

# **SDCA Twenty20 Playing Conditions**

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

**Effective 1st January 2018**

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# **SDCA Twenty20**

## **Playing Conditions**

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

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

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

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

Respect is central to the Spirit of Cricket.

Respect your captain, teammates, 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 who shall be captain.

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

1.2.1 Each captain shall nominate 11 players 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 players in the team roster prior to the start of the game are eligible to play. Players not on the roster shall not be allowed to play.

1.2.3 Only players in the team roster prior to the start of the game are eligible to be used as substitutes. A substitute may only be used if a player is injured during the game. No substitutes shall be allowed to cover for players who are late.

1.2.4 All players and substitutes shall be deemed to have agreed to abide by all the applicable SDCA Regulations pertaining to cricket and in particular, the Clothing and Equipment Regulations, the Code of Conduct for Players and Player Support Personnel (hereafter referred to as the SDCA 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 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

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

### **1.3 Captain**

1.3.1 If at any time the captain is not available, a deputy shall act for him.

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.

### **1.4 Responsibility of captains**

1.4.1 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 The wickets, creases and boundaries**

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

2.1.1 the wickets are properly pitched. See clause 8 (The wickets).

2.1.2 the creases are correctly marked. See clause 7 (The creases).

2.1.3 the boundary of the field of play complies with the requirements of clauses 16.1 (Determining the boundary of the field of play), 16.2 (Identifying and marking the boundary) and 16.3 (Restoring

the boundary).

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

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

2.2.1 the conduct of the match is strictly in accordance with these Playing Conditions.

2.2.2 no player uses equipment other than that permitted.

## **2.3 Fair and unfair play**

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

## **2.4 Fitness for play**

2.4.1 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.

2.4.2 Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal. The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

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

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

2.4.5 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.

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

2.5.1 All references to ground include the pitch.

2.5.2 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 Umpires.

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

2.5.4 The safety of all persons within the ground is of paramount importance to the SDCA. 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 should suspend play and all players 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 head of ground

security and/or the police as the circumstances may require.

2.5.5 Where play is suspended, the decision to abandon or resume play shall be the responsibility of the umpires.

## **2.6 Position of umpires**

2.6.1 The umpires shall stand where they can best see any act upon which their decision may be required.

2.6.2 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.

2.6.3 The striker's end umpire may elect to stand on the off side instead of the on side of the pitch, provided he/she informs the captain of the fielding side, the striker and the other umpire.

## **2.7 Umpires swapping positions**

The bowler's end and striker's end umpires shall swap positions after every over, unless only one of the umpires has been certified by SDCA. Only SDCA certified umpires shall be the bowler's end umpire.

## **2.8 Disagreement and dispute**

Where there is disagreement or dispute about any matter, the umpires together shall make the final decision. See also clause 28.4 (Consultation by umpires).

## **2.9 Umpire's decision**

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

## **2.10 Signals**

2.10.1 The following code of signals shall be used by umpires.

2.10.1.1 Signals made while the ball is in play

*No ball* - by extending one arm horizontally.

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

*Wide* - by extending both arms horizontally.

*Dead ball* - by crossing and re-crossing the wrists below the waist.

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

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

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

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

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

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

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

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

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

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

*Free Hit* – after signaling the No ball, the bowler's end umpire extends one arm straight upwards and moves it in a circular motion.

*Powerplay Over* – by rotating his arm in a large circle.

2.10.1.4 All the signals in clause 2.10.1.3 are to be made by the umpire at the bowler's end except that for Short run, which is to be signaled by the umpire at the end where short running occurs. However, the main umpire shall be responsible both for the final signal of short run to the scorers and, if more than one run is short, for informing them as to the number of runs to be recorded.

2.10.2 The umpire shall wait until a scorer has separately acknowledged each signal to the scorers before allowing play to proceed. If several signals are to be used, they should be given in the order that the events occurred.

### **2.11 Informing the umpires**

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.

### **2.12 Correctness of scores**

2.12.1 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.

2.12.2 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.

## **3. THE SCORERS**

### **3.1 Appointment of scorers**

A scorer shall be appointed by each team to record all runs scored, all wickets taken and, where appropriate, number of overs bowled. Scorers can be changed during the innings but the umpires must be notified.

### **3.2 Correctness of scores**

The scorers shall frequently check to ensure that their records agree and consult with the umpires if necessary. See clause 2.12 (Correctness of scores).

### **3.3 Acknowledging signals**

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

## **4. THE BALL**

### **4.1 New ball**

One new ball shall be used at the start of each innings.

### **4.2 Ball lost or becoming unfit for play**

If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for

play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced, the umpire shall inform the batsmen and the fielding captain.

## **5. THE BAT**

### **5.1 Damage to the ball**

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

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

5.1.3 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.

### **5.2 Contact with the ball**

In these clauses,

5.2.1 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.

5.2.2 contact between the ball and any of 5.2.2.1 to 5.2.2.4

5.2.2.1 the bat itself

5.2.2.2 the batsman's hand holding the bat

5.2.2.3 any part of a glove worn on the batsman's hand holding the bat

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

## **6. THE PITCH**

### **6.1 Fitness of pitch for play**

The umpires shall be the sole judges of the fitness of the pitch for play. See clauses 2.4 (Fitness for play) and 2.5 (Suspension of play in dangerous or unreasonable conditions).

## **6.2 Changing the pitch**

6.2.1 If the umpires decide that it is dangerous or unreasonable for play to continue on the match pitch, they shall stop play and then consult with both captains.

6.2.2 If the captains agree to continue, play shall resume.

6.2.3 If the decision is not to resume play, the umpires shall consider whether the existing pitch can be repaired and the match resumed from the point it was stopped. In considering whether to authorize such repairs, the umpires must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.

6.2.4 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences:

6.2.5 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 13.4.2 (Prematurely Terminated Matches).

6.2.5.1 In the event of the required number of overs to constitute a match not having been completed, the match will be abandoned as a no result.

6.2.6 For fields where a Flicx pitch is used:

6.2.6.1 If it has rained and the ground is wet, the umpires and two captains should decide if the Flicx pitch should be used or not prior to the start of the game.

6.2.6.2 If it starts raining after the game has started and the Flicx pitch is being used, the umpires and two captains should decide whether to continue using the Flicx pitch or whether to resume the game without it. In case of the latter, the home team should roll the pitch and put it back in storage.

## **7. THE CREASES**

### **7.1 The creases**

The positions of a bowling crease, a popping crease and two return creases shall be marked by white lines, as set out in clauses 7.2, 7.3 and 7.4, at each end of the pitch. See paragraph 2 of Appendix B.

### **7.2 The bowling crease**

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

### **7.3 The popping crease**

The popping crease, which is the back edge of the crease marking, shall be in front of and parallel to the bowling crease and shall be 4 ft/1.22 m from it. The popping crease shall be marked to a minimum of 15 yards/13.71 m on either side of the imaginary line joining the centers of the two middle stumps and shall be considered to be unlimited in length.

### **7.4 The return creases**

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

## **7.5 Additional Crease Markings**

As a guideline to the umpires for the calling of wides on the offside, the crease markings detailed in paragraph 2 of Appendix B shall be marked in white at each end of the pitch.

## **8. THE WICKETS**

### **8.1 Description, width and pitching**

Two sets of wickets shall be pitched opposite and parallel to each other in the centers of the bowling creases. Each set shall be 9 in/22.86 cm wide and shall consist of three wooden stumps with two wooden bails on top. See paragraph 1 of Appendix A.

### **8.2 Dispensing with bails**

The umpires may agree to dispense with the use of bails, if necessary. If they so agree then no bails shall be used at either end. The use of bails shall be resumed as soon as conditions permit. See clause 26.4 (Dispensing with bails).

## **9. PREPARATION AND MAINTENANCE OF THE PLAYING AREA**

### **9.1 Rolling**

The pitch area shall be rolled for at least 10 minutes prior to the start of the game. If the Flicx pitch is being used, the Flicx pitch shall additionally be rolled till it is completely even. The pitch shall not be rolled during the match except as permitted in clauses 9.1.1 and 9.1.2.

#### **9.1.1 Frequency and duration of rolling**

During the match the pitch may be rolled at the request of the captain of the side batting second, for a period of not more than 5 minutes, before the start of the second innings

#### **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 5 minutes. However, if the umpires together agree that the delay has had no significant effect on the state of the pitch, they shall refuse such request for rolling of the pitch.

### **9.2 Re-marking creases**

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

### **9.3 Maintenance of foot holes**

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

9.3.2 The umpires shall allow, if necessary, the filling of foot holes made by the bowlers in their delivery strides.

9.3.3 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 foot holes.

