

2016 MCL Match Playing Conditions

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THE LAWS OF CRICKET THE PREAMBLE – THE SPIRIT OF CRICKET

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

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

Responsibility of captains

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

Player's conduct

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

2. **Fair and unfair play**

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

3. **The umpires are authorised to intervene in cases of:**

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

4. **The Spirit of the Game involves RESPECT for:**

- Your opponents
- Your own captain and team
- The role of the umpires
- The game and its traditional values

5. **It is against the Spirit of the Game:**

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

6. **Violence**

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

7. **Players**

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

The players, umpires and scorers in a game of cricket may be of either gender and the Laws apply equally to both. The use, throughout the text, of pronouns indicating the male gender is purely for brevity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to women and girls equally as to men and boys.

1. Law 1 - The Players

1. Number of Players

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

2. Nomination of Players

- (a) Each captain shall nominate 11 players along with a 4 Reserve Players in writing to the Match Referee before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.
- (b) Only those who are part of the squad shall be entitled to act as substitute fielders during the match, unless the match referee, in exceptional circumstances, allows subsequent additions.
- (c) All those nominated including the 4 reserve players, must be eligible to play for that particular team and have been included in the team's registered squad of players as per the Player Regulations and by such nomination the nominees shall warrant that they are so eligible.
- (d) In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable MCL Regulations and in particular, the Clothing and Equipment Regulations, the Code of Conduct for Players and Team Officials (MCL Code of Conduct), the MCL Anti-Racism Code for Players and Team Officials, the MCL Anti-Doping Code and the MCL Anti-Corruption Code for Players and Team Officials.
- (e) Each team may not name more than 4 players from the same country (nationality) (as defined in the MCL Player Regulations) in its starting XI for any match.

3. Captain

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

- (a) If a captain is not available during the period in which the toss is to take place, then the deputy must be responsible for the nomination of the players, if this has not already been done, and for the toss. See 2 above and Law 12.4 (The toss). **The deputy must be one of the nominated members of the playing eleven.**
- (b) At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these Laws.

4. Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the spirit and traditions of the game as well as within the Laws. See The Preamble – The Spirit of Cricket and Law 42.1 (Fair and unfair play – responsibility of captains).

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

1. Substitutes and runners

- (a) A nominated player can be allowed to have
 - (i) a substitute acting for him in the field (substitute shall be from the 15 member team squad only).
 - (ii) a runner when batting only if injured
- (b) Substitution shall be allowed at any break at the end of any over or strategic time-out or at the fall of wicket except for the injury or illness that occurs while the player is on field for which umpires will be the sole judge
- (c) A player wishing to change his shirt, boots or to relax, etc. shall leave the field to do so. A substitute shall be allowed for him.
- (d) Please note that there shall not be any time wastage for the substitution being carried out. The substitute player has to be in place within the exact time frame. Under no circumstances wastage of time will be allowed

2. Objection to substitutes

The opposing captain shall have no right of objection to any player acting as a substitute on the field, nor as to where the substitute shall field. However, no substitute shall act as wicketkeeper. See 3 below.

3. Restrictions on role of substitutes

A substitute shall not be allowed to bat, bowl or act as wicket-keeper. Note also Law 1.3(b) (Captain).

4. A player for whom a substitute has acted

A nominated player is allowed to bat, bowl or field even though a substitute has previously acted for him.

5. Fielder absent or leaving the field

- (i) A Fielder is permitted to leave the field at the end of any over or during a break in play for a time out. It is the responsibility of the Captain to ensure that only 11 players are on the field at any one time
- (ii) The player shall still be permitted to bowl in that innings immediately after his return..
- (iii) The player shall be permitted to bat at any position or at any given time in the innings without any restrictions.
- (iv) If in the opinion of the Umpires a substitute fielder is not ready to either bowl his over or causes any delay in the start of an over the captain shall be warned by the Umpires and any further delay caused will result in the substitute fielder being removed from the field of play for one over (6 balls)

Note: Squad members of the fielding team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).

6. Player returning without permission

If a player comes on to the field of play in contravention of 5 (i & ii) above and comes into contact with the ball while it is in play,

- (a) the ball shall immediately become dead and the umpire shall award 5 penalty runs to the batting side. Additionally, 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.
- (b) 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.
- (c) the umpires together shall report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and the player concerned.

7. Runner

The player acting as a runner for a batsman shall be a member of the batting side and shall, if possible, have already batted in that innings. The runner shall wear external protective equipment equivalent to that worn by the batsman for whom he runs and shall carry a bat.

8. Transgression of the Laws by a batsman who has a runner

- i. A batsman's runner is subject to the Laws. He will be regarded as a batsman except where there are special provisions for his role as a runner. See 7 above and Law 29.2 (Which is a batsman's ground).
- ii. A batsman who has a runner will suffer the penalty for any infringement of the Laws by his runner as if he had been himself responsible for the infringement. In particular he will be out if his runner is out under either of Laws 37 (Obstructing the field) or 38 (Run out).
- iii. When a batsman who has a runner is striker he remains himself subject to the Laws and will be liable to the penalties that any infringement of them demands. In the case of Run out and Stumped, however, special provisions, set out in (iv) and (v) below, apply to him as a striker who has a runner.
- iv. If a striker who has a runner is out of his ground when the wicket at the wicket-keeper's end is fairly put down by the action of a fielder, otherwise than in (e) below, then, notwithstanding (b) above and irrespective of the position of the non-striker and the runner, he will be out Run out. However, Laws 38.2(a) and 38.2(b)(ii) (Batsman not Run out) shall apply.
- v. If a striker who has a runner is out of his ground when the wicket at the wicket-keeper's end is fairly put down by the wicket-keeper, without the intervention of another fielder, and if both the following conditions are satisfied
 - his runner is within his ground
 - he makes no movement towards the bowler's end other than action in receiving and/or playing or playing at the ball,
 - he is
 - (i) Not out if No ball has been called.

(ii) Out Stumped if the delivery is not a No ball. In this case, however, Law 39.3(a) (Not out Stumped) shall apply.

If either of the two conditions is not satisfied, then he is out Run out. Law 38.2(a) will apply.

- vi. If a striker who has a runner is himself dismissed as in either (iv) or (v) above, runs completed by the runner and the other batsman before the wicket is put down shall be disallowed. However, any runs for penalties awarded to either side shall stand. See Law 18.6 (Runs awarded for penalties). The non-striker shall return to his original end.
- vii. When a batsman who has a runner is not the striker
 - (i) he remains subject to Law 37 (Obstructing the field) but is otherwise out of the game.
 - (ii) he shall stand where directed by the striker's end umpire so as not to interfere with play.
 - (iii) he will be liable, notwithstanding (i) above, to any penalty demanded by the Laws should he commit any act of unfair play.

9. Batsman retiring

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.

- (a) ;If a batsman retires because of illness, injury or any other unavoidable cause, he is entitled to resume his innings subject to (c) below. If for any reason he does not do so, his innings is to be recorded as 'Retired – not out'.
- (b) If a batsman retires for any reason other than as in (a) above, he may resume his innings only with the consent of the opposing captain. If for any reason he does not resume his innings it is to be recorded as 'Retired – out'.
- (c) If after retiring a batsman resumes his innings, it shall be only at the fall of a wicket or the retirement of another batsman.

10. Commencement of a batsman's innings

Except at the start of a side's innings, a batsman shall be considered to have commenced his innings when he first steps on to the field of play, provided Time has not been called. The innings of the opening batsmen, and that of any new batsman on the resumption of play after a call of Time, shall commence at the call of Play.

3. Law 3 - The Umpires

1. Appointment and attendance

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

- (a) MCL shall appoint both umpires to stand in each match alongwith a third umpire. Such umpires shall be selected by MCL as well as Emirates Cricket Board. The third umpire shall also act as the emergency on field umpire

- (b) MCL shall also appoint a fourth umpire for each match. The fourth umpire shall act as the emergency third umpire.
- (c) MCL shall also appoint a match referee for each match.
- (d) Neither team will have a right of objection to an umpire's or match referee's appointment.
- (e) The umpires shall control the game as required by the Laws (as read with these playing conditions), with absolute impartiality and shall be present at the ground at least 75 minutes before the scheduled start of play.
- (f) **Third Umpires / TV Replay System:** *The playing conditions set out in Appendix 5 shall apply.*

2. **Change of Umpire**

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

3. **Agreement with captains**

Before the toss the umpires shall

- (a) ascertain the hours of play and agree with the captains
 - (i) the balls to be used during the match. See Law 5 (The ball).
 - (ii) times and durations of intervals for meals and times for drinks intervals. See Law 15 (Intervals).
 - (iii) the boundary of the field of play and allowances for boundaries. See Law 19 (Boundaries).
 - (iv) any special conditions of play affecting the conduct of the match.
- (b) inform the scorers of agreements in (ii), (iii) and (iv) above.

4. **To inform captains and scorers**

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

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

5. **The wickets, creases and boundaries**

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

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

6. Conduct of the game, implements and equipment

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

- (a) the conduct of the game is strictly in accordance with the Laws.
- (b) the implements of the game conform to the following
 - (i) Law 5 (The ball)
 - (ii) externally visible requirements of Law 6 (The bat) and Appendix 8.
 - (iii) either Laws 8.2 (Size of stumps) and 8.3 (The bails).
- (c) (i) no player uses equipment other than that permitted. See Appendix 7. Note particularly therein the interpretation of 'protective helmet'.
(ii) the wicket-keeper's gloves comply with the requirements of Law 40.2 (Gloves).

7. Fair and unfair play

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

8. Fitness for play

- (a) The safety of all persons within the ground is of paramount importance to MCL. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire (including for example weather, pitch invasions, act of God, etc.), then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, Match Referee, the head of the relevant ground authority, the head of ground security and/or the police as the circumstances may require.
- (b) It is solely for the umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.
Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.
- (c) Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.
- (d) Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

9. Suspension of play in dangerous or unreasonable conditions

- (a) All references to ground include the pitch. See Law 7.1 (Area of pitch).
- (b) If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make.

The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. 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 unreasonable for play to take place.

The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

- (c) When there is a suspension of play it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as appropriate, unaccompanied by any of the players or officials. Immediately the umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.
- (d) If play is in progress up to the start of an agreed interval then it will resume after the interval unless the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place.
- (e) Play may be suspended due to safety and security concerns by the umpires on the advice of the Match Referee, the head of the relevant ground authority, the head of ground security or the police
- (f) Where play is suspended under Clause 3.9(e) above the decision to abandon or resume play shall be the responsibility of the Match Referee who shall act only after consultation with the head of ground security and the police.

