of “pitches in line between wicket and wicket” in clause **Error! Reference source not found.** 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:

In Line	The centre of the ball was inside the Pitching Zone
Outside Off	The centre of the ball was outside, and to the off side of, the Pitching Zone
Outside Leg	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 **Error! Reference source not found.**, 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 **Error! Reference source not found.** shall refer to 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:

In Line	The centre of the ball was inside the Impact Zone
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o not out decision – needs to confirm pad first to proceed to ball-tracking)

	Umpire's Call	Some part of the ball was inside the Impact Zone, but the centre of the ball 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.
	Outside	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.
3.4.5.4	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.	
3.4.5.5	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.	
3.4.5.6	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.	
3.4.5.7	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.	
3.4.6 WICKET		
3.4.6.1	The interpretation of whether "the ball would have hit the wicket" in clause Error! Reference source not found. 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:

Hitting	The ball was hitting the wicket, and the centre of the ball was inside the Wicket Zone
Umpire's Call	The ball was hitting the wicket, but the centre of the ball was not inside the Wicket Zone
Missing	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 delivery that will allow the ball-tracking technology to accurately predict the height of the ball after pitching.

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 **Error! Reference source not found.** (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.

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 **Error! Reference source not found.** above), but

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.

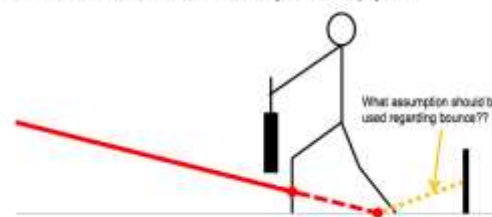
3.4.8 – all that the technology will provide is the line of the ball after interception, which is assumed to be the path it took before interception. This simulated path of the ball will be displayed from directly above the wicket.

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.

shall make no comment on the predicted height of the ball after pitching, which shall remain a judgment of the bowler's end umpire.

DRS PROTOCOL – FULL-TOSS LBW

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



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.

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.

3.5 The process for communicating the final decision

- 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 crossing his/her hands in a horizontal position side to side in front and above his/her waist three times. 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.
- 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.

3.6 Number of Player Review requests permitted

- 3.6.1 In each innings, each team shall be allowed to make a maximum of one Player Review request that is categorised as ‘Unsuccessful’ (as set out in paragraph 3.6.3 below).
- 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.
- 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’.

3.6.1 – One unsuccessful player reviews per team per innings is permitted. See 3.6.4 below – wherein review is retained even though unsuccessful.

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.

DRS matches only – only when there is a Player Review and it will only happen with caught appeals....

- 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.
- 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'.
- 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.
- 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.
- 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

- Umpire gives batsman **out** caught (doesn't call wide), player review requested (batsman)
 - Batsman did not hit ball (no hot spot, no audio, no deviation) – decision to be reversed
 - If clearly down the leg side or clearly over the head, **then wide should be called and signaled following the reversal**
 - Neither side is disadvantaged by the late call (ball was dead after the "wide")
 - Consistent with the fairness of delivery check of No ball in the technology playing conditions
- Umpire gives the batsman **not out** caught (calls wide), player review requested (fielding team)
 - Batsman hits the ball (hot spot, or good clean audio or deviation found) – decision to be reversed
 - 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")
 - 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.**

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_B3cs1vB7pZaUQI - retains review

https://1drv.ms/v/s!AvjXL88fHlxx_CApRaKa4uQjXOI7 -loses review

	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 set out in paragraph 3.6.1	
3.7 Dead ball 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.				
3.8 Use of technology 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"> • HawkEye (HawkEye Innovations), or; • VirtualEye (ARL) 3.8.1.4 Approved sound-based edge detection technology: <ul style="list-style-type: none"> • Real-Time Snickometer (BBG Sports), or; • UltraEdge (HawkEye Innovations) 3.8.1.5 Approved heat-based edge detection technology: <ul style="list-style-type: none"> • Hot Spot cameras (BBG Sports) 3.8.1.6 LED Wickets (using the lights to indicate if the wicket is broken, as set out in paragraph 0):				3.8.1.5 Hot spot https://1drv.ms/v/s!AvjXL88fHlxx1gAXWhnCCEFOjGTT