### **9.4 Securing of footholds and maintenance of pitch**

During play, umpires shall allow the players to secure their footholds by the use of dirt or sawdust provided that no damage to the pitch is caused and that clause 38 (Unfair play) is not contravened.

## **10. INTERVALS**

### **10.1 An interval**

10.1.1 The following shall be classed as intervals.

- Drinks interval during an innings.
- Intervals between innings.
- Any other agreed interval.

10.1.2 Only these intervals shall be considered as scheduled breaks for the purposes of clause 21.2.6.

### **10.2 Duration of interval**

There shall be a 10-minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

### **10.3 Allowance for interval between innings**

There shall be a 5-minute drinks interval after the 10<sup>th</sup> over of an innings.

### **10.4 Changing agreed times of intervals**

10.4.1 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The minimum time for the interval will be 5 minutes.

10.4.2 However, following a lengthy delay or interruption prior to the completion of the innings of the team batting first, the umpires may, at their discretion, reduce the interval between innings from 10 minutes to not less than 5 minutes.

10.4.3 Such discretion should only be exercised after determining the adjusted overs per side based on a 10-minute interval. If having exercised this discretion, the rescheduled finishing time for the match is earlier than the latest possible finishing time, then these minutes should be deducted from the length of any interruption during the second innings before determining the overs remaining.

### **10.5 Intervals for drinks**

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

## **11. START OF PLAY; CESSATION OF PLAY**

### **11.1 Call of Play**

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

### **11.2 Call of Time**

The bowler's end umpire shall call Time, when the ball is dead, at the end of any session of play or as



required by these Playing Conditions. See also clause 17.3 (Call of Over or Time).

### **11.3 Completion of an over**

Other than at the end of the match,

11.3.1 if the agreed time for an interval is reached during an over, the over shall be completed before the interval is taken, except as provided for in clause 11.3.2.

11.3.2 when less than 3 minutes remains before the time agreed for the next interval, the interval shall be taken immediately if

- either a batsman is dismissed or retires, or
- the players have occasion to leave the field,

whether this occurs during an over or at the end of an over. Except at the end of an innings, if an over is thus interrupted it shall be completed on the resumption of play.

### **11.4 Hours of Play; Minimum Overs Requirement**

There shall be 2 sessions of 1 hour 40 minutes each, including a 5-minute mid-innings drinks interval, separated by a 10-minute interval between innings.

### **11.5 Minimum Over Rates**

11.5.1 The minimum over rate to be achieved in SDCA T20 Matches shall be 12.63 overs per hour.

11.5.2 The actual over rate shall be calculated at the end of each innings by the umpires.

11.5.3 In calculating the actual over rate for the match, allowances shall be given as follows:

11.5.3.1 The time lost as a result of treatment given to a player by some authorized medical personnel on the field of play;

11.5.3.2 The time lost as a result of a player being required to leave the field as a result of a serious injury;

11.5.3.3 The time lost as a result of time wasting by the batting side; and

11.5.3.4 The time lost due to all other circumstances that are beyond the control of the fielding side.

11.5.4 In the event of any time allowances being granted to the fielding team under clause 11.5.3.4 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.

11.5.5 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.

## **12. INNINGS**

### **12.1 The toss**

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

## **12.2 Decision to be notified**

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

## **12.3 Length of Innings**

### **12.3.1 Uninterrupted Matches.**

12.3.1.1 Each team shall bat for 20 overs unless all out earlier.

12.3.1.2 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

12.3.1.3 Penalties shall apply for slow over rates.

12.3.1.3.1 Teams unable to complete 20 overs in 100 minutes bowling first will be docked overs when they bat. One over should be reduced for every 5 minutes over the time limit. No overs should be docked if the last over commences within the allocated time.

12.3.1.3.2 Teams unable to finish in 100 minutes bowling second will concede an additional 6 runs per over bowled after the expected finish time. No penalty should be applied if the last over commences within the allocated time.

### **12.3.2 Delayed or Interrupted Matches**

#### **12.3.2.1 Delay or Interruption to the Innings of the Team Batting First**

12.3.2.1.1 When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 12 overs per hour in the total remaining time available for play.

12.3.2.1.2 The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.

12.3.2.1.3 Penalties shall apply for slow over rates.

#### **12.3.2.2 Delay or Interruption to the innings of the Team Batting Second**

12.3.2.2.1 When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 12 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

12.3.2.2.2 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.

12.3.2.2.3 To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to a result not being achieved earlier.

12.3.2.2.4 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.

12.3.2.2.5 Penalties shall apply for slow over rates.

## **12.4 Extra Time**

No extra time will be allocated due to delays in the start of play or when play is suspended for other reasons. All games must finish on time. For clarity, the changeover period (maximum 10 mins) for a Super Over after the main match is not to be taken into account when applying any permitted extra time available.

## **12.5 Number of Overs per Bowler**

12.5.1 No bowler shall bowl more than 4 overs in an innings.

12.5.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second;

12.5.2.1 for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

12.5.2.2 for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

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

## **13. THE RESULT**

### **13.1 A Win**

13.1.1 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. Note also clause 13.5 (Winning hit or extras).

13.1.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Clause 13.2), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

13.1.3 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Clause 13.2), all matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared a No Result.

### **13.2 Umpire awarding a match**

13.2.1 If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires shall ascertain the cause of the action. If the umpires, after due consultation, then decide 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 Umpires shall award the

match in accordance with clause 13.1.2 above.

### **13.3 All other matches – A Tie or No Result**

#### **13.3.1 A Tie**

The result of a match shall be a Tie when all innings have been completed and the scores are equal. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen. In the event of a tied match the teams shall compete in a Super Over to determine the winner.

#### **13.3.2 No Result**

See 13.1.3 above.

### **13.4 Prematurely Terminated Matches - Calculation of the Target Score**

#### **13.4.1 Interrupted Matches - Calculation of the Target Score**

13.4.1.1 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the 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)

#### **13.4.2 Prematurely Terminated Matches**

13.4.2.1 If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the 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.

### **13.5 Winning hit or extras**

13.5.1.1 As soon as a result is reached as defined in clauses 13.1, 13.2 or 13.3.1, the match is at an end. Nothing that happens thereafter, except as in clause 38.15.2 (Penalty runs), shall be regarded as part of it.

13.5.1.2 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.

13.5.1.3 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.

### **13.6 Correctness of result**

Any decision as to the correctness of the scores shall be the responsibility of the umpires.

### **13.7 Mistakes in scoring**

If, after the players and umpires have left the field in the belief that the match has been concluded, the umpires discover that a mistake in scoring has occurred which affects the result then, they shall adopt

the following procedure.

- 13.7.1 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.

- 13.7.2 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.

## **14. THE OVER**

### **14.1 Validity of balls**

14.1.1 A ball shall not count as one of the 6 balls of the over unless it is delivered, even though, as in clause 38.13 (Non-striker leaving his ground early) a batsman may be dismissed or some other incident occurs without the ball having been delivered.

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

14.1.2.1 if it is called dead, or is to be considered dead, before the striker has had an opportunity to play it. See clause 17.6 (Dead ball; ball counting as one of over).

14.1.2.2 if it is called dead in the circumstances of clause 17.4.2.6. Note also the special provisions of clause 17.4.2.5. (Umpire calling and signaling Dead ball).

14.1.2.3 if it is a No ball. See clause 18 (No ball).

14.1.2.4 if it is a Wide. See clause 19 (Wide ball).

14.1.2.5 when any of clauses 21.4 (Player returning without permission), 25.2 (Fielding the ball), 38.4 (Deliberate attempt to distract striker), or 38.5 (Deliberate distraction, deception or obstruction of batsman) is applied.

14.1.3 Any deliveries other than those listed in clause 14.1.1 and 14.1.2 shall be known as valid balls. Only valid balls shall count towards the 6 balls of the over.

### **14.2 Umpire miscounting**

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

14.2.2 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.

14.2.3 Whenever possible, the scorer can inform the umpire the number of balls in an over.

### **14.3 Finishing an over**

14.3.1 Other than at the end of an innings, a bowler shall finish an over in progress unless incapacitated or suspended under these Playing Conditions.

14.3.2 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.

### **14.4 Bowler incapacitated or suspended during an over**

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

## **15. SCORING RUNS**

### **15.1 Runs disallowed**

15.1.1 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.

15.1.2 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 25.3 (Protective helmets belonging to the fielding side).

### **15.2 Short runs**

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

15.2.2 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.