10. Position of umpires

Each umpire shall stand where he can best see any act upon which his decision may be required. Subject to this over-riding consideration, the bowler's end umpire shall stand where he does not interfere with either the bowler's run up or the striker's view.

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

11. Umpires changing ends

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

12. Consultation between umpires

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

13. Informing the umpires

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

14. Signals

- (a) The following code of signals shall be used by umpires.
- (i) Signals made while the ball is in play:
 - Dead ball - by crossing and re-crossing the wrists below the waist.
 - No ball - by extending one arm horizontally.
 - Out - by raising an index finger above the head. (If not out, the umpire shall call Not out.)
 - Wide - by extending both arms horizontally.
 - (ii) When the ball is dead, the bowler's end umpire shall repeat the signals above, with the exception of the signal for Out, to the scorers.
 - (iii) The signals listed below shall be made to the scorers only when the ball is dead.
 - Boundary 4 - by waving an arm from side to side finishing with the arm across the chest
 - Boundary 6 - by raising both arms above the head.
 - Bye - by raising an open hand above the head.
 - Five penalty awarded to the batting side - by repeated tapping of one shoulder runs awarded to with the opposite hand.
 - Five penalty awarded to the fielding side - by placing one hand on the opposite shoulder.
 - Leg bye - by touching a raised knee with the hand.
 - New ball - by holding the ball above the head.
 - Revoke - by touching both shoulders, each with last signal the opposite hand.
 - Short run - by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.

All these signals are to be made by the bowler's end umpire except that for Short run, which is to be signalled by the umpire at the end where short running occurs. However, the bowler's end umpire shall be responsible both for the final signal of Short run to the scorers and for informing them as to the number of runs to be recorded.
- (b) The umpire shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed.

15. Correctness of scores

Consultation between umpires and scorers on doubtful points is essential. The umpires shall, throughout the match, satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled. They shall agree these with the scorers at least at every interval, other than a drinks interval, and at the conclusion of the match. See Laws 4.2 (Correctness of scores), 21.8 (Correctness of result) and 21.10 (Result not to be changed).

16. Light Meters

- (a) It is the responsibility of the MCL to supply light meters to the match officials to be used in accordance with these playing conditions.
- (b) All light meters shall be uniformly calibrated.
- (c) The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is fit for play in accordance with the criteria set out in clause 3.8 above.

- (d) Light meter readings may accordingly be used by the umpires: (a) To determine whether there has been at any stage a deterioration or improvement in the light. (b) As benchmarks for the remainder of a stoppage, match and/or Season.

17. Use of artificial lights

In the event of power failure or lights malfunction, the provisions relating to the delay or interruption of play due to bad weather or light shall apply.

18. Match Colours

- (a) Pads and players' and umpires' clothing shall be coloured.
- (b) Sight screens will be black.

19. Use of Ropes to reduce effects of Dew

In the event of dew, the umpires may instruct the Head Groundsman to use ropes, dragged across the outfield, to reduce the effects of dew. This may be done before start of play (after the Toss) and/or during the Time-Outs and/or during the interval. In extreme conditions, the umpires may instruct the Head Groundsman to use ropes at the fall of every wicket.

20. Advertising on grounds, perimeter boards and sightscreens

(a) Advertising on grounds

The logos on outfields are to be positioned as follows:

- i. Behind the stumps – a minimum of 25.15 yards (23 metres) from the stumps.
- ii. Midwicket/cover area – no advertising to be positioned within the 30 yard (27.50 metres) circle.

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

(b) Perimeter Boards

- i. Advertising on perimeter boards placed in front of the sightscreens is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball. In the case of electronic perimeter boards, advertising shall be permitted on the perimeter boards in front of the sight screen behind the striker, providing it is removed for the subsequent over from that end.
- ii. Advertising on perimeter boards behind the stumps at both ends shall not contain moving, flashing or flickering images and operators should ensure that the images are only changed or moved at a time that will not be distracting to the players or the umpires.
- iii. In addition, the brightness of any electronic images shall be set at a level so that it is not a distraction to the players or umpires.

(c) Sightcreens

- i. Sightcreens shall be provided at both ends of all grounds.
- ii. Advertising shall be permitted on the sightcreen behind the striker, providing it is removed for the subsequent over from that end.
- iii. Such advertising shall not contain flashing or flickering images and particular care should be taken by the operators that the advertising is not changed at a time which is distracting to the umpire.

4. Law 4 - The Scorers

1. Appointment of scorers

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

2. Correctness of scores

The scorers shall frequently check to ensure that their records agree. They shall agree with the umpires, at least at every interval, other than drinks intervals, and at the conclusion of the match, the runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled. See Law 3.15 (Correctness of scores)

3. Acknowledging signals

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

5. Law 5 - The Ball

1. Weight and size

The ball, when new, shall weigh not less than 5½ ounces/155.9 g, nor more than 5¾ ounces/163g, and shall measure not less than 8 13/16 in/22.4 cm, nor more than 9 in/22.9 cm in circumference.

2. Approval and control of balls

- (a) MCL shall provide cricket balls of an approved standard for Twenty20 cricket and spare used balls for changing during a match, which shall also be of the same brand.

Note: MCL shall be required to advise the teams of the brand of ball to be used in the match(es) at least 30 days prior to the start of the season.

- (b) The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by MCL. The fourth umpire shall take a box containing at least 6 new balls to the dressing room and supervise the selection of the ball.
- (c) The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket or any other disruption in play. White balls will be used in all matches (including day matches). Each fielding team shall have one new ball for its innings.

3. **New ball**

New ball will be provided to each fielding team at the start of each innings.

4. **New ball in match of more than one day's duration**

Law 5.4 shall not apply.

5. **Ball lost or becoming unfit for play**

- (a) In the event of a ball during play being lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.
- (b) In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear, even though it has not gone out of shape.
- (c) If the ball is to be replaced, the umpire shall inform the batsman and the fielding captain. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

6. **Specifications**

Law 5.6 shall not apply.

6. **Law 6 - The Bat**

1. **The bat**

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

2. **Measurements**

All provisions in sections 3 to 6 below are subject to the measurements and restrictions stated in Appendix 8.

3. The handle

- (a) One end of the handle is inserted into a recess in the blade as a means of joining the handle and the blade. The part of the handle that is then wholly outside the blade is defined to be the upper portion of the handle. It is a straight shaft for holding the bat.
The remainder of the handle is its lower portion used purely for joining the blade and the handle together. It is not part of the blade but, solely in interpreting 5 and 6 below, references to the blade shall be considered to extend also to the lower portion of the handle where relevant.
- (b) The handle is to be made principally of cane and/or wood, glued where necessary and bound with twine along the upper portion.
- (c) Providing 7 below is not contravened, the upper portion may be covered with materials solely to provide a surface suitable for gripping. Such covering is an addition and is not part of the bat. Note, however, 8 below.
- (d) Notwithstanding 4(c) and 5 below, both the twine binding and the covering grip may extend beyond the junction of the upper and lower portions, to cover part of the shoulders as defined in Appendix 8.

4. The blade

- (a) The blade comprises the whole of the bat apart from the handle as defined above. The blade has a face, a back, a toe, sides and shoulders. See Appendix 8.
- (b) The blade shall consist solely of wood.
- (c) No material may be placed on or inserted into either the blade or the lower portion of the handle other than as permitted in 3(d) above and 5 and 6 below, together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.

5. Covering the blade

All bats may have commercial identifications on the blade. **Only Type A will be allowed to use in MCL.** Bats may have no other covering on the blade except as permitted in 6 below.

6. Protection and repair

Providing neither 4 above nor 7 below is contravened,

- (a) solely for the purposes of
 - either (i) protection from surface damage to the face, sides and shoulders of the blade
 - or (ii) repair to the blade after damagematerial that is not rigid, either at the time of its application to the blade or subsequently, may be placed on these surfaces. Any such material shall not extend over any part of the back of the blade except in the case of (ii) above and then only when it is applied as a continuous wrapping covering the damaged area.

- (b) solid material may be inserted into the blade for repair after damage other than surface damage. Additionally, for protection from damage, for Types B and C, material may be inserted at the toe and/or along the sides, parallel to the face of the blade.
The only material permitted for any insertion is wood with minimal essential adhesives.
- (c) to prevent damage to the toe, material may be placed on that part of the blade but shall not extend over any part of the face, back or sides of the blade.
- (d) the surface of the blade may be treated with non-solid materials to improve resistance to moisture penetration and/or mask natural blemishes in the appearance of the wood. Save for the purpose of giving a homogeneous appearance by masking natural blemishes, such treatment must not materially alter the colour of the blade.
Any materials referred to in (a), (b), (c) or (d) above are additional to the blade and not part of the bat. Note, however, 8 below.

7. Damage to the ball

- (a) 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
- (b) 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.
- (c) For the purposes of this Law, unacceptable damage is deterioration greater than normal wear and tear caused by the ball striking the uncovered wooden surface of the blade.

8. Contact with the ball

In these Laws,

- (a) 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.
- (b) contact between the ball and
 - either (i) the bat itself
 - or (ii) the batsman's hand holding the bat
 - or (iii) any part of a glove worn on the batsman's hand holding the bat
 - or (iv) any additional materials permitted under 3, 5 or 6 aboveshall be regarded as the ball striking or touching the bat or being struck by the bat.

7. Law 7 - The Pitch

1. Area of pitch

The pitch is a rectangular area of the ground 22 yards/20.12 m in length and 10 ft/3.05 m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 5 ft/1.52 m from it. See Laws 8.1 (Width and pitching) and 9.2 (The bowling crease).

2. Fitness of pitch for play

The umpires shall be the sole judges of the fitness of the pitch for play. See Laws 3.8 (Fitness for play) and 3.9 (Suspension of play in dangerous or unreasonable conditions)

3. Selection and preparation

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

- (a) The ground staff shall ensure that during the period prior to the start of play and during intervals, the pitch area shall be roped off so as to prevent unauthorised access. (The pitch area shall include an area at least 2 metres beyond the rectangle made by the crease markings at both ends of the pitch).
- (b) The fourth umpire shall ensure that, prior to the start of play and during any intervals, only authorised ground staff, the match officials, players, team coaches and authorised television personnel shall be allowed access to the pitch area. Such access shall be subject to the following limitations:
 - i. Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
 - ii. Access to the pitch area by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcaster(s) (but not news crews). Additionally one sponsor representative from the both teams will be present at the toss.
 - iii. No spiked footwear shall be permitted.
 - iv. No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.
 - v. Access shall not interfere with pitch preparation.
- (c) In the event of any dispute, the Match Referee will rule and his ruling will be final.