<p>• Zing Bails and Stumps</p> <p>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.</p> <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>3.9 Combining Umpire Review with Player Review</p> <p>3.9.1 If an Umpire Review (under paragraph Error! Reference source not found.) and a request for a Player Review (under paragraph Error! Reference source not found.) 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/her 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>4 Interpretation of Playing Conditions</p>	

4.1	When using a replay to determine the moment at which the wicket has been put down (as per clause Error! Reference source not found.), 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.	
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 Error! Reference source not found.) 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.	

Appendices to ICC Men's ODI Playing Conditions
(incorporating the 2017 Code of the MCC Laws of Cricket)
Effective 28 September 2017

- 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 (above)
- E. Calculations
- F. Bonus Point System
- G. Application of the Reserve Day

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 **The toss** is the toss for choice of innings.
- 1.5 **Before the toss** is at any time before the toss on the day the match is expected to start.
- 1.6 **Before the match** is at any time before the toss, not restricted to the day of the match.
- 1.7 **During the match** is at any time after the toss until the conclusion of the match, whether play is in progress or not.
- 1.8 **Playing time** is any time between the call of Play and the call of Time. See clauses (Call of Play) and (Call of Time).
- 1.9 **Conduct of the match** includes any action relevant to the match at any time.
- 1.10 **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).
- 1.11 **Home Board** is the ICC member responsible for the home team and the hosting of the match.
- 1.12 **Visiting Board** is the ICC member responsible for the visiting team.
- 1.13 A **Reserve Day** is, where scheduled, an additional day for the completion of the match.
- 1.14 **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.
- 1.15 **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 bails.
- 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/her bat as defined above, together with any external protective equipment he/she is wearing.
 - A fielder's equipment is any external protective equipment that he/she is wearing.

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/her 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

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

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

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.
- 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 **Error! Reference source not found.** and **Error! Reference source not found.** 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
- 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/she 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.

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/her duties as a fielder is not absent from the field of play nor, for the purposes of clause (Fielder absent or leaving the field of play), is he/she to be regarded as having left the field of play.

8 Substitutes

- 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/she substitutes on that side's list of nominated players. A substitute's activities are limited to fielding.

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/her bowling arm, he/she is bowling over the wicket. If the return crease is on the same side as his/her bowling arm, he/she is bowling round the wicket.
- 9.2 **Delivery swing** is the motion of the bowler's arm during which he/she 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/her physical person (flesh and blood) together with any clothing or legitimate external protective equipment that he/she is wearing except, in the case of a batsman, his/her bat.

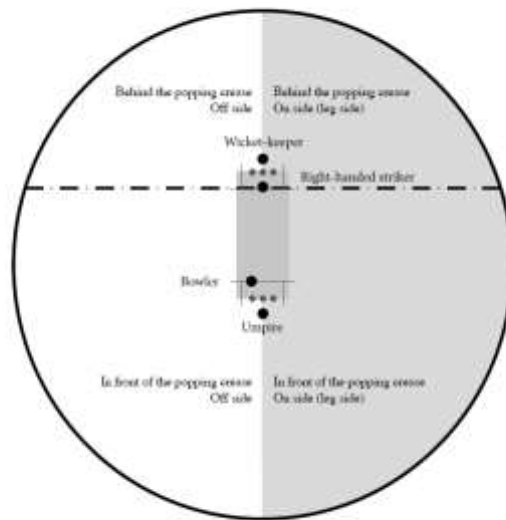
A hand, whether gloved or not, that is not holding the bat is part of the batsman's person.

No item of clothing or equipment is part of the player's person unless it is attached to him/her.

For a batsman, a glove being held but not worn is part of his/her person.

For a fielder, an item of clothing or equipment he/she is holding in his/her hand or hands is not part of his/her person.