### **15.3 Unintentional short runs**

Except in the circumstances of clause 15.5,

15.3.1 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.

15.3.2 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.

15.3.3 if both batsmen run short in one and the same run, this shall be regarded as only one short run.

15.3.4 if more than one run is short then, subject to clauses 15.3.2 and 15.3.3, all runs called as

short shall not be scored.

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

## **15.4 Deliberate short runs**

15.4.1 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 15.3.2.

15.4.2 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 25.3 (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.

## **15.5 Runs awarded for penalties**

Runs shall be awarded for penalties under clause 15.4 (Deliberate short runs), 21.4 (Player returning without permission), 23.3 (Penalties for contravention), 18 (No ball), 19 (Wide ball), 25.2 (Fielding the ball), 25.3 (Protective helmets belonging to the fielding side) 38 (Unfair play) and 39 (Players' conduct). Note, however, the restrictions on the award of Penalty runs in clauses 20.3 (Leg byes not to be awarded), 25.3 (Protective helmets belonging to the fielding side) and 31 (Hit the ball twice).

## **15.6 Runs scored when a batsman is dismissed**

When a batsman is dismissed, any runs for penalties awarded to either side shall stand. No other runs shall be credited to the batting side, except as follows.

15.6.1 If a batsman is dismissed obstructing the field, the batting side shall also score any runs completed before the offence.

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

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

## **15.7 Runs scored when the ball becomes dead other than at the fall of a wicket**

When the ball becomes dead for any reason other than the fall of a wicket, or is called dead by an umpire, unless there is specific provision otherwise in these Playing Conditions, any runs for penalties awarded to either side shall be scored. Note however the provisions of clauses 20.3 (Leg byes not to be awarded) and 25.3 (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 38.5.8 (Deliberate

distraction, deception or obstruction of batsman).

## **15.8 Batsman returning to original end**

15.8.1 When the striker is dismissed in any of the circumstances in clauses 15.8.1.1 to 15.8.1.5, the not out batsman shall return to his original end.

15.8.1.1 Bowled.

15.8.1.2 Stumped.

15.8.1.3 Hit the ball twice.

15.8.1.4 LBW.

15.8.1.5 Hit wicket.

15.8.2 The batsmen shall return to their original ends in any of the cases of clauses 15.8.2.1 to 15.8.2.3.

15.8.2.1 A boundary is scored.

15.8.2.2 Runs are disallowed for any reason.

15.8.2.3 A decision by the batsmen at the wicket to do so, under clause 38.5 (Deliberate distraction, deception or obstruction of batsman).

## **15.9 Batsman returning to wicket he has left**

15.9.1 When a batsman is dismissed in any of the ways in clauses 15.8.1.1 to 15.8.1.3, 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.

15.9.1.1 Caught

15.9.1.2 Obstructing the field

15.9.1.3 Run out.

15.9.2 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 15.8.2.1 to 15.8.2.3 apply, the batsmen shall return to their original ends.

## **16. BOUNDARIES**

### **16.1 Determining the boundary of the field of play**

16.1.1 Before the toss, the umpires shall determine the boundary of the field of play, which shall be fixed for the duration of the match.

16.1.1.1 Umpires shall ensure that the home team for the game appropriately marks the



boundary as well as the 30-yard circle.

16.1.1.2 The boundary should be no more than 65 yards from the center of the pitch.

## **16.2 Restoring the boundary**

If a solid object used to mark the boundary is disturbed for any reason, then:

16.2.1 the boundary shall be considered to be in its original position.

16.2.2 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.

16.2.3 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.

## **16.3 Ball grounded beyond the boundary**

16.3.1 The ball in play is grounded beyond the boundary if it touches

- the boundary or any part of an object used to mark the boundary;
- the ground beyond the boundary;
- any object that is grounded beyond the boundary.

16.3.2 The ball in play is to be regarded as being grounded beyond the boundary if

- a fielder, grounded beyond the boundary as in clause 16.4, 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.

## **16.4 Fielder grounded beyond the boundary**

16.4.1.1 A fielder is grounded beyond the boundary if some part of his person is in contact with any of the following:

- the boundary or any part of an object used to mark the boundary;
- the ground beyond the boundary;
- any object that is in contact with the ground beyond the boundary;
- another fielder who is grounded beyond the boundary.

16.4.1.2 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.

## **16.5 Runs scored from boundaries**

16.5.1 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.

16.5.2 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.

16.5.3 When a boundary is scored, the batting side, except in the circumstances of clause 16.6, shall be awarded whichever is the greater of

16.5.3.1 the allowance for the boundary

16.5.3.2 the runs completed by the batsmen together with the run in progress if they had already crossed at the instant the boundary is scored.

16.5.4 When the runs in clause 16.5.3.2 exceed the boundary allowance they shall replace the boundary allowance for the purposes of clause 15.9.

16.5.5 The scoring of Penalty runs by either side is not affected by the scoring of a boundary.

## **16.6 Overthrow or willful act of fielder**

If the boundary results from an overthrow or from the willful act of a fielder, the runs scored shall be

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

Clause 15.9 (Batsman returning to wicket he has left) shall apply as from the instant of the throw or act.

## **17. DEAD BALL**

### **17.1 Ball is dead**

17.1.1 The ball becomes dead when

17.1.1.1 it is finally settled in the hands of the wicket-keeper or of the bowler.

17.1.1.2 a boundary is scored

17.1.1.3 a batsman is dismissed. The ball will be deemed to be dead from the instant of the incident causing the dismissal.

17.1.1.4 whether played or not it becomes trapped between the bat and person of a batsman or between items of his clothing or equipment.

17.1.1.5 whether played or not it lodges in the clothing or equipment of a batsman or the clothing of an umpire.

17.1.1.6 The umpire shall call and signal Dead 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.

17.1.1.7 there is an award of Penalty runs under either of clauses 21.4 (Player returning without permission) or 25.2 (Fielding the ball). The ball shall not count as one of the over.

17.1.1.8 there is a contravention of clause 25.3 (Protective helmets belonging to the fielding side).

17.1.1.9 the match is concluded.

17.1.2 The ball shall be considered to be dead when it is clear to the bowler's end umpire that the

fielding side and both batsmen at the wicket have ceased to regard it as in play.

### **17.2 Ball finally settled**

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

### **17.3 Call of Over or Time**

Neither the call of Over (see clause 11.3), nor the call of Time (see clause 11.2) is to be made until the ball is dead, either under clauses 17.1 or 17.4.

### **17.4 Umpire calling and signaling Dead ball**

17.4.1 When the ball has become dead under clause 17.1, the bowler's end umpire may call and signal Dead ball if it is necessary to inform the players.

17.4.2 Either umpire shall call and signal Dead ball when

17.4.2.1 intervening in a case of unfair play.

17.4.2.2 a possibly serious injury to a player or umpire occurs.

17.4.2.3 leaving his/her normal position for consultation.

17.4.2.4 one or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball.

17.4.2.5 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.

17.4.2.6 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 17.4.2.7. The ball shall not count as one of the over.

17.4.2.7 there is an instance of a deliberate attempt to distract under either of clauses 38.4 (Deliberate attempt to distract striker) or 38.5 (Deliberate distraction, deception or obstruction of batsman). The ball shall not count as one of the over.

17.4.2.8 the bowler drops the ball accidentally before delivery.

17.4.2.9 the ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker under clause 38.16 (Non-striker leaving his ground early).

17.4.2.10 satisfied that the ball in play cannot be recovered.

17.4.2.11 required to do so under any of the Playing Conditions not included above.

### **17.5 Ball ceases to be dead**

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

### **17.6 Dead ball; ball counting as one of over**

17.6.1 When a ball which has been delivered is called dead or is to be considered dead then, other

than as in clause 17.6.2,

17.6.1.1 it will not count in the over if the striker has not had an opportunity to play it.

17.6.1.2 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 17.4.2.6 and 21.4 (Player returning without permission), 25.2 (Fielding the ball), 38.4 (Deliberate attempt to distract striker) and 38.5 (Deliberate distraction, deception or obstruction of batsman).

17.6.2 In clause 17.4.2.5, 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.

## **18. NO BALL**

### **18.1 Mode of delivery**

18.1.1 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.

18.1.2 Underarm bowling shall not be permitted.

### **18.2 Fair delivery – the arm**

For a delivery to be fair in respect of the arm the ball must not be delivered with an Illegal Bowling Action.

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).

Should either umpire or the Umpires suspect that a bowler has used an Illegal Bowling Action, they can talk to the captain and ban the bowler from bowling through the inning and report it to the SDCA EC.