4. Changing the pitch

- (a) In the event of a pitch being considered too dangerous for play to continue in the estimation of the on-field umpires, they shall stop play and immediately advise the Match Referee.
- (b) The on-field umpires and Match Referee shall consult with both captains.
- (c) If the captains agree to continue, play shall resume.
- (d) If the decision is not to resume play, the on-field umpires together with the Match Referee shall consider whether the existing pitch can be repaired and the match resumed from the point it was stopped. In considering whether to authorise such repairs, the Match Referee must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.
- (e) If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences:

- i. 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 21.7
 - ii. 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.
- (f) If the match is abandoned as a no result, the Match Referee shall consult with MCL with the objective of finding a way for a new match to be commenced and completed on the same date at the same venue.
- (g) Such a match may be played either on the repaired pitch or on another pitch, subject to the Match Referee and the relevant ground authority both being satisfied that the new pitch will be of the required standard. The playing time lost between the scheduled start time of the original match and the actual start time of the new match will be covered by the provisions of clauses 12 and 16 below.
- (h) If it is not possible to play a new match on the scheduled day of the match, MCL shall determine whether the match can be replayed within the existing league schedule.
- (i) Throughout the above decision making processes, the Match Referee shall keep informed both captains and the head of the ground authority. The head of the ground authority shall ensure that suitable and prompt public announcements are made.

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

5. Non-turf pitches

Law 7.5 shall not apply.

All matches shall be played on natural turf pitches. The use of PVA and other adhesives in the preparation of pitches is not permitted.

8. Law 8 - The Wickets

1. Width and pitching

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

2. Size of stumps

The tops of the stumps shall be 28 in/71.1 cm above the playing surface and shall be dome shaped except for the bail grooves. The portion of a stump above the playing surface shall be cylindrical apart from the domed top, with circular section of diameter not less than 1³/₈ in/3.49 cm nor more than 1¹/₂ in/3.81 cm.

MCL will provide a slightly larger cylindrical stump to accommodate the stump camera. All three stumps must be exactly the same size.

3. The bails

(a) The bails, when in position on top of the stumps,

1. shall not project more than $\frac{1}{2}$ in/1.27 cm above them.
2. shall fit between the stumps without forcing them out of the vertical.

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

Overall length	45/16 in/10.95 cm
Length of barrel	21/8 in /5.40 cm
Longer spigot	1 $\frac{3}{8}$ in/3.49 cm
Shorter spigot	13/16 in/2.06 cm

4. Junior cricket

Law 8.4 shall not apply.

5. Dispensing with bails

The umpires may agree to dispense with the use of bails, if necessary. If they so agree then no bails shall be used at either end. The use of bails shall be resumed as soon as conditions permit. See Law 28.4 (Dispensing with bails).

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

1. The creases

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

2. The bowling crease

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

3. 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 metres)** on either side of the imaginary line joining the centres of the two middle stumps and shall be considered to be unlimited in length.

4. The return creases

The return creases, which are the inside edges of the crease markings, shall be at right angles to the popping crease at a distance of 4 ft 4 in/1.32 m either side of the imaginary line joining the

centres of the two middle stumps. Each return crease shall be marked from the popping crease to a minimum of 8 ft/2.44 m behind it and shall be considered to be unlimited in length.

5. Additional Crease Markings

As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix 3 shall be marked in white at each end of the pitch

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

1. Rolling

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

(a) Frequency and duration of rolling

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

(b) Rolling after a delayed start

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

(c) Choice of rollers

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

(d) Timing of permitted rolling

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

(e) Insufficient time to complete rolling

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

(f) Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the groundsmen. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the groundsmen, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

(g) The umpires may instruct the groundsmen to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

- (h) An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

2. Clearing debris from the pitch

- (a) The pitch shall be cleared of any debris
- i. before the start of each **match**. This shall be after the completion of mowing and before any rolling, not earlier than 30 minutes nor later than 10 minutes before the time or any rescheduled time for start of play.
 - ii. between innings. This shall precede rolling if any is to take place.
- (b) The clearance of debris in (a) above shall be done by sweeping, except where the umpires consider that this may be detrimental to the surface of the pitch. In this case the debris must be cleared from that area by hand, without sweeping.
- (c) In addition to (a) above, debris may be cleared from the pitch by hand, without sweeping, before mowing and whenever either umpire considers it necessary.

3. Mowing

- (a) Responsibility for mowing

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

All subsequent mowings shall be carried out under the supervision of the umpires.

- (b) Timing of mowing

- (i) Mowing of the pitch on any day shall be completed not later than 30 minutes before the time scheduled or rescheduled for play to begin on that day, before any sweeping prior to rolling. If necessary, debris may be removed from the pitch before mowing, by hand, without sweeping. See 2(c) above.
- (ii) Mowing of the outfield on any day shall be completed not later than 15 minutes before the time scheduled or rescheduled for play to begin on that day.

4. Watering the pitch

The pitch shall not be watered during the match.

5. Re-marking creases

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

6. Maintenance of footholes

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

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

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.

7. Securing of footholds and maintenance of pitch

During play, umpires shall allow the players to secure their footholds by the use of sawdust provided that no damage to the pitch is caused and that Law 42 (Fair and unfair play) is not contravened.

8. Non-turf pitches

Law 10.8 shall not apply.

9. Protection and preparation of adjacent pitches during matches

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

- a. Such measures will only be possible if requested by the ground curator and approved by the umpires before the start of the match.
- b. Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.
- c. The preparation work shall be carried out under the supervision of the fourth umpire.
- d. Any necessary watering shall be carried out only to the extent necessary for such preparations and shall not be permitted in circumstances which may in any way affect the match pitch.
- e. The consent of the captains is not required but the umpires shall advise both captains and the Match Referee before the start of the match on what has been agreed.

11 Law 11 - Covering the Pitch

1. Before the match

The use of covers before the match is the responsibility of the Ground Authority and may include full covering if required. However, the Ground Authority shall grant suitable facility to the captains to inspect the pitch before the nomination of their players and to the umpires to discharge their duties as laid down in Laws 3 (The umpires), 7 (The pitch), 8 (The wickets), 9 (The bowling, popping and return creases) and 10 (Preparation and maintenance of the playing area).

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

2. During the match

The pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match.

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

3. Covering the bowlers' run ups

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

4. Removal of covers

All covers shall be removed not later than 2 1/2 hours before the scheduled start of play provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.

12. Law 12 - Innings

1. Number of innings

All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. All matches shall be of one day's scheduled duration.

2. Alternate innings

Law 12.2 shall not apply.

3. Completed innings

A side's innings is to be considered as completed if

1. the side is all out
2. at the fall of a wicket or the retirement of a batsman, further balls remain to be bowled but no further batsman is available to come in
3. the prescribed number of overs has been bowled

4. The toss

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

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

5. Decision to be notified

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

6. Length of Innings

(a) Uninterrupted Matches.

- (i) Each team shall bat for 20 overs unless all out earlier.
- (ii) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The length of the interval shall be reduced as per paragraph 15.1 and the second session shall commence at the later of the scheduled time or ten minutes after the cessation of the first innings. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- (iii) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- (iv) If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- (v) Penalties shall apply for slow over rates (refer 16.12).

(b) Delayed or Interrupted Matches

1. Delay or Interruption to the Innings of the Team Batting First (see Appendix 1)
 - (i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 13.33 overs per hour in the total remaining time available for play.
 - (ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.
 - (iii) As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.5, then the first innings is terminated and the provisions of 12.6.2 b) below take effect.
 - (iv) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 13.33 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and the interval will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required the original time shall be extended to allow for one extra over for each team.
 - (v) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs has been bowled or the innings is completed.

(vi) Penalties shall apply for slow over rates (refer to 16.12).

2. Delay or Interruption to the innings of the Team Batting Second (see Appendix 2)

- (i) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 13.33 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.
- (ii) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- (iii) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second, subject to a result not being achieved earlier.
- (iv) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. A fixed time will be specified for the close of play by applying a rate of 13.33 overs per hour. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- (v) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.
- (vi) Penalties shall apply for slow over rates (refer MCL Code of Conduct).

7. Extra Time

Where the start of play is delayed or play is suspended for any reason then extra time of

- (i) up to sixty minutes shall be available for each MCL regular season match; and
- (ii) up to one hundred and twenty minutes for any of the knockout matches

For the avoidance of doubt, if extra time is required to be used, it will be taken in the following sequence. In the event of a delayed start or interruption, the provision of sixty minutes (or one hundred and twenty minutes for play-off matches) extra time is to be used first, followed by the time allocated for “time outs” and then the reduction in the innings change interval (if applicable).

For the play-off matches, in addition to the extra time referred to above, there shall be reserve days (on which an incomplete play-off match shall be completed) allocated as follows:

Semi final 1 – reserve day – the next day at 2.30pm (i.e. immediately before the 2nd Semi Final)

Semi final 2 – no reserve day

Final – reserve day – the next day at 6.30pm

Every effort will be made to complete the match on the scheduled day with any necessary reduction in overs taking place. Only if the minimum number of overs necessary to constitute a match cannot be bowled on the scheduled day will the match be completed on the reserve day.

8. Number of Overs per Bowler

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

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

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.

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.

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

13. Law 13 - The Follow-on

Law 13 shall not apply.

14. Law 14 - Declaration and Forfeiture

Law 14 shall not apply.

15. Law 15 - Intervals

1. An interval

The following shall be classed as intervals.

- (a) Intervals between innings.
- (b) Intervals for drinks / Timeouts
- (c) Any other agreed interval.

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

2. Agreement of intervals

Before the toss

- (a) the hours of play shall be established.
- (b) the timing and duration of innings break shall be specified which will be 20 minutes

3. Duration of intervals

An interval between innings shall be 20 minutes from the close of an innings until the call of Play for the start of the next innings.

4. **No allowance for interval between innings**

Law 15.4 shall not apply.

5. **Changing agreed times for intervals - Interval between Innings**

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. 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 in an uninterrupted match will be 15 minutes.