- 12.2 **Clothing** – anything that a player is wearing, including such items as spectacles or jewellery, that is not classed as external protective equipment is classed as clothing, even though he/she may be wearing some items of apparel, which are not visible, for protection. A bat being carried by a 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.

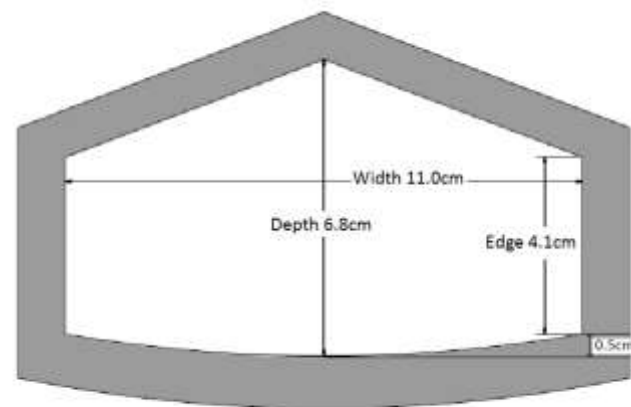
1.4.3 Permitted coverings, repair material and toe guards, not exceeding their specified thicknesses, may be additional to the dimensions above, but the bat must still pass through the gauge as described in paragraph 1.6.

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

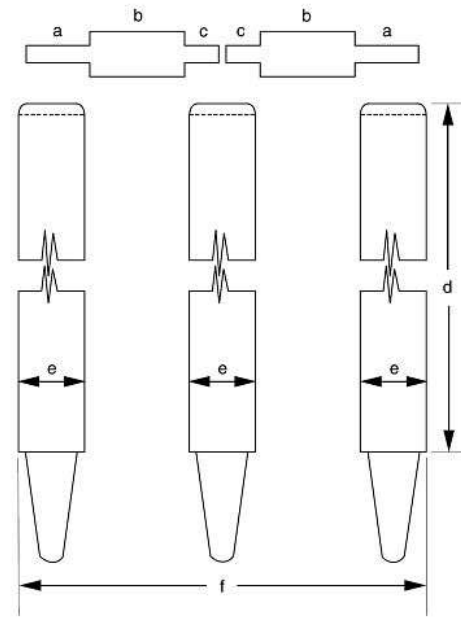
Width: 4.33 in/11.0 cm

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:

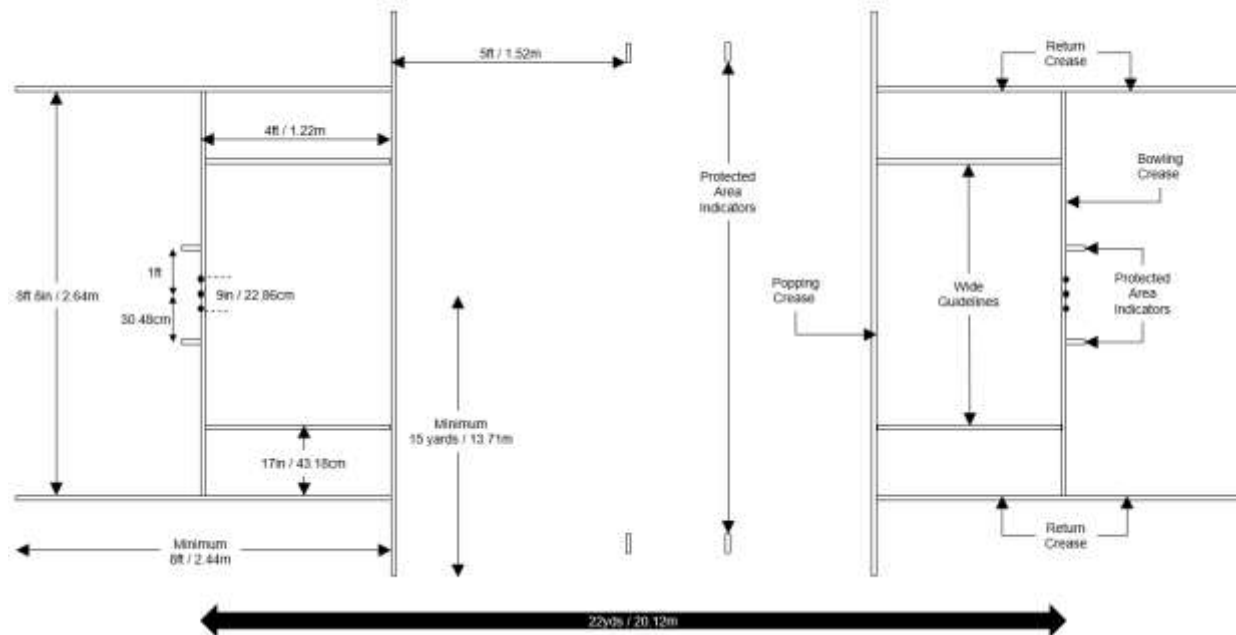
- no webbing between the fingers;
- a single piece of non-stretch material between finger and thumb as a means of support; and
- when a hand wearing the glove has the thumb fully extended, the top edge being taut and not protruding beyond the straight line joining the top of the index finger to the top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