### **18.3 Ball thrown or delivered underarm – action by umpires**

18.3.1 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

- 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.

18.3.2 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

- direct the captain of the fielding side to suspend the bowler immediately from bowling. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.
- inform the batsmen at the wicket and, as soon as practicable, the captain of the batting side of the reason for this action.

#### **18.4 Bowler throwing towards striker's end before delivery**

If the bowler throws the ball towards the striker's end before entering the delivery stride, either umpire shall call and signal No ball. See clause 38.14 (Batsmen stealing a run).

However, the procedure stated in clause 18.3 of caution, informing, final warning, action against the bowler and reporting shall not apply.

#### **18.5 Fair delivery – the feet**

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

18.5.1 the bowler's back foot must land within and not touching the return crease appertaining to his stated mode of delivery.

18.5.2 the bowler's front foot must land with some part of the foot, whether grounded or raised

- on the same side of the imaginary line joining the two middle stumps as the return crease described in clause 18.5.1, and
- behind the popping crease.

If the bowler's end umpire is satisfied that any of these three conditions have not been met, he/she shall call and signal No ball. See clause 38.8 (Bowling of deliberate front foot No ball).

#### **18.6 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 38.16, 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.

#### **18.7 Ball coming to rest in front of striker's wicket**

If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

#### **18.8 Fielder intercepting a delivery**

If, except in the circumstances of clause 24.2 (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.

## **18.9 Ball bouncing over the head height of striker**

See clauses 19.1.1.2 and 38.6.1.7.

## **18.10 Call of No ball for infringement of other Playing Conditions**

In addition to the instances above, No ball is to be called and signaled as required by the following clauses:

- Clause 24.2 – Position of wicket-keeper
- Clause 25.4 – Limitation of on side fielders
- Clause 25.5 – Fielders not to encroach on pitch
- Clause 38.6 – Bowling of dangerous and unfair short pitched deliveries
- Clause 38.7 – Bowling of dangerous and unfair non-pitching deliveries
- Clause 38.8 – Bowling of deliberate front foot No ball.

## **18.11 Revoking a call of No ball**

An umpire shall revoke the call of No ball if Dead ball is called under any of clauses 17.4.2.4 to 17.4.2.9 (Umpire calling and signaling Dead ball).

## **18.12 No ball to over-ride Wide**

A call of No ball shall over-ride the call of Wide ball at any time. See clauses 19.1(Judging a Wide) and 19.2 (Call and signal of Wide ball).

## **18.13 Ball not dead**

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

## **18.14 Penalty for a No ball**

A penalty of one run shall be awarded instantly on the call of No ball. Unless the call is revoked, the penalty shall stand even if a batsman is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

## **18.15 Runs resulting from a No ball – how scored**

The one run penalty shall be scored as a No ball extra and shall be debited against the bowler. If other Penalty runs have been awarded to either side these shall be scored as stated in clause 38.18 (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.

## **18.16 No ball not to count**

A No ball shall not count as one of the over. See clause 14.1 (Validity of balls).

## **18.17 Out from a No ball**

When No ball has been called, neither batsman shall be out under any of the Playing Conditions except clause 31 (Hit the ball twice), clause 34 (Obstructing the field) or clause 35 (Run out).

## **18.18 Free Hit**

18.18.1 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) then the next delivery will become a free hit for whichever

batsman is facing it.

18.18.2 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.

18.18.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

18.18.3.1 There is a change of striker (the provisions of clause 38.2 shall apply), or

18.18.3.2 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.

18.18.4 For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances clause 18.1 shall apply.

18.18.5 The umpires will signal a free hit by (after the normal No ball signal) extending one arm straight upward and moving it in a circular motion.

## **19. WIDE BALL**

### **19.1 Judging a Wide**

19.1.1 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 19.1.2

19.1.1.1 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.

19.1.1.2 the ball passes above the head height of the striker standing upright at the popping crease.

19.1.2 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.

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

### **19.2 Call and signal of Wide ball**

If the umpire adjudges a delivery to be a Wide he/she shall call and signal Wide ball as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant that the bowler entered his delivery stride, even though it cannot be called Wide until it passes the striker's wicket.

### **19.3 Revoking a call of Wide ball**

19.3.1 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.

19.3.2 The umpire shall revoke the call of Wide ball if a delivery is called a No ball. See clause 18.12 (No ball to over-ride Wide).

### **19.4 Delivery not a Wide**

19.4.1 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 19.1.2 or brings the ball sufficiently within

reach to be able to hit it by means of a normal cricket stroke.

19.4.2 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.

## **19.5 Ball not dead**

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

## **19.6 Penalty for a Wide**

A penalty of one run shall be awarded instantly on the call of Wide ball. Unless the call is revoked, see 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.

## **19.7 Runs resulting from a Wide – how scored**

All runs completed by the batsmen or a boundary allowance, together with the penalty for the Wide, shall be scored as Wide balls. Apart from any award of 5 Penalty runs, all runs resulting from a Wide shall be debited against the bowler.

## **19.8 Wide not to count**

A Wide shall not count as one of the over. See clause 14.1 (Validity of balls).

## **19.9 Out from a Wide**

When Wide ball has been called, neither batsman shall be out under any of the Playing Conditions except clause 32 (Hit wicket), clause 34 (Obstructing the field), clause 35 (Run out), or clause 36 (Stumped).

# **20. BYE AND LEG BYE**

## **20.1 Byes**

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.

## **20.2 Leg byes**

20.2.1 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.

20.2.2 If the umpire is satisfied that either of these conditions has been met runs shall be scored as follows.

20.2.2.1 If there is

- either no subsequent contact with the striker's bat or person, or only inadvertent contact with the striker's bat or person
- any runs completed by the batsmen or a boundary allowance shall be credited to the striker in the case of subsequent contact with his bat but otherwise to the batting side as in clause 20.2.3.



20.2.2.2 If the striker willfully makes a lawful second strike, clause 31.3 (Ball lawfully struck more than once) and clause 31.4 (Runs permitted from ball lawfully struck more than once) shall apply.

20.2.3 The runs in clause 20.2.2.1, 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.

### **20.3 Leg byes not to be awarded**

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.

If the ball does not become dead for any other reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run.

The umpire shall then:

- disallow all runs to the batting side;
- return any not out 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 25.3 (Protective helmets belonging to the fielding side).

## **21. FIELDER'S ABSENCE; SUBSTITUTES**

### **21.1 Substitute fielders**

21.1.1 The umpires shall allow a substitute fielder

21.1.1.1 if they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or

21.1.1.2 for any other wholly acceptable reason.

In all other circumstances, a substitute is not allowed.

21.1.2 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 39.4.1.

21.1.3 A nominated player may bowl or field even though a substitute has previously acted for him, subject to clauses 21.2 and 21.3.

### **21.2 Fielder absent or leaving the field of play**

21.2.1 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.

21.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,

21.2.2.1 an umpire shall be informed of the reason for this absence.

21.2.2.2 he shall not thereafter come on to the field of play during a session of play without the consent of the umpire. See clause 21.4. The umpire shall give such consent as soon as it is

practicable.

21.2.3 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:

21.2.3.1 The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time). A player's unexpired Penalty time shall be limited to a maximum of 40 minutes. 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.

21.2.3.2 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.

21.2.4 If the player leaves the field before having served all of his Penalty time, the balance is carried forward as unserved Penalty time.

21.2.5 On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 40 minutes, and that player shall not bowl until all of his Penalty time has been served.

21.2.6 For the purposes of clauses 21.2.3.1 and 21.2.3.2, playing time shall comprise the time play is in progress excluding intervals between innings. For clarity, a player's Penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings.

21.2.7 If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,

21.2.7.1 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.

21.2.7.2 the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he is able to participate, and either takes the field on the resumption of play, or his side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.

21.2.8 Any unserved Penalty time shall be carried forward into the next innings of the match, as applicable.

### **21.3 Penalty time not incurred**

A nominated player's absence will not incur Penalty time if,

21.3.1 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.

21.3.2 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.

21.3.3 the player is absent from the field for a period of 8 minutes or less.

### **21.4 Player returning without permission**

If a player comes on to the field of play in contravention of clause 21.2.2 and comes into contact with

the ball while it is in play, the ball shall immediately become dead.

- The umpire shall award 5 Penalty runs to the batting side.
- 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.

## **22. BATSMAN'S INNINGS**

### **22.1 Eligibility to act as a batsman**

Only a nominated player may bat and, subject to clause 22.2, may do so even though a substitute fielder has previously acted for him.