However, following a lengthy delay or interruption prior to the completion of the innings of the team batting first, the Match Referee may, at his discretion, reduce the interval between innings from 20 minutes to not less than 10 minutes.

Such discretion should only be exercised after determining the adjusted overs per side based on 20 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.

6. **Changing agreed time for lunch interval**

Law 15.6 shall not apply.

7. **Changing agreed time for tea interval**

Law 15.7 shall not apply.

8. **Tea interval – 9 wickets down**

Law 15.8 shall not apply.

9. **Intervals for drinks**

- (a) There will be one time-out (Half Time Break) of 4 minutes in duration in each innings. The time-outs are to allow the teams to re-group tactically.
- (b) Drinks may be brought out on to the field during the time-out. At other times, an individual player may be given a drink either on the boundary edge or at the fall of a wicket on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire (subject to the wearing of a bib as referred to in the note to clause 2.5.c).
- (c) Subject to clauses 15.9.d & 15.9.e below, the above-mentioned time-outs will occur at the end of 10 overs in each innings of matches which are not interrupted
- (d) If there is a stoppage in play (whether for a wicket or injury or any other reason) during the 10th over and the relevant time-out has not yet been called, then the umpires shall, if they believe that it will speed up the game, not wait for the end of the over and may immediately call the time-out..

- (e) There will be no time-out if the match is reduced to less than 12 overs per innings
- (f) The umpires will clearly signal the time-out by making the sign of a “T” with their arms.
- (g) If in any innings the batting team is dismissed before a scheduled time-out then there will be no such time-out in respect of such innings.

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

1. Call of Play

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

Start & Cessation of Play: To be determined by MCL subject to there being 2 sessions of 1 hour 34 minutes each (including 4 minutes of time-out), separated by a 20 minute interval between innings.

2. Call of Time

The bowler's end umpire shall call Time when the ball is dead on the cessation of play before any interval or interruption and at the conclusion of the match. See Laws 23.3 (Call of Over or Time) and 27 (Appeals).

3. Removal of bails

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

4. Starting a new over

Another over shall always be started at any time during the match, unless an interval is to be taken in the circumstances set out in 5 below, if, walking at his normal pace, the umpire has arrived at his position behind the stumps at the bowler's end before the time agreed for the next interval, or for the close of play, has been reached.

5. Completion of an over

Other than at the end of the match,

- (a) 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 (b) below
- (b) when less than 2 minutes remains before the time agreed for the next interval, the interval will be taken immediately if
 - either (i) a batsman is dismissed or retires
 - or (ii) the players have occasion to leave the fieldwhether 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.

6. Last hour of match – number of overs

Law 16.6 shall not apply.

7. Last hour of match – interruptions of play

Law 16.7 shall not apply.

8. Last hour of match – intervals between innings

Law 16.8 shall not apply.

9. Conclusion of match

The match is concluded

- (a) as soon as a result as defined in sections 1, 2, 3, 4 or 5(a) of Law 21 (The result) is reached.
- (b) in the case of an agreement under Law 12.1 (Number of innings), as soon as the final innings is completed as defined in Law 12.3 (Completed innings).
- (c) if, without the match being concluded, either as in (a) or in (b) above, the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible.

10. Completion of last over of match

Law 16.10 shall not apply.

11. Bowler unable to complete an over during last hour of match

Law 16.11 shall not apply.

12. Minimum Over Rates

The minimum over rate to be achieved by the fielding Team in uninterrupted matches shall be such that, taking account of any allowances for actual playing time lost, the 20th over commences within 1 hour and 34 minutes (being 1 hour 30 minutes of playing time plus 4 minutes of time-out) of the start of the innings. For interrupted Matches where an innings is scheduled to be less than 20 overs, the minimum over rate shall be 13.33 overs per hour (4.5 minutes per over). The actual over rate will be calculated at the end of the match by the umpires.

In calculating the actual over rate for the match, adjustment should be made for any time-outs which do not occur and allowances will be given for the actual time lost as a result of any of the following:

- (a) treatment given by authorised medical personnel to a player on the field of play;
- (b) a player being required to leave the field of play as a result of a serious injury;
- (c) all third umpire referrals and consultations;
- (d) time wasting by the batting side;
- (e) an allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings; and
- (f) all other circumstances that are beyond the control of the fielding side.

In addition to the allowances as provided for above, in the case of an innings that has been reduced due to any delay or interruption in play, an additional allowance of 1 minute for every full 3 overs by which the innings is reduced will be granted.

If a side is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side will be deemed to have complied with the required minimum over rate.

If the fielding team fails to bowl the required number of overs by the scheduled time for the cessation of the session, play shall continue until the required overs have been bowled. Unless determined otherwise by the Match Referee, after consultation with the match umpires and the scorers, the fielding side will be penalised as follows.

- (i) The captain of the bowling side will incur one strike for the over rate breach; and
- (ii) For every two strikes imposed on a captain in respect of over rate breaches committed in that MCL season, the captain will be suspended for the next MCL match for which he is available for selection, regardless of whether that match is in the same or the next MCL season. No outstanding strike incurred by a captain in respect of an over rate breach will be carried over into the next MCL season
- (iii) for the purposes of (ii) above, if the player nominated as captain at the start of the MCL season is in the starting 11 but not listed on the official team sheet as the captain;
 - (i) Any previous strike will carry over to the player nominated as captain for that match; and
 - (ii) Should another over rate breach occur in this situation, both the originally nominated captain and the player nominated as captain for that match will incur an automatic 1 match suspension and that suspension shall be applied to the next MCL match.

17. Law 17 - Practice on the Field

1. Practice on the pitch or the rest of the square

- (i) The use of the square for practice on any day of any match will be restricted to any netted practice area or bowling strips specifically prepared on the edge of the square for that purpose.
- (ii) Bowling practice on the bowling strips referred to in (i) above shall also be permitted during the change of innings (but not during time-outs) unless the umpires consider that, in the prevailing conditions of ground and weather, it will be detrimental to the surface of the square.

2. Practice on the outfield

All forms of practice are permitted on the outfield before the start of the match or after the end of match on any day or between innings, providing the umpires are satisfied that such practice will not cause significant deterioration in the condition of the outfield. Such practice must not continue later than 5 minutes before the scheduled or any rescheduled time for play to commence or to resume.

3. Practice on the outfield between the call of Play and the call of Time

- (i) The restrictions in (ii), (iii) and (iv) below shall apply not only between the call of Play and the call of Time but also during an interval for drinks, or on any other occasion when Time has been called but the players remain on the field of play.
- (ii) No ball other than the match ball may be used on the field of play.
- (iii) There shall be no bowling or batting practice on the outfield. However, bowling a ball to a player in the outfield, using arm action only, although a form of practice shall not be regarded as bowling practice.
- (iv) All other forms of practice are permitted on the outfield either at the fall of a wicket or during other gaps in play for legitimate activities providing that
 - (i) only the fielders as defined in Appendix 7 participate in such practice
 - (ii) the umpire is satisfied that it will not contravene either of Laws 42.3 (The match ball – changing its condition) or 42.9 (Time wasting by the fielding side).

4. Trial run up

A bowler is permitted to have a trial run up provided the umpire is satisfied that it will not contravene either of Laws 42.9 (Time wasting by the fielding side) or 42.13 (Fielder damaging the pitch).

5. Penalties for contravention

All forms of practice are subject to the provisions of Laws 42.3 (The match ball – changing its condition), 42.9 (Time wasting by the fielding side) and 42.13 (Fielder damaging the pitch). Additionally, if there is a contravention of any of the provisions of 1, 2, or 3 above, the following penalties will apply. If the contravention is

- (i) by a fielder, he shall not be allowed to bowl after the contravention until either at least one hour has elapsed or there has been at least 30 minutes of playing time since the contravention, whichever is sooner.

If the contravention is by the bowler during an over, he shall not be allowed even to complete that over. It 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.

- (ii) by a batsman,
 - (i) in the first instance, the umpire shall warn the player that the practice is not permitted, and inform the other umpire, the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action. This warning shall apply throughout the innings which is about to begin or is in progress. The umpire shall so inform each incoming batsman.
 - (ii) if during that innings there is any further contravention by any batsman, the umpire shall award 5 penalty runs to the fielding side. He shall inform the other umpire, the captain of the fielding side and as soon as practicable the captain of the batting side.

18. Law 18 - Scoring Runs

Law 18 shall apply.

1. A run

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

- (i) so often as the batsmen, at any time while the ball is in play, have crossed and made good their ground from end to end.
- (ii) when a boundary is scored. See Law 19 (Boundaries).
- (iii) when penalty runs are awarded. See 6 below.
- (iv) when Lost ball is called. See Law 20 (Lost ball).

2. Runs disallowed

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

3. Short runs

- (i) A run is short if a batsman fails to make good his ground in turning for a further run.
- (ii) Although a short run shortens the succeeding one, the latter if completed shall not be regarded as short. A striker setting off for his first run from in front of his popping crease may do so also without penalty.

4. Unintentional short runs

Except in the circumstances of 5 below,

- (i) 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.
- (ii) 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.
- (iii) if both batsmen run short in one and the same run, this shall be regarded as only one short run.
- (iv) if more than one run is short then, subject to (b) and (c) above, all runs so called shall not be scored.

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

5. Deliberate short runs

- (i) Notwithstanding 4 above, if either umpire considers that either or both batsmen deliberately run short at his end, the umpire concerned shall, when the ball is dead, inform the other umpire of what has occurred. The bowler's end umpire shall then
 - (i) warn both batsmen that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batsman.

- (ii) whether a batsman is dismissed or not, disallow all runs to the batting side from that delivery other than any runs awarded for penalties.
 - (iii) return the batsmen to their original ends.
 - (iv) inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.
 - (v) inform the scorers as to the number of runs to be recorded.
- (ii) If there is any further instance of deliberate short running by any batsman in that innings, the umpire concerned shall, when the ball is dead, inform the other umpire of what has occurred and the procedure set out in (4.ii) (ii), (iii) and (iv) above shall be repeated. Additionally the bowler's end umpire shall
- (i) award 5 penalty runs to the fielding side
 - (ii) inform the scorers as to the number of runs to be recorded
 - (iii) together with the other umpire report the occurrence as soon as possible after the match to the Executive of the batting side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and the player or players concerned.