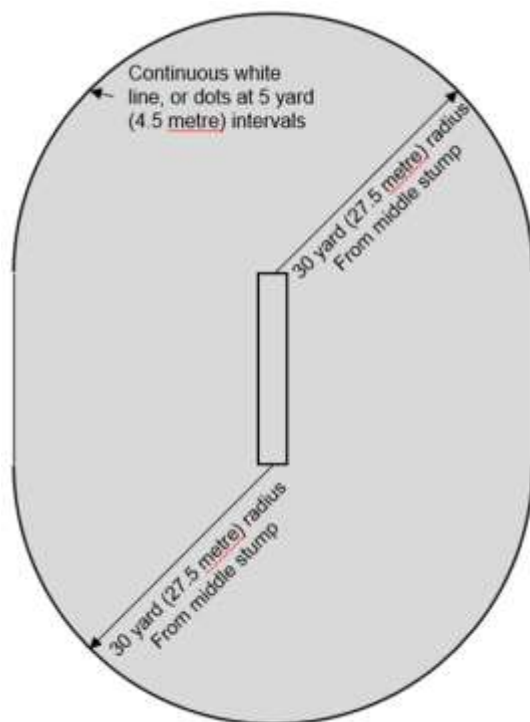
Appendix C

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 E

Calculations

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

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 Powerplay Overs (initial, batting side)	_____ + _____

Rescheduled Playing Hours

First session to commence or recommence	_____ (J)
Length of innings $[I \times 4.2]$ (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: $[A \times 4.2]$ (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 Powerplay overs (initial, batting side) _____ + _____ overs

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

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: _____ (F)
(Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings)

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

Bonus Point System

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

A team's run rate shall be calculated by reference to the number of runs scored divided by the number of overs/balls faced.

Where a team is all out, the number of overs to be used is the maximum number of overs that team was otherwise eligible to face.

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

Whenever a target, or revised target, is set, the exact number of overs/balls within which the team batting second must achieve this target in order to gain the bonus point shall be communicated to the teams and announced by the Ground Authority. Once these overs/balls have been bowled, if the target has not then been achieved the bonus point cannot be gained by any subsequent event, e.g. a multiple scoring shot, or extras.

Examples of criteria for the award of bonus points:

Team Batting First		Team Batting Second		Team Bowling Second	
Score	Run rate	Required run rate	Balls to win (overs)	Required run rate	Target score
300	6	7.5	40.0	4.8	240
275	5.5	6.875	40.0	4.4	220
250	5	6.25	40.0	4	200
225	4.5	5.625	40.1	3.6	180
200	4	5	40.1	3.2	160
175	3.5	4.375	40.1	2.8	140
150	3	3.75	40.1	2.4	120
125	2.5	3.125	40.1	2	100
100	2	2.5	40.2	1.6	80
75	1.5	1.875	40.3	1.2	60

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

Appendix G

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.