### **22.2 Restriction on batsman commencing an innings**

22.2.1 If a member of the batting side has unserved Penalty time, (see clause 21.2.7), 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.

22.2.2 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.

### **22.3 Batsman retiring**

22.3.1 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.

22.3.2 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'.

22.3.3 If a batsman retires for any reason other than as in clause 22.3.2, 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'.

22.3.4 If after retiring a batsman resumes his innings, subject to the requirements of clauses 22.3.2 and 22.3.3, it shall be only at the fall of a wicket or the retirement of another batsman.

### **22.4 Runners**

Runners shall not be permitted.

## **23. PRACTICE ON THE FIELD**

### **23.1 Practice on the pitch**

23.1.1 There shall not be any practice on the pitch at any time.

### **23.2 Trial run-up**

A bowler is permitted to have a trial run-up provided the umpire is satisfied that it will not contravene either of clauses 38.9 (Time wasting by the fielding side) or 38.11 (Fielder damaging the pitch).

### **23.3 Penalties for contravention**

All forms of practice are subject to the provisions of clauses 38.9 (Time wasting by the fielding side) and 38.11 (Fielder damaging the pitch).

23.3.1 If there is a contravention of any of the provisions of clause 23.1 or 23.2, the umpire shall

- warn the player that the practice is not permitted;
- inform the other umpire and, as soon as practicable, both captains of the reason for this action.

23.3.2 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.

23.3.3 If during the match there is any further contravention by any player of that team, the umpire shall

- award 5 Penalty runs to the opposing side;
- inform the other umpire, the scorers and, as soon as practicable, both captains, and, if the contravention is during play, the batsmen at the wicket.

## **24. THE WICKET-KEEPER**

### **24.1 Protective equipment**

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 25.2 (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 recognized as a wicket-keeper for the purposes of clauses 30.2 (A fair catch), 39 (Stumped), 28.1 (Protective equipment), 28.4 (Limitation of on-side fielders) and 25.5 (Fielders not to encroach on pitch).

### **24.2 Position of wicket-keeper**

24.2.1 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.

24.2.2 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.

### **24.3 Movement by wicket-keeper**

24.3.1 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:

24.3.1.1 movement of a few paces forward for a slower delivery, unless in so doing it brings him within reach of the wicket.

24.3.1.2 lateral movement in response to the direction in which the ball has been delivered.

24.3.1.3 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 24.2 shall apply.

24.3.2 In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball.

#### **24.4 Restriction on actions of wicket-keeper**

If, in the opinion of either umpire, the wicket-keeper interferes with the striker's right to play the ball and to guard his wicket, clause 17.4.2.6 (Umpire calling and signaling Dead ball) shall apply

If, however, either umpire considers that the interference by the wicket-keeper was willful, then clause 38.1 (Deliberate attempt to distract striker) shall also apply.

#### **24.5 Interference with wicket-keeper by striker**

If, in playing at the ball or in the legitimate defense of his wicket, the striker interferes with the wicket-keeper, he shall not be out except as provided for in clause 34.3 (Obstructing a ball from being caught).

### **25. THE FIELDER**

#### **25.1 Protective equipment**

No fielder other than the wicket-keeper shall be permitted to wear gloves or external leg guards. In addition, protection for the hand or fingers may be worn only with the consent of the umpires.

#### **25.2 Fielding the ball**

25.2.1 A fielder may field the ball with any part of his person, except as in clause

25.2.2 However, he will be deemed to have fielded the ball illegally if, while the ball is in play he willfully

25.2.2.1 uses anything other than part of his person to field the ball.

25.2.2.2 extends his clothing with his hands and uses this to field the ball.

25.2.2.3 discards a piece of clothing, equipment or any other object which subsequently makes contact with the ball.

25.2.3 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.

25.2.4 If a fielder illegally fields the ball, the ball shall immediately become dead and

- the penalty for a No ball or a Wide shall stand.
- any runs completed by the 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.

In addition, the umpire shall:

- award 5 Penalty runs to the batting side.
- inform the other umpire and the captain of the fielding side of the reason for this action.
- inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.

## **25.3 Protective helmets belonging to the fielding side**

25.3.1 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.

25.3.2 If the ball while in play strikes a helmet, placed as described in clause 25.3.1,

25.3.2.1 the ball shall become dead  
and, subject to clause 25.3.3,

25.3.2.2 an award of 5 Penalty runs shall be made to the batting side;

25.3.2.3 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

25.3.3 If the ball while in play strikes a helmet, placed as described in clause 28.3.1, unless the circumstances of clause 20.3 (Leg byes not to be awarded) or clause 31 (Hit the ball twice), apply, the umpire shall:

- permit the batsmen's runs as in clause 25.3.2.3 to be scored
- signal No ball or Wide ball to the scorers if applicable
- award 5 Penalty runs as in clause 25.3.2.2
- award any other Penalty runs due to the batting side.

25.3.4 If the ball while in play strikes a helmet, placed as described in clause 25.3.1, and the circumstances of clause 20.3 (Leg byes not to be awarded) or clause 31 (Hit the ball twice) apply, the umpire shall:

- 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 25.3.2.

## **25.4 Limitation of on side fielders**

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

25.4.2 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.

25.4.3 In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

## **25.5 Fielders not to encroach on pitch**

While the ball is in play and until the ball has made contact with the striker's bat or person, or has passed the striker's bat, no fielder, other than the bowler, may have any part of his person grounded on or extended over the pitch.

In the event of infringement of this clause by any fielder other than the wicket-keeper, the bowler's end umpire shall call and signal No ball as soon as possible after delivery of the ball. Note, however, clause 24.2 (Position of wicket-keeper).

## 25.6 Movement by any fielder other than the wicket-keeper

25.6.1 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:

25.6.1.1 minor adjustments to stance or position in relation to the striker's wicket.

25.6.1.2 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.

25.6.1.3 movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.

25.6.2 In the event of such unfair movement, either umpire shall call and signal Dead ball.

25.6.3 Note also the provisions of clause 38.4 (Deliberate attempt to distract striker). See also clause 3 (Movement by wicket-keeper).

## 25.7 Restrictions on the placement of fielders

25.7.1 In addition to the restrictions contained in clause 25.4 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.

25.7.2 Subject to 25.7.6 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).

25.7.3 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 meters). The semi-circles shall be linked by two parallel straight lines drawn on the field (see paragraph 1 of Appendix C).

25.7.4 During the Powerplay overs only two fielders shall be permitted outside this fielding restriction area at the instant of delivery.

25.7.5 During the non-Powerplay overs, no more than 5 fielders shall be permitted outside the fielding restriction area referred to in clause 25.7.3 above.

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

Total overs in innings	Number of overs for which fielding restrictions in clauses 25.7.2 and 25.7.4 above will apply
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

25.7.7 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

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

## **26. THE WICKET IS DOWN**

### **26.1 Wicket put down**

26.1.1 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,

26.1.1.1 by the ball,

26.1.1.2 by the striker's bat if held or by any part of the bat that he is holding,

26.1.1.3 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,

26.1.1.4 by the striker's person or by any part of his clothing or equipment becoming detached from his person,

26.1.1.5 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.

26.1.1.6 The wicket is also put down if a fielder strikes or pulls a stump out of the ground in the same manner.

26.1.2 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.

### **26.2 One bail off**

If one bail is off, it shall be sufficient for the purpose of putting the wicket down to remove the remaining bail or to strike or pull any of the three stumps out of the ground, in any of the ways stated in clause 26.1.

### **26.3 Remaking wicket**

If a wicket is broken or put down while the ball is in play, it shall not be remade by an umpire until the ball is dead. See clause 17 (Dead ball). Any fielder may, however, while the ball is in play,

- replace a bail or bails on top of the stumps.
- put back one or more stumps into the ground where the wicket originally stood.

### **26.4 Dispensing with bails**

If the umpires have agreed to dispense with bails in accordance with clause 8.2 (Dispensing with bails), it is for the umpire concerned to decide whether or not the wicket has been put down.

26.4.1 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 26.1.1.2, 26.1.1.3 or 26.1.1.4, or by a fielder in the



manner described in clause 26.1.1.5.

26.4.2 If the wicket has already been broken or put down, clause 26.4.1 shall apply to any stump or stumps still in the ground. Any fielder may replace a stump or stumps, in accordance with clause 26.3, in order to have an opportunity of putting the wicket down.

## **27. BATSMAN OUT OF HIS GROUND**

### **27.1 When out of his ground**

27.1.1 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.

27.1.2 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.

### **27.2 Which is a batsman's ground**

27.2.1 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.