6. Runs awarded for penalties

Runs shall be awarded for penalties under 5 above, and Laws 2.6 (Player returning without permission), 17.5 (Penalties for contravention), 24 (No ball), 25 (Wide ball), 41.2 (Fielding the ball), 41.3 (Protective helmets belonging to the fielding side) and 42 (Fair and unfair play). Note, however, the restrictions on the award of penalty runs in Laws 26 (Bye and Leg bye), 34 (Hit the ball twice), 41.3 (Protective helmets belonging to the fielding side) and 41.4 (Penalty runs not to be awarded).

7. Runs scored for boundaries

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

8. Runs scored for Lost ball

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

9. Runs scored when a batsman is dismissed

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

- (i) dismissed Obstructing the field, the batting side shall also score the runs completed before the offence
If, however, the obstruction prevented a catch being made, no runs other than penalties shall be scored.
- (ii) dismissed Run out, the batting side shall also score runs completed before the wicket was put down.
If, however, a striker who has a runner is himself dismissed Run out, under Law 2.8(d), runs completed by the runner and the other batsman shall be disallowed.

10. Runs scored when the ball becomes dead other than at the fall of a wicket

When the ball becomes dead for any reason other than the fall of a wicket, or is called dead by an umpire, unless there is specific provision otherwise in the Laws

- (i) any runs for penalties awarded to either side shall be scored. Note however the provisions of Laws 26.3 (Leg byes not to be awarded) and 41.4 (Penalties not to be awarded).
- (ii) additionally the batting side shall be credited with
 - (i) all runs completed by the batsmen before the incident or call and
 - (ii) the run in progress if the batsmen had already crossed at the instant of the incident or call. Note specifically, however, the provisions of Law 42.5(f) (Deliberate distraction or obstruction of batsman).

11. Batsman returning to original end

- (i) When a batsman is dismissed, the not out batsman shall return to his original end
 - (i) if the striker is himself dismissed in the circumstances of Law 2.8(iv) (Transgression of the Laws by a batsman who has a runner).
 - (ii) and, with the three exceptions of
 - Run out other than in (i) above
 - Caught
 - Obstructing the field,
 for all other methods of dismissal.
- (ii) Other than at the fall of a wicket, the batsmen shall return to their original ends in the cases of, and only in the cases of
 - (i) a boundary
 - (ii) disallowance of runs for any reason
 - (iii) a decision by the batsmen at the wicket to do so, under Law 42.5(g), (Deliberate distraction or obstruction of batsman)

12. Batsman returning to wicket he has left

- (i) When a batsman is dismissed Caught, Obstructing the field or Run out other than under Law 2.8, 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.
- (ii) Except in the cases listed in 11(ii) above, if while a run is in progress the ball is called dead by an umpire or becomes dead for any other reason except 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.

19. Law 19 - Boundaries

1. The boundary of the field of play

- (i) Before the toss the umpires shall agree the boundary of the field of play with both captains. The boundary shall if possible be marked along its whole length.
- (ii) The boundary shall be agreed so that no part of any sight-screen is within the field of play.

- (iii) An obstacle or person within the field of play shall not be regarded as a boundary unless so decided by the umpires before the toss. See Law 3.4 (To inform captains and scorers).
- (iv) The playing area shall be a minimum of 125 yards (114.3 metres) from boundary to boundary square of the pitch, with the shorter of the two square boundaries being a minimum 60 yards (54.86 metres). The straight boundary at both ends of the pitch shall be a minimum of 60 yards (54.86 metres). Distances shall be measured from the centre of the pitch to be used.
- (v) In all cases the aim shall be to provide the largest playing area, subject to no boundary exceeding 90 yards (82.29 metres) from the centre of the pitch to be used.
- (vi) MCL shall determine the minimum dimensions for any ground which is unable to conform to the above minimum dimensions.

2. Defining the boundary – boundary marking

- (i) All boundaries must be designated by a rope or similar object (white line) of a minimum standard as authorised by the MCL from time to time. The rope should be a required minimum distance (3 yards (2.74 metres) minimum) inside the perimeter fencing or advertising signs.
- (ii) If the boundary is marked by means of a white line,
 - (i) the inside edge of the line shall be the boundary edge.
 - (ii) a flag, post or board used merely to highlight the position of a line marked on the ground must be placed outside the boundary edge and is not itself to be regarded as defining or marking the boundary. Note, however, the provisions of (iii) below.
- (iii) If a solid object is used to mark the boundary, it must have an edge or a line to constitute the boundary edge.
 - (i) For a rope, which includes any similar object of curved cross section, lying on the ground, the boundary edge will be the line formed by the innermost points of the rope along its length.
 - (ii) For a fence, which includes any similar object in contact with the ground but with a flat surface projecting above the ground, the boundary edge will be the base line of the fence.
- (iv) If the boundary edge is not defined as in (ii) or (iii) above, the umpires and captains must agree before the toss what line will be the boundary edge. Where there is no physical marker for a section of boundary, the boundary edge shall be the imaginary straight line on the ground joining the two nearest marked points of the boundary edge.
- (v) If a solid object used to mark the boundary is disturbed for any reason during play then, if possible, it shall be restored to its original position as soon as the ball is dead. If it is not possible then,
 - (i) if some part of the fence or other marker has come within the field of play, that part shall be removed from the field of play as soon as the ball becomes dead.
 - (ii) the line where the base of the fence or marker originally stood shall define the boundary edge.

3. Scoring a boundary

- (i) A boundary shall be scored and signalled by the bowler's end umpire whenever, while the ball is in play, in his opinion,

- (i) the ball touches the boundary, or is grounded beyond the boundary.
 - (ii) a fielder with some part of his person in contact with the ball, touches the boundary or has some part of his person grounded beyond the boundary.
 - (iii) the ball, having crossed the boundary in the air, is first touched by a fielder who has not satisfied the conditions in 4(i) below.
- (ii) The phrases ‘touches the boundary’ and ‘touching the boundary’ shall mean contact with either (i) the boundary edge as defined in 2 above or (ii) any person or obstacle within the field of play which has been designated a boundary by the umpires before the toss.
- (iii) The phrase ‘grounded beyond the boundary’ shall mean contact with either (i) any part of a line or solid object marking the boundary except the boundary edge or (ii) the ground beyond the boundary edge or (iii) any object in contact with the ground beyond the boundary edge.
- (iv) If an unauthorized person enters the playing arena and handles the ball, the umpire at the bowler’s end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batsman is liable to be out as a result of the unauthorized person handling the ball. See also Law 19.1 (iii).

4. **Ball beyond the boundary**

After it has crossed the boundary in the air, a ball may be caught, subject to the provisions of Law 32, or fielded provided that

- (i) the first contact with the ball is by a fielder, not touching or grounded beyond the boundary, who has some part of his person grounded within the boundary or whose final contact with the ground before touching the ball was entirely within the boundary.
Any fielder subsequently touching the ball is not subject to this restriction.
- (ii) neither the ball, nor any fielder in contact with the ball touches, or is grounded beyond, the boundary at any time during the act of making the catch or of fielding the ball.

The act of making the catch, or of fielding the ball, shall start from the time when the ball first comes into contact with some part of a fielder’s person and shall end when a fielder obtains complete control both over the ball and over his own movement.

5. **Runs allowed for boundaries**

(i) Law 5.a shall not apply

- (ii) The allowances for boundaries shall be 6 runs if the ball having been struck by the bat pitches beyond the boundary, but otherwise 4 runs. These shall be described as a Boundary 6 and a Boundary 4 respectively
These allowances shall still apply even though the ball has previously touched a fielder.
See also (iii) below.
- (iii) A Boundary 6 will be scored if and only if the ball has been struck by the bat and pitches beyond the boundary. The ball is to be regarded as pitching beyond the boundary even though before it has pitched, a fielder

- (i) catches it within the boundary but either has some part of his person touching the boundary or grounded beyond the boundary when he catches the ball or, after catching it, subsequently touches the boundary or grounds some part of his person beyond the boundary while carrying the ball but before completing the catch. See Law 32 (Caught).
 - (ii) comes into contact with the ball in the circumstances of 3a (iii) above.
- (iv) The award for all other boundaries scored under 3 above, for which either the ball was not struck by the bat or did not pitch beyond the boundary as defined above, will be a Boundary 4, including a case under 3(i)(iii) when the ball has pitched within the boundary before contact with the fielder.

6. Runs scored

When a boundary is scored,

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

7. Overthrow or wilful act of fielder

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

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

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

20. Law 20 - Lost Ball

1. Fielder to call Lost ball

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

2. Ball to be replaced

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

3. Runs scored

- (i) Any runs for penalties awarded to either side shall be scored.
- (ii) The batting side shall additionally be awarded either (i) the runs completed by the batsmen, together with the run in progress if they had already crossed at the instant of the call, or (ii) 6 runs, whichever is the greater.

These shall be credited to the striker if the ball has been struck by the bat, but otherwise to the total of Byes, Leg byes, No balls or Wides as the case may be.

21. Law 21 - The Result

1. A win - two innings match

Law 21.1 shall not apply.

2. A Win – one innings match

- (i) The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See Law 12.3 (Completed innings). Note also 6 below.
- (ii) Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), 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.
- (iii) Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result.

3. Umpires awarding a match

- (i) A match shall be lost by a side which either
 - (i) concedes defeat or

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

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

(iii) If action as in (b) above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clause 12.6.b above.

4. Matches in which there is an agreement under Law 12.1(b)

Law 21.4 shall not apply.

5. All other matches – A Tie or Draw

(i) A Tie

The result of a match shall be a Tie when the scores are equal at the conclusion of play, but only if the side batting last has completed its innings.

(ii) A Draw

Law 21.5.b shall not apply

If the scores are equal, the result will be a tie and no account shall be taken of the number of wickets which have fallen. In the event of a tied match the teams shall, if possible, compete in a Super Over to determine the winner. Refer to clauses 21.9.1 and 21.10 below and the attached Appendix 6.

6. Winning hit or extras

- (i) As soon as a result is reached as defined in 1, 2, 3, 4 or 5(a) above, the match is at an end. Nothing that happens thereafter, except as in Law 42.17(b) (Penalty runs), shall be regarded as part of it. Note also 9 below.
- (ii) 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.
- (iii) 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.

7. Statement of result

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

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

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

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

8. Correctness of result

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

9. Mistakes in scoring

If, after the players and umpires have left the field in the belief that the match has been concluded, the umpires discover that a mistake in scoring has occurred which affects the result then, subject to 10 below, they shall adopt the following procedure.