27.2.2 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.

27.2.3 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.

27.2.4 If a ground belongs to one batsman then the other ground belongs to the other batsman, irrespective of his position.

### **27.3 Position of non-striker**

The non-striker, when standing at the bowler's end, should be positioned on the opposite side of the wicket to that from which the ball is being delivered, unless a request to do otherwise is granted by the umpire.

## **28. APPEALS**

### **28.1 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 28.7.

### **28.2 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 clause 11.2 (Call of Time).

### **28.3 Answering appeals**

The striker's end umpire shall answer all appeals arising out of any of clauses 32 (Hit wicket), 36 (Stumped) or 35 (Run out) when this occurs at the wicket-keeper's end. The bowler's end umpire shall answer all other appeals.

### **28.4 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/she shall consult the latter on this point of fact and shall then give the decision. If, after consultation, there is still doubt remaining, the decision shall be Not out.

### **28.5 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.

### **28.6 Withdrawal of an appeal**

The captain of the fielding side may withdraw an appeal only after obtaining the consent of the umpire within whose jurisdiction the appeal falls. If such consent is given, the umpire concerned shall, if applicable, revoke the decision and recall the 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.

## **29. BOWLED**

### **29.1 Out Bowled**

29.1.1 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.

29.1.2 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 34 (Obstructing the field), 35 (Run out) and 36 (Stumped).

## **30. CAUGHT**

### **30.1 Out Caught**

The striker is out Caught if a ball delivered by the bowler, not being a No ball, touches his bat without having previously been in contact with any fielder, and is subsequently held by a fielder as a fair catch, as described in clause 30.2 and 30.3, before it touches the ground.

## **30.2 A fair catch**

30.2.1 A catch will be fair only if, in every case

- either the ball, at any time
- or any fielder in contact with the ball,
- is not grounded beyond the boundary before the catch is completed. Note clauses 19.4 (Ball grounded beyond the boundary) and 19.5 (Fielder grounded beyond the boundary).

30.2.2 Furthermore, a catch will be fair if any of the following conditions applies:

30.2.2.1 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.

30.2.2.2 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 31 (Hit the ball twice).

30.2.2.3 a fielder catches the ball after it has touched the wicket, an umpire, another fielder or the other batsman.

30.2.2.4 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.

30.2.2.5 the ball is caught off an obstruction within the boundary that is not designated a boundary by the umpires.

## **30.3 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.

## **30.4 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 15.11.1 (Batsman returning to original end) shall apply from the instant of the completion of the catch.

## **31. HIT THE BALL TWICE**

### **31.1 Out Hit the ball twice**

31.1.1 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 willfully 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 31.3 and clause 34 (Obstructing the field).

31.1.2 For the purpose of this clause 'struck' or 'strike' shall include contact with the person of the striker.

### **31.2 Not out Hit the ball twice**

The striker will not be out under this clause if he

31.2.1 strikes the ball a second or subsequent time in order to return the ball to any fielder. Note, however, the provisions of clause 37.4 (Returning the ball to a fielder).

31.2.2 willfully strikes the ball after it has touched a fielder. Note, however the provisions of clause 34.1 (Out Obstructing the field).

### **31.3 Ball lawfully struck more than once**

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.

However, the striker may not prevent the ball from being caught by striking the ball more than once in defense of his wicket. See clause 34.3 (Obstructing a ball from being caught).

### **31.4 Runs permitted from ball lawfully struck more than once**

When the ball is lawfully struck more than once, as permitted in clause 31.3, 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.

The umpire shall

- 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 25.3 (Protective helmets belonging to the fielding side).

### **31.5 Bowler does not get credit**

The bowler does not get credit for the wicket.

## **32. HIT WICKET**

### **32.1 Out Hit wicket**

32.1.1 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 26.1.1.2 to 26.1.1.4 (Wicket put down) in any of the following circumstances:

32.1.1.1 in the course of any action taken by him in preparing to receive or in receiving a delivery,

32.1.1.2 in setting off for the first run immediately after playing or playing at the ball,

32.1.1.3 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,

32.1.1.4 in lawfully making a second or further stroke for the purpose of guarding his wicket within the provisions of clause 31.3 (Ball lawfully struck more than once).

32.1.2 If the striker puts his wicket down in any of the ways described in clauses 26.1.1.2 to 26.1.1.4

before the bowler has entered the delivery stride, either umpire shall call and signal Dead ball.

### **32.2 Not out Hit wicket**

The striker is not out under this clause should his wicket be put down in any of the ways referred to in clause 32.1 if any of the following applies:

- it occurs after the striker has completed any action in receiving the delivery, other than in clauses 32.1.1.2 to 32.1.1.4.
- 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 17.4 (Umpire calling and signaling Dead ball).

## **33. LEG BEFORE WICKET (LBW)**

### **33.1 Out LBW**

The striker is out LBW if all the circumstances set out in clauses 33.1.1 to 33.1.5 apply.

33.1.1 The bowler delivers a ball, not being a No ball

33.1.2 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

33.1.3 the ball is not pitched outside the line of the leg stump

33.1.4 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

33.1.5 the point of impact, even if above the level of the bails,

- either is between wicket and wicket
- or if the striker has made no genuine attempt to play the ball with the bat, is
- between wicket and wicket or outside the line of the off stump.

33.1.6 but for the interception, the ball would have hit the wicket.

### **33.2 Interception of the ball**

33.2.1 In assessing points of impact in clauses 33.1.4, 33.1.5 and 33.1.6, only the first interception is to be considered.

33.2.2 In assessing 33.1.4, 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.

33.2.3 In assessing clause 33.1.6, 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.

### **33.3 Off side of wicket**

The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery.

## **34. OBSTRUCTING THE FIELD**

### **34.1 Out Obstructing the field**

34.1.1 Either batsman is out Obstructing the field if, except in the circumstances of clause 34.2, and while the ball is in play, he willfully attempts to obstruct or distract the fielding side by word or action. See also clause 31 (Hit the ball twice).

34.1.2 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 willfully 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 defense of his wicket.

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

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

If the change of direction involves the batsman crossing the pitch, clause 38.14 shall also apply.

### **34.2 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 31.3 (Ball lawfully struck more than once). However, see clause 34.3.

### **34.3 Obstructing a ball from being caught**

The striker is out Obstructing the field should willful 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 31.3 (Ball lawfully struck more than once).

### **34.4 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.

### **34.5 Runs scored**

When either batsman is dismissed Obstructing the field,

34.5.1.1 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 15.5 (Runs awarded for penalties) and 15.6 (Runs scored when a batsman is dismissed).

34.5.1.2 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.

### **34.6 Bowler does not get credit**

The bowler does not get credit for the wicket.

## **35. RUN OUT**

### **35.1 Out Run out**

Either batsman is out Run out, except as in clause 35.2, if, at any time while the ball is in play,

- he is out of his ground
- and his wicket is fairly put down by the action of a fielder

even though No ball has been called, except in the circumstances of clause 35.2.2.2, and whether or not a run is being attempted.

### **35.2 Batsman not out Run out**

35.2.1 A batsman is not out Run out in the circumstances of clauses 35.2.1.1 or 35.2.1.2.

35.2.2 He has been within his ground and has subsequently left it to avoid injury, when the wicket is put down.

Note also the provisions of clause 27.1.2 (When out of his ground).

35.2.3 The ball, delivered by the bowler, has not made contact with a fielder, before the wicket is put down.

35.2.4 The striker is not out Run out in any of the circumstances in clauses 35.2.2.1 and 35.2.2.2.

35.2.4.1 He is out Stumped. See clause 36.1.2 (Out Stumped).

35.2.4.2 No ball has been called

- and he is out of his ground not attempting a run
- and the wicket is fairly put down by the wicket-keeper without the intervention of another fielder.

### **35.3 Which batsman is out**

The batsman out in the circumstances of clause 35.1 is the one whose ground is at the end where the wicket is put down. See clause 27.2 (Which is a batsman's ground).

### **35.4 Runs scored**

If either batsman is dismissed Run out, the run in progress when the wicket is put down shall not be scored, but any runs completed by the batsmen shall stand, together with any runs for penalties awarded to either side. See clauses 15.5 (Runs awarded for penalties) and 15.6 (Runs scored when a batsman is dismissed).

### **35.5 Bowler does not get credit**

The bowler does not get credit for the wicket.

## **36. STUMPED**

### **36.1 Out Stumped**

36.1.1 The striker is out Stumped, except as in clause 36.3, if

- a ball which is delivered is not called No ball
- and he is out of his ground, other than as in clause 36.3.1
- 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 24.2 (Position of wicket-keeper).

36.1.2 The striker is out Stumped if all the conditions of clause 36.1.1 are satisfied, even though a decision of Run out would be justified.

### **36.2 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.

### **36.3 Not out Stumped**

36.3.1 The striker will not be out Stumped if he has left his ground in order to avoid injury.

36.3.2 If the striker is not out Stumped he may, except in the circumstances of 35.2.2.2, (Batsman not out Run out), be out Run out if the conditions of clause 35.1 (Out Run out) apply.

## **37. TIMED OUT**

### **37.1 Out Timed out**

37.1.1 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 1 minute 30 seconds of the dismissal or retirement. If this requirement is not met, the incoming batsman will be out, Timed out.

37.1.2 The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls.

37.1.3 In the event of an extended delay in which no batsman comes to the wicket, the umpires shall adopt the procedure of clause 13.2 (Umpires awarding a match). For the purposes of that clause the start of the action shall be taken as the expiry of the 1 minute 30 seconds referred to above.

### **37.2 Bowler does not get credit**

The bowler does not get credit for the wicket.

## **38. UNFAIR PLAY**

### **38.1 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.

### **38.2 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/she 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 38.19. Otherwise umpires shall not interfere with the progress of play without appeal except as required to do so by these Playing Conditions.

### **38.3 The match ball – changing its condition**

38.3.1 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 38.3.2.

38.3.2 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 damage the ball other than, when the ball is in play, in striking it with the bat. See also clause 5.1 (Damage to the ball).

A fielder may, however:

38.3.2.1 polish the ball on his clothing provided that no artificial substance is used and that such polishing wastes no time.

38.3.2.2 remove mud from the ball under the supervision of an umpire.

38.3.2.3 dry a wet ball on a piece of cloth that has been approved by the umpires.

38.3.3 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 38.3.2.

38.3.4 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 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.
- award 5 Penalty runs to the opposing side.
- issue the concerned captain with a first and final warning.

### **38.4 Deliberate attempt to distract striker**

38.4.1 It is unfair for any fielder deliberately to attempt to distract the striker while he is preparing to receive or receiving a delivery.

38.4.2 If either umpire considers that any action by a fielder is such an attempt, he/she shall immediately call and signal Dead ball and inform the other umpire of the reason for the call. The bowler's end umpire shall

- award 5 Penalty runs to the batting side.
- inform the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for the action.

Neither batsman shall be dismissed from that delivery and the ball shall not count as one of the over.

### **38.5 Deliberate distraction, deception or obstruction of batsman**

38.5.1 In addition to clause 38.4, it is unfair for any fielder willfully to attempt, by word or action, to distract, deceive or obstruct either batsman after the striker has received the ball.

38.5.2 It is for either one of the umpires to decide whether any distraction, deception or obstruction is willful or not.

38.5.3 If either umpire considers that a fielder has caused or attempted to cause such a distraction, deception or obstruction, he/she shall immediately call and signal Dead ball and inform the other umpire of the reason for the call.

38.5.4 Neither batsman shall be dismissed from that delivery.

38.5.5 If an obstruction involves physical contact, the umpires together shall decide whether or not an offence under clause 39 (Players' conduct) has been committed.

38.5.5.1 If an offence under clause 39 (Players' conduct) has been committed, they shall apply the relevant procedures in clause 39 and shall also apply each of clauses 38.5.7 to 38.5.9.

38.5.5.2 If they consider that there has been no offence under clause 39 (Players' conduct), they shall apply each of clauses 38.5.6 to 38.5.10.

38.5.6 The bowler's end umpire shall;

- 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.

38.5.7 The ball shall not count as one of the over.

38.5.8 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.

38.5.9 The batsmen at the wicket shall decide which of them is to face the next delivery.

### **38.6 Bowling of dangerous and unfair short pitched deliveries**

38.6.1 Notwithstanding clause 38.6.2, 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 38.6.1

38.6.1.1 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.

38.6.1.2 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.

38.6.1.3 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.

38.6.1.4 A bowler shall be limited to one fast short-pitched delivery per over.

38.6.1.5 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.

38.6.1.6 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.

38.6.1.7 In addition, a ball that passes above head height of the batsman, standing upright at the popping crease that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide. See also clause 19.1.1.2

38.6.1.7.1 For the avoidance of doubt any fast short pitched delivery that is called a Wide under this clause shall also count as one of the allowable short pitched deliveries in that over.

38.6.1.8 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in clause 38.6.1.5 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.

38.6.1.9 If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.

38.6.1.10 If there is a second instance of the bowler being No balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.

38.6.1.11 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.

38.6.1.12 Should the umpires initiate the caution and warning procedures set out in clauses 38.6.1.3, 38.6.1.9 and 38.7, such cautions and warnings are not to be cumulative.

### **38.7 Bowling of dangerous and unfair non-pitching deliveries**

38.7.1 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.

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.

38.7.2 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

- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

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

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

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

38.7.3 The warning sequence in clauses 38.7.1 and 38.7.2 is independent of the warning and action sequence in clause 38.6.

38.7.4 If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in clause 38.7.1, then the caution and warning in clause 38.7.1 shall be dispensed with. The umpire shall

- immediately call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

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

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

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

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

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

- immediately call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

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

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

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

### **38.9 Time wasting by the fielding side**

38.9.1 It is unfair for any fielder to waste time.

38.9.2 If either umpire considers that the progress of an over is unnecessarily slow, or time is being wasted in any other way, by the captain of the fielding side or by any other fielder, at the first instance the umpire concerned shall

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then

- warn the captain of the fielding side, indicating that this is a first and final warning.
- inform the batsmen of what has occurred.

38.9.3 If either umpire considers that there is any further waste of time in that innings by any fielder, the umpire concerned shall

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then 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.

### **38.10 Batsman wasting time**

38.10.1 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.

38.10.2 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

- 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.

38.10.3 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

- award 5 Penalty runs to the fielding side.
- inform the other umpire of the reason for this action.
- 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.

### **38.11 Fielder damaging the pitch**

38.11.1 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.

38.11.2 If a fielder causes avoidable damage to the pitch, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then

- caution the captain of the fielding side and indicate that this is a first and final warning. This warning shall apply throughout the innings.
- inform the batsmen of what has occurred.

38.11.3 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

- award 5 Penalty runs to the batting side.

Additionally, the umpire shall

- 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.

### **38.12 Batsman damaging the pitch**

38.12.1 It is unfair to cause deliberate or avoidable damage to the pitch. A batsman will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.

38.12.2 If either batsman causes deliberate or avoidable damage to the pitch at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall then

- warn both 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.

38.12.3 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. 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 25.3 (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.

### **38.13 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.

### **38.14 Batsmen stealing a run**

38.14.1 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 38.16 and 18.4 (Bowler throwing towards striker's end before delivery) – the umpire shall

- 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.
- The bowler's end umpire shall then
  - o return the batsmen to their original ends.
  - o award 5 Penalty runs to the fielding side.
  - o 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.

### **38.15 Penalty runs**

38.15.1 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 2.10 (Signals).

38.15.2 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 13.5 (Winning hit or extras).

Note, however, that the restrictions on awarding Penalty runs, in clauses 20.3 (Leg byes not to be awarded), 31.4 (Runs permitted from ball lawfully struck more than once) and 25.3 (Protective helmets belonging to the fielding side), will apply.

38.15.3 When 5 Penalty runs are awarded to the batting side under any of clauses 21.4 (Player returning without permission), 25.2 (Fielding the ball), or 25.3 (Protective helmets belonging to the fielding side) or under 41.3, 41.4, 41.5, 41.9 or 41.12, then

- 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.

38.15.4 When 5 Penalty runs are awarded to the fielding side, under clause 15.5.2 (Deliberate short runs), or under 38.10, 38.14, 38.15 or 38.17, 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.

## **38.16 Unfair actions**

38.16.1 If an umpire considers that any action by a player, not covered in these Playing Conditions, is unfair, he/she shall call and signal Dead ball, if appropriate, as soon as it becomes clear that the call will not disadvantage the non-offending side, and report the matter to the other umpire. The bowler's end umpire shall

38.16.1.1 If this is a first offence by that side

- summon the offending player's captain and issue a first and final warning which shall apply to all members of the team for the remainder of the match.
- warn the offending player's captain that any further such offence by any member of his team shall result in the award of 5 Penalty runs to the opposing team.

38.16.1.2 If this is a second or subsequent offence by that side

- award 5 Penalty runs to the opposing side

38.16.1.3 The umpires may then report the matter to the Umpires who shall take such action as is considered appropriate against the player concerned.