- (i) If, when the players leave the field, the side batting last has not completed its innings and either (i) the number of overs to be bowled in the last hour, or in that innings, has not been completed or (ii) the agreed time for close of play, or for the end of the innings, has not been reached

then, unless one side concedes defeat, the umpires shall order play to resume.

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

- (ii) 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.

10. Result not to be changed

Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match – see Laws 3.15 (Correctness of scores) and 4.2 (Correctness of scores) – the result cannot thereafter be changed.

11. Interrupted or Prematurely Terminated Matches - Calculation of the Target Score

(a) Interrupted Matches - Calculation of the Target Score

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

(b) Prematurely Terminated Matches

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 D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method (Refer Duckworth/Lewis 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.

12. League Table

- (a) The league competition table for the League shall be compiled by MCL, the positions in which shall be determined by the number of points gained with points being awarded as follows:
- i. 2 points for each match won;
 - ii. 1 point per team taking part in any match with no result and any match which is tied (where it was not possible to complete a Super Over at the end of play or where the Super Over itself is tied);
 - iii. 1 point per team for any match involving such team which does not commence for any reason (other than where the reason for such non-commencement is a breach of the Operational Rules by one Franchisee which results in such Franchisee forfeiting such match); and
 - iv. 0 points for any match lost or forfeited.

The team with the highest number of points shall be at the top of the table and the team with the lowest shall be at the bottom.

- (b) Where teams have an equal number of points their relative positions shall be determined by the following:
- (i) the team with the most wins in matches in the League during the season will be placed in the higher position;
 - (ii) if there are teams with equal points and equal wins during the season, then in such case the team with the higher net run rate (as calculated in clause 21.14 below) will be placed in the higher position;
 - (iii) if following the net run rate calculation above there are teams which are still equal, then the team with the higher number of wickets taken per balls bowled in the matches played that season in which results were achieved will be placed in the higher position;
 - (iv) if still equal at the end of the regular season then the team position will be determined by drawing lots.
- (c) References in paragraph 21.12 to “**matches**” shall not include the play-off matches.

13. Play-off matches

If any of the Final or Semi Final matches are tied, or there is no result, the following shall apply:

- (a) the relevant teams shall compete in a Super Over to determine which team is the winner of the match in question; and
- (b) if conditions do not permit a Super Over within the time available to determine the winner or if the Super Over is tied, then the team which, at the end of the relevant regular Season, finished in the higher position in the League table (in accordance with paragraph 21.12 above) will be deemed the winner of the relevant play-off match.
- (c) The procedure for any Super Over shall be as set out in Appendix 6.

14. Net Run Rate

- (a) A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the season, the average runs per over scored against that team throughout the season.
- (b) In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- (c) Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes, team 1 will be accredited with team 2's Par Score on abandonment off the same number of overs faced by team 2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, team 1 will be accredited with 1 run less than the final Target Score for team 2 off the total number of overs allocated to team 2 to reach the target.

22. Law 22 - The Over

1. Number of balls

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

2. Start of an over

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

3. Validity of balls:

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

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

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

4. Call of Over

When 6 valid balls have been bowled and when the ball becomes dead, the umpire shall call Over before leaving the wicket. See also Law 23.3 (Call of Over or Time).

5. Umpire miscounting

- (a) If the umpire miscounts the number of valid balls, the over as counted by the umpire shall stand.
- (b) If, having miscounted, the umpire allows an over to continue after 6 valid balls have been bowled, he may subsequently call Over as the ball becomes dead after any delivery, even if that delivery is not a valid ball.
- (c) Whenever possible the third umpire shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

6. Bowler changing ends

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

7. Finishing an over

- (a) Other than at the end of an innings, a bowler shall finish an over in progress unless he is incapacitated or is suspended under any of the Laws.
- (b) If for any reason, other than the end of an innings, an over is left uncompleted at the start of an interval or interruption, it shall be completed on resumption of play.

8. Bowler incapacitated or suspended during an over

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

23. Law 23 - Dead Ball

1. Ball is dead

- (a) The ball becomes dead when
- (i) it is finally settled in the hands of the wicket-keeper or of the bowler.
 - (ii) a boundary is scored. See Law 19.3 (Scoring a boundary).
 - (iii) a batsman is dismissed. The ball will be deemed to be dead from the instant of the incident causing the dismissal.
 - (iv) whether played or not it becomes trapped between the bat and person of a batsman or between items of his clothing or equipment.
 - (v) whether played or not it lodges in the clothing or equipment of a batsman or the clothing of an umpire.
 - (vi) it lodges in a protective helmet worn by a fielder.
 - (vii) there is an award of penalty runs under either of Laws 2.6 (Player returning without permission) or 41.2 (Fielding the ball). The ball shall not count as one of the over.
 - (viii) there is contravention of Law 41.3 (Protective helmets belonging to the fielding side).
 - (ix) Lost ball is called. See Law 20 (Lost ball).
 - (x) the match is concluded in any of the ways stated in Law 16.9 (Conclusion of match).
- (b) The ball shall be considered to be dead when it is clear to the bowler's end umpire that the fielding side and both batsmen at the wicket have ceased to regard it as in play.

2. Ball finally settled

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

3. Call of Over or Time

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

4. Umpire calling and signalling Dead ball

- (a) When the ball has become dead under 1 above, the bowler's end umpire may call and signal Dead ball if it is necessary to inform the players.
- (b) Either umpire shall call and signal Dead ball when
- (i) he intervenes in a case of unfair play.
 - (ii) a serious injury to a player or umpire occurs.
 - (iii) he leaves his normal position for consultation.
 - (iv) one or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball.
 - (v) the striker is not ready for the delivery of the ball and, if the ball is delivered, makes no attempt to play it. Provided the umpire is satisfied that the striker had adequate reason for not being ready, the ball shall not count as one of the over.
 - (vi) the striker is distracted by any noise or movement or in any other way while he is preparing to receive, or receiving a delivery. This shall apply whether the source of

the distraction is within the game or outside it. Note also (vii) below. The ball shall not count as one of the over.

- (vii) there is an instance of a deliberate attempt to distract under either of Laws 42.4 (Deliberate attempt to distract striker) or 42.5 (Deliberate distraction or obstruction of batsman). The ball shall not count as one of the over.
- (viii) the bowler drops the ball accidentally before delivery.
- (ix) the ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker under Law 42.15 (Bowler attempting to run out non-striker before delivery).
- (x) he is required to do so under any of the Laws not included above.
- (xi) In a match where Spydercam is being used, either umpire shall call and signal "dead ball", should a ball make contact, while still in play, with the Spydercam or its cable. The ball shall not count as one of the over and no runs shall be scored. Nothing that occurred off that delivery is to count and the ball is to be replayed / rebowled.

5. Ball ceases to be dead

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

6. Dead ball; ball counting as one of over

- (a) When a ball which has been delivered is called dead or is to be considered dead then, other than as in (b) below,
 - (i) it will not count in the over if the striker has not had an opportunity to play it.
 - (ii) it will be a valid ball if the striker has had an opportunity to play it, unless No ball or Wide has been called, except in the circumstances of 4(b)(vi) above and Laws 2.6 (Fielder returning without permission), 41.2 (Fielding the ball), 42.4 (Deliberate attempt to distract striker) and 42.5 (Deliberate distraction or obstruction of batsman).
- (b) In 4(b)(v) above, the ball will not count in the over only if both conditions of not attempting to play the ball and having an adequate reason for not being ready are met. Otherwise the delivery will be a valid ball.

24. Law 24 - No Ball

1. Mode of delivery

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

2. Fair delivery – the arm

For a delivery to be fair in respect of the arm the ball must not be thrown. See 3 below
Although it is the primary responsibility of the striker's end umpire to assess the fairness of a delivery in this respect, there is nothing in this Law to debar the bowler's end umpire from calling and signalling No ball if he considers that the ball has been thrown.

- (a) If, in the opinion of either umpire, the ball has been thrown, he shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call.

The bowler's end umpire shall then

- (i) caution the bowler. This caution shall apply throughout the innings.
- (ii) inform the captain of the fielding side of the reason for this action.
- (iii) inform the batsmen at the wicket of what has occurred.

- (b) If, after such caution, either umpire considers that, in that innings, a further delivery by the same bowler is thrown, the procedure set out in (a) above shall be repeated, indicating to the bowler that this is a final warning.

This warning shall also apply throughout the innings.

- (c) If either umpire considers that, in that innings, a further delivery by the same bowler is thrown, he shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.

The bowler's end umpire shall then

- (i) direct the captain of the fielding side to suspend the bowler forthwith. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.
- (ii) inform the batsmen at the wicket and, as soon as practicable, the captain of the batting side of the occurrence.

- (d) The umpires together shall report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and the bowler concerned.

3. Definition of fair delivery – the arm

A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that point until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

4. Bowler throwing towards striker's end before delivery

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

5. Fair delivery – the feet

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

- (a) the bowler's back foot must land within and not touching the return crease appertaining to his stated mode of delivery.
- (b) the bowler's front foot must land with some part of the foot, whether grounded or raised
 - (i) on the same side of the imaginary line joining the two middle stumps as the return crease described in (a) above and
 - (ii) behind the popping crease.

If the bowler's end umpire is not satisfied that all of these three conditions have been met, he shall call and signal No ball.

6. Bowler breaking wicket in delivering ball

Either umpire shall call and signal No ball if, other than in an attempt to run out the nonstriker under Law 42.15, the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride. See Appendix 7. Laws 23.4(b)(viii), 23.4(b)(ix) and 10 below will apply.

7. Ball bouncing more than twice or rolling along the ground

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

8. Ball coming to rest in front of striker's wicket

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

9. Call of No ball for infringement of other Laws

In addition to the instances above, No ball is to be called and signalled as required by the following Laws.

Law 40.3 - Position of wicket-keeper

Law 41.5 - Limitation of on side fielders

Law 41.6 - Fielders not to encroach on pitch

Law 42.6 - Dangerous and unfair bowling

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

Law 42.8 - Deliberate bowling of high full pitched balls

10. Revoking a call of No ball

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

11. No ball to over-ride Wide

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

12. Ball not dead

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

13. 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.

14. Runs resulting from a No ball – how scored

The one run penalty shall be scored as a No ball extra. If other penalty runs have been awarded to either side these shall be scored as stated in Law 42.17 (Penalty runs). Any runs completed by the batsmen or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they shall also be scored as No ball extras.

Apart from any award of 5 penalty runs, all runs resulting from a No ball, whether as No ball extras or credited to the striker, shall be debited against the bowler.