## **39. PLAYERS' CONDUCT**

### **39.1 Serious misconduct**

39.1.1 The umpires shall act upon any serious misconduct. The relevant offences and the corresponding actions by the umpires are identified in clause 39.2.1. These offences correspond with Level 4 offences in the SDCA Code of Conduct. Level 1 to Level 3 offences will continue to be dealt with separately under the SDCA Code of Conduct.

39.1.2 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.

39.1.3 The umpire concerned shall report the matter to the other umpire and together they shall decide whether an offence has been committed. If so, the umpires shall then apply the related sanctions.

39.1.4 If a batsman commits the offence, 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 deputize for



their captain.

## **39.2 Level 4 offences and action by umpires**

39.2.1 Any of the following actions by a player shall constitute a Level 4 offence:

- threatening to assault an umpire
- making inappropriate and deliberate physical contact with an umpire
- physically assaulting a player or any other person
- committing any other act of violence.

39.2.2 If such an offence is committed, 39.2.2.1 to 39.2.2.5 shall be implemented.

39.2.2.1 The umpire shall call Time.

39.2.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred

39.2.2.3 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:

39.2.2.3.1 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.

39.2.2.3.2 If a bowler is suspended mid-over, then a different bowler must complete that over, who shall not have bowled the previous over nor shall be permitted to bowl the next over.

39.2.2.3.3 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 29 to 36, 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.

39.2.2.4 As soon as practicable, the umpire shall:

- award 5 Penalty runs to the opposing team
- signal the Level 4 penalty to the scorers
- call Play.

39.2.2.5 The umpires shall then report the matter to the SDCA EC under the SDCA Code of Conduct.

## **39.3 Captain refusing to remove a player from the field**

39.3.1 If a captain refuses to carry out an instruction under 39.2.2.3, the umpires shall invoke clause 13.2 (Umpires awarding a match).

39.3.2 If both captains refuse to carry out instructions under 39.2.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded as in clause 13.2 and there shall be no result under clause 13.

## **39.4 Additional points relating to Level 4 offences**

39.4.1 If a player, while acting as wicket-keeper, commits a Level 4 offence, clause 21.1.2 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.

39.4.2 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 39.2.2.5.

## Appendix A: The Wickets

### A.1 Bails

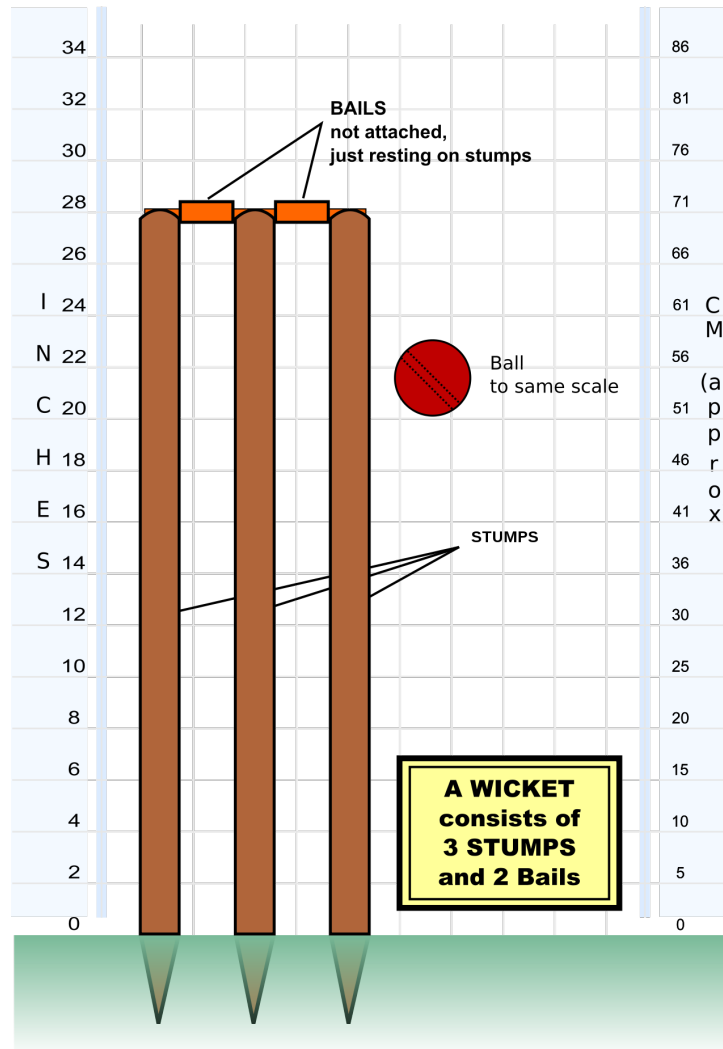
- Overall = 4.31 in / 10.95 cm
- a = 1.38 in / 3.50 cm
- b = 2.13 in / 5.40 cm
- c = 0.81 in / 2.06 cm

### A.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

### A.3 Overall

- Width (f) of wicket = 9 in / 22.86 cm



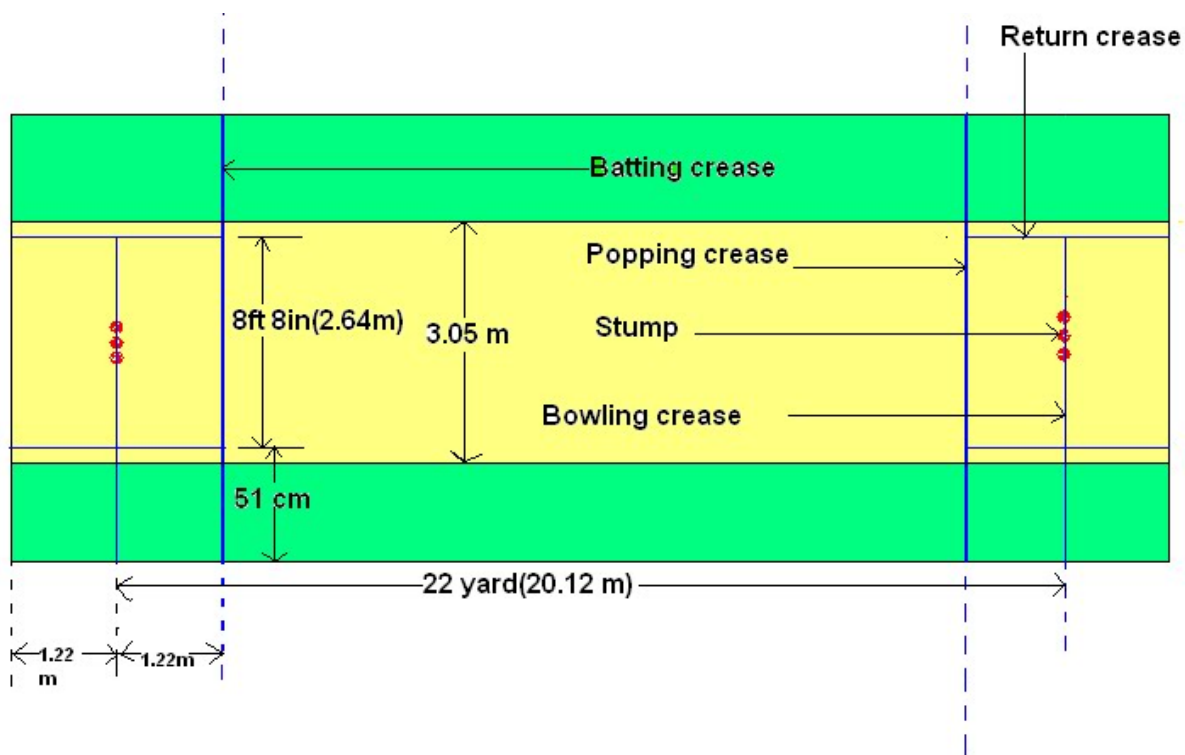
## Appendix B: The Pitch

### B.1 Size

- Length = 20.12m / 22 yards
- Width = 3.05m / 10 ft

### B.2 Creases

- Popping (batting) crease = 1.22m / 4 ft in front of stumps at either end
- Return creases = 1.32m / 4 ft 4 in on either side of the middle stumps
- Wide creases = 35 in on either side of the middle stumps



## Appendix C: The Field

### C.1 Inner circle

- Draw semi-circle with 30 yard radius from the middle stump on either end of the pitch
- Join the two semi-circles with straight lines

### C.2 The field

- The boundary should be no more than 65 yard on all sides from the middle of the pitch