15. No ball not to count

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

16. Out from a No ball

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

17. Free Hit after a foot-fault no ball

In addition to the above, the delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

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

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

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

25. Law 25 - Wide Ball

1. Judging a Wide

- (a) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in (b) below, in his opinion the ball passes wide of the striker where he is and which also would have passed wide of him standing in a normal guard position.
- (b) The ball will be considered as passing wide of the striker unless it is sufficiently within his reach for him to be able to hit it with his bat by means of a normal cricket stroke.
- (c) Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- (d) Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.
- (e) A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls.

2. Delivery not a Wide

The umpire shall not adjudge a delivery as being a Wide

- (a) if the striker, by moving,
 - either (i) causes the ball to pass wide of him, as defined in 1(b) above
 - or (ii) brings the ball sufficiently within his reach to be able to hit it by means of a normal cricket stroke.
- (b) if the ball touches the striker's bat or person.

3. Call and signal of Wide ball

- (a) If the umpire adjudges a delivery to be a Wide he shall call and signal Wide ball as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant of delivery, even though it cannot be called Wide until it passes the striker's wicket.
- (b) 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.
- (c) The umpire shall revoke the call of Wide ball if a delivery is called a No ball. See Law 24.11 (No ball to over-ride Wide).

4. **Ball not dead**

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

5. **Penalty for a Wide**

A penalty of one run shall be awarded instantly on the call of Wide ball. Unless the call is revoked (see 3(b) and (c) above), this penalty shall stand even if a batsman is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

6. **Runs resulting from a Wide – how scored**

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

7. **Wide not to count**

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

8. **Out from a Wide**

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

26. **Law 26 - Bye and Leg Bye**

1. **Byes**

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

2. **Leg byes**

- (a) 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 (i) attempted to play the ball with his bat
or (ii) tried to avoid being hit by the ball.
- (b) If the umpire is satisfied that either of these conditions has been met runs shall be scored as follows.
- (i) If there is
either no subsequent contact with the striker's bat or person,

or only inadvertent contact with the striker's bat or person runs completed by the batsmen or a boundary allowance shall be credited to the striker in the case of subsequent contact with his bat but otherwise to the batting side as in (c) below.

- (ii) If the striker wilfully makes a lawful second strike, Laws 34.3 (Ball lawfully struck more than once) and 34.4 (Runs scored from ball lawfully struck more than once) shall apply.

(c) The runs in (b)(i) above, unless credited to the striker, shall,

- (i) if the delivery is not a No ball, be scored as Leg byes.
- (ii) if No ball has been called, be scored together with the penalty for the No ball, as No ball extras.

3. Leg byes not to be awarded

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

Moreover, no other penalties arising from that delivery shall be awarded to the batting side. The following procedure shall be adopted.

(a) If no run is attempted but the ball reaches the boundary, the umpire shall call and signal Dead ball, and disallow the boundary.

(b) If runs are attempted and if

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

27. Law 27 - Appeals

1. Umpire not to give batsman out without an appeal

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

2. Batsman dismissed

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

3. Timing of appeals

For an appeal to be valid, it must be made before the bowler begins his run up or, if he has no run up, his bowling action to deliver the next ball, and before Time has been called.

The call of Over does not invalidate an appeal made prior to the start of the following over, provided Time has not been called. See Laws 16.2 (Call of Time) and 22.2 (Start of an over).

4. Appeal “How’s That?”

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

5. Answering appeals

The striker’s end umpire shall answer all appeals arising out of any of Laws 35 (Hit wicket), 39 (Stumped) or 38 (Run out) when this occurs at the wicket-keeper’s end. The bowler’s end umpire shall answer all other appeals.

When an appeal is made, each umpire shall answer on any matter that falls within his jurisdiction. When a batsman has been given Not out, either umpire may answer an appeal, made in accordance with 3 above, if it is on a further matter and is within his jurisdiction.

6. Consultation by umpires

Each umpire shall answer appeals on matters within his own jurisdiction. If an umpire is doubtful about any point that the other umpire may have been in a better position to see, he shall consult the latter on this point of fact and shall then give the decision. If, after consultation, there is still doubt remaining, the decision shall be Not out.

7. Batsman leaving his wicket under a misapprehension

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

8. Withdrawal of an appeal

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

9. Umpire’s decision

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

28. Law 28 - The Wicket is Down

1. Wicket put down

- (a) The wicket is put down if a bail is completely removed from the top of the stumps, or a stump is struck out of the ground,
- (i) by the ball,
 - or (ii) by the striker's bat if he is holding it or by any part of his bat that he is holding,
 - or (iii) notwithstanding the provisions of Law 6.8(a), by the striker's bat in falling if he has let go of it, or by any part of his bat becoming detached,
 - or (iv) by the striker's person or by any part of his clothing or equipment becoming detached from his person,
 - or (v) by a fielder with his hand or arm, providing that the ball is held in the hand or hands so used, or in the hand of the arm so used.
- The wicket is also put down if a fielder strikes or pulls a stump out of the ground in the same manner.
- (b) The disturbance of a bail, whether temporary or not, shall not constitute its complete removal from the top of the stumps, but if a bail in falling lodges between two of the stumps this shall be regarded as complete removal.

2. One bail off

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

3. Remaking wicket

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

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

4. Dispensing with bails

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

- (a) After a decision to play without bails, the wicket has been put down if the umpire concerned is satisfied that the wicket has been struck by the ball, by the striker's bat, person or items of his clothing or equipment as described in 1(a) (ii), (iii) or (iv) above, or by a fielder in the manner described in 1(a)(v) above.
- (b) If the wicket has already been broken or put down, (a) above shall apply to any stump or stumps still in the ground. Any fielder may replace a stump or stumps, in accordance with 3 above, in order to have an opportunity of putting the wicket down.

29. Law 29 - Batsman out of His Ground

1. When out of his ground

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

2. Which is a batsman's ground

- (a) If only one batsman is within a ground
 - (i) it is his ground
 - (ii) it remains his ground even if he is later joined there by the other batsman.
- (b) If both batsmen are in the same ground and one of them subsequently leaves it, (a)(i) above applies.
- (c) If there is no batsman in either ground, then each ground belongs to whichever batsman is nearer to it, or, if the batsmen are level, to whichever batsman was nearer to it immediately prior to their drawing level.
- (d) If a ground belongs to one batsman then, unless there is a striker who has a runner, the other ground belongs to the other batsman, irrespective of his position.
- (e) When a batsman who has a runner is striker, his ground is always at the wicket-keeper's end. However, (a), (b), (c) and (d) above will still apply, but only to the runner and the non-striker, so that that ground will also belong to either the non-striker or the runner, as the case may be.

3. Position of non-striker

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

30. Law 30 - Bowled

1. Out Bowled

- (a) The striker is out Bowled if his wicket is put down by a ball delivered by the bowler, not being a No ball, even if it first touches his bat or person.
- (b) Notwithstanding (a) above he shall not be out Bowled if before striking the wicket the ball has been in contact with any other player or an umpire. He will, however, be subject to Laws 37 (Obstructing the field), 38 (Run out) and 39 (Stumped).

2. Bowled to take precedence

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

31. Law 31 - Timed Out

1. Out Timed out

- (a) After the fall of a wicket or the retirement of a batsman, the incoming batsman must, be in position to take guard or for his partner 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.
- (b) In the event of protracted delay in which no batsman comes to the wicket, the umpires shall adopt the procedure of Law 21.3 (Umpires awarding a match). For the purposes of that Law the start of the action shall be taken as the expiry of the 3 minutes referred to above.

2. Bowler does not get credit

The bowler does not get credit for the wicket.

32. Law 32 - Caught

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 3 below, before it touches the ground.

2. Caught to take precedence

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

3. **A fair catch**

Providing that in every case

neither (i) at any time the ball

nor (ii) throughout the act of making the catch as defined in Law 19.4, any fielder in contact with the ball

is, as described in Law 19.3(b), touching the boundary or grounded beyond the boundary, a catch shall be considered to be fair if

- (a) the ball is hugged to the body of the catcher or accidentally lodges in his clothing or, in the case of a wicket-keeper only, in his pads. However, it is not a fair catch if the ball lodges in a protective helmet worn by a fielder.
- (b) the ball does not touch the ground even though the hand holding it does so in effecting the catch.
- (c) 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.
- (d) a fielder catches the ball after it has touched an umpire, another fielder or the other batsman.

However, it is not a fair catch if at any time after having been struck by the bat and before a catch is completed the ball has touched a protective helmet worn by a fielder.

- (e) a fielder catches the ball after it has crossed the boundary in the air, provided that after being struck by the bat, the first contact with the ball is by a fielder, not touching or grounded beyond the boundary, who has some part of his person grounded within the boundary or whose final contact with the ground before touching the ball was entirely within the boundary. Any fielder subsequently touching the ball is not subject to this restriction. See Law 19.4 (Ball beyond the boundary).
- (f) the ball is caught off an obstruction within the boundary that has not been designated a boundary by the umpires before the toss.

4. **Fielder beyond the boundary**

A catch shall not be made and a Boundary 6 shall be scored if after the ball has been struck by the bat a fielder

- (i) has some part of his person touching or grounded beyond the boundary when he catches the ball, or after catching it subsequently touches the boundary or grounds some part of his person beyond the boundary while carrying the ball but before completing the catch as defined in Law 19.4.
- (ii) catches the ball after it has crossed the boundary in the air without the conditions in 3(e) above being satisfied.

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

5. **No runs to be scored**

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

33. Law 33 - Handled the Ball

1. Out Handled the ball

The striker is out Handled the ball if, except in the circumstances of 2 below, in the act of playing a ball delivered by the bowler, he wilfully strikes the ball with a hand not holding the bat. This will apply whether No ball has been called or not and whether it is the first strike or a second or subsequent strike.

The act of playing the ball shall also encompass both playing at the ball and striking the ball more than once in defence of his wicket.

2. Not out Handled the ball

Notwithstanding 1 above,

- (a) the striker will not be out Handled the ball if the strike with a hand not holding the bat is in order to avoid injury.
- (b) the striker will not be out Handled the ball but will be liable to be out Obstructing the field if he makes a strike with a hand not holding the bat
 - (i) unless trying to avoid injury, as a lawful second or subsequent strike which prevents a catch. See Law 37.3 (Obstructing a ball from being caught).
 - (ii) unless trying to avoid injury, after he has completed the act of playing the ball, as defined in 1 above.
 - (iii) at any time while the ball is in play, to return the ball to any fielder, without the consent of a fielder. See Law 37.4 (Returning the ball to a fielder).

3. Bowler does not get credit

The bowler does not get credit for the wicket.

34. Law 34 - Hit the Ball Twice

1. Out Hit the ball twice

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

2. **Not out Hit the ball twice**

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

- (i) he strikes the ball a second or subsequent time in order to return the ball to any fielder.
Note, however, the provisions of Law 37.4 (Returning the ball to a fielder).
- (ii) he wilfully strikes the ball after it has touched a fielder. Note, however the provisions of Law 37.1 (Out Obstructing the field).

3. **Ball lawfully struck more than once**

Solely in order to guard his wicket and before the ball has been touched by a fielder, the striker may lawfully strike the ball a second or subsequent time with his bat, or with any part of his person other than a hand not holding the bat.

Notwithstanding this provision, he may not prevent the ball from being caught by striking the ball more than once in defence of his wicket. See Law 37.3 (Obstructing a ball from being caught).

4. **Runs scored from ball lawfully struck more than once**

When the ball is lawfully struck more than once, as permitted in 3 above, only the first strike is to be considered in determining what runs may be scored.

- (a) If on the first strike the umpire is satisfied that
 - (i) the ball first struck the bat
 - or (ii) the striker attempted to hit the ball with his bat
 - or (iii) the striker attempted to avoid being hit by the ball
 the batting side shall not be credited with any runs but any penalties that may be applicable shall stand except that a penalty under Law 41.3 (Protective helmets belonging to the fielding side) is not to be awarded.
- (b) If the umpire considers that on the first strike none of the conditions in (a) has been met, then no runs or penalties will be credited to the batting side other than the one run penalty for a No ball if applicable.

5. **No runs permitted from ball lawfully struck more than once – action by the umpire**

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

6. Bowler does not get credit

The bowler does not get credit for the wicket.

35. Law 35 - Hit Wicket

1. Out Hit wicket

(a) The striker is out Hit wicket if, after the bowler has entered his delivery stride and while the ball is in play, his wicket is put down either by the striker's bat or by his person as described in Law 28.1(a)(ii), (iii) and (iv) (Wicket put down)

either (i) in the course of any action taken by him in preparing to receive or in receiving a delivery,

or (ii) in setting off for his first run immediately after playing or playing at the ball,

or (iii) if he makes no attempt to play the ball, in setting off for his first run, providing that in the opinion of the umpire this is immediately after he has had the opportunity of playing the ball,

or (iv) in lawfully making a second or further stroke for the purpose of guarding his wicket within the provisions of Law 34.3 (Ball lawfully struck more than once).

(b) If the striker puts his wicket down in any of the ways described in Law 28.1(a)(ii), (iii) and (iv) (Wicket put down) before the bowler has entered his delivery stride, either umpire shall call and signal Dead ball.

2. Not out Hit wicket

Notwithstanding 1 above, the striker is not out under this Law should his wicket be put down in any of the ways referred to in 1 above if

(a) it occurs after he has completed any action in receiving the delivery, other than in 1(a)(ii), (iii) and (iv) above.

(b) it occurs when he is in the act of running, other than setting off immediately for his first run.

(c) it occurs when he is trying to avoid being run out or stumped.

(d) it occurs when he is trying to avoid a throw in at any time.

(e) the bowler after entering his delivery stride does not deliver the ball. In this case either umpire shall immediately call and signal Dead ball. See Law 23.4 (Umpire calling and signalling Dead ball).

(f) the delivery is a No ball.

36. Law 36 - Leg Before Wicket

1. Out LBW

The striker is out LBW in the circumstances set out below.

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

2. Interception of the ball

- (a) In assessing points (c), (d) and (e) in 1 above, only the first interception is to be considered.
- (b) In assessing point (e) in 1 above, it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not.

3. Off side of wicket

The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery. See Appendix 7.

37. Law 37 - Obstructing the Field

1. Out Obstructing the field

Either batsman is out Obstructing the field if he wilfully attempts to obstruct or distract the fielding side by word or action. In particular, but not solely, it shall be regarded as obstruction and either batsman will be out Obstructing the field if while the ball is in play and after the striker has completed the act of playing the ball, as defined in Law 33.1, he wilfully strikes the ball with

- (i) a hand not holding the bat, unless this is in order to avoid injury. See also Law 33.2 (Not out Handled the ball).
- (ii) any other part of his person or with his bat. See also Law 34 (Hit the ball twice).

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

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

2. Accidental obstruction

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

3. Obstructing a ball from being caught

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

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 his bat or any part of his person, including a hand not holding the bat, to return the ball to any fielder.

5. Runs scored

When either batsman is dismissed Obstructing the field,

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

6. Bowler does not get credit

The bowler does not get credit for the wicket.

38. Law 38 - Run Out

1. Out Run out

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

2. **Batsman not Run out**

Notwithstanding 1 above,

(a) A batsman is not out Run out if

- (i) he has been within his ground and has subsequently left it to avoid injury, when the wicket is put down. Note also the provisions of Law 29.1(b) (When out of his ground).
- (ii) the ball has not subsequently been touched by a fielder, after the bowler has entered his delivery stride, before the wicket is put down.
- (iii) the ball, having been played by the striker, or having come off his person, directly strikes a protective helmet worn by a fielder and, without any other contact with him or any contact with any other fielder, rebounds directly on to the wicket.

However, the ball remains in play and either batsman may be Run out in the circumstances of 1 above if a wicket is subsequently put down.

(b) The striker is not out Run out

- (i) if he is out Stumped. See Laws 2.8(v)(ii) (Transgression of the Laws by a batsman who has a runner) and 39.1(b) (Out Stumped).
- (ii) either in the circumstances of Law 2.8(v)(i) (Transgression of the Laws by a batsman who has a runner) or, otherwise,
 - if 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.

3. **Which batsman is out**

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

4. **Runs scored**

If either batsman is dismissed Run out, the run in progress when the wicket is put down shall not be scored, but runs completed by the batsmen shall stand, together with any runs for penalties awarded to either side. See Laws 18.6 (Runs awarded for penalties) and 18.9 (Runs scored when a batsman is dismissed).

If, however, a striker who has a runner is himself dismissed Run out, runs completed by the runner and the other batsman before the wicket is put down shall be disallowed, but any runs for penalties awarded to either side shall stand. The non-striker shall return to his original end. See Law 2.8 (Transgression of the Laws by a batsman who has a runner).

5. **Bowler does not get credit**

The bowler does not get credit for the wicket.

39. Law 39 - Stumped

1. Out Stumped

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

2. Ball rebounding from wicket-keeper's person

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

3. Not out Stumped

- (a) Notwithstanding 1 above, the striker will not be out Stumped if he has left his ground in order to avoid injury.
- (b) If the striker is not out Stumped he may, except in the circumstances of either of Laws 2.8(v)(i) or 38.2(b)(ii), be out Run out if the conditions of Law 38.1 (Out Run out) apply.

40. Law 40 - The Wicket-Keeper

1. Protective equipment

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

2. Gloves

If, as permitted under 1 above, the wicket-keeper wears gloves, they shall have no webbing between the fingers except joining index finger and thumb, where webbing may be inserted as a means of support. If used, the webbing shall be

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

3. Position of wicket-keeper

The wicket-keeper shall remain wholly behind the wicket at the striker's end from the moment the ball comes into play until

- (a) a ball delivered by the bowler
 - either (i) touches the bat or person of the striker
 - or (ii) passes the wicket at the striker's end

or

- (b) the striker attempts a run.

In the event of the wicket-keeper contravening this Law, the striker's end umpire shall call and signal No ball as soon as applicable after the delivery of the ball.

4. Movement by wicket-keeper

It is unfair if the wicket-keeper standing back makes a significant movement towards the wicket after the ball comes into play and before it reaches the striker. In the event of such unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball.

It will not be considered a significant movement if the wicket-keeper moves a few paces forward for a slower delivery.

5. Restriction on actions of wicket-keeper

If, in the opinion of either umpire, the wicket-keeper interferes with the striker's right to play the ball and to guard his wicket, Law 23.4(b)(vi) (Umpire calling and signalling Dead ball) shall apply.

If, however, either umpire considers that the interference by the wicket-keeper was wilful, then Law 42.4 (Deliberate attempt to distract striker) shall also apply.

6. Interference with wicket-keeper by striker

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

41. Law 41 - Fielder

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.

Close in catching fielders will be allowed to wear protective gear like helmet and shin guard as per ICC norms

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

2. Fielding the ball

A fielder may field the ball with any part of his person, but if, while the ball is in play, he wilfully fields it otherwise,

(a) the ball shall immediately become dead and

(b) the umpire shall

(i) award 5 penalty runs to the batting side.

(ii) The penalty for a No ball or a Wide shall stand. Additionally, runs completed by the batsmen shall be credited to the batting side, together with the run in progress if the batsmen had already crossed at the instant of the offence.

(iii) inform the other umpire and the captain of the fielding side of the reason for this action.

(iv) inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.

(c) The ball shall not count as one of the over.

(d) The umpires together shall report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and the player or players concerned.

3. Protective helmets belonging to the fielding side

Protective helmets, when not in use by fielders, should, if above the surface, be placed only on the ground behind the wicket-keeper and in line with both sets of stumps.

If a protective helmet belonging to the fielding side is on the ground within the field of play, and the ball while in play strikes it, the ball shall become dead and, except in the circumstances of Law 34 (Hit the ball twice), 5 penalty runs shall then be awarded to the batting side, in addition to the penalty for a No ball or a Wide, if applicable.

Additionally runs completed by the batsmen before the ball strikes the protective helmet shall be scored, together with the run in progress if the batsmen had already crossed at the instant of the ball striking the protective helmet. See Law 18.10 (Runs scored when the ball becomes dead other than at the fall of a wicket).

If, however, the circumstances of Law 34 apply, neither the 5 penalty runs nor any runs to the batsman are to be awarded. See Law 34.4 (Runs scored from a ball lawfully struck more than once).

4. Penalty runs not to be awarded

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

5. Limitation of on side fielders

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.

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

6. Fielders not to encroach on pitch

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

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

Note, however, Law 40.3 (Position of wicket-keeper).

7. Movement by fielders

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

8. Definition of significant movement

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

9. Restrictions on the placement of fieldsmen

- (a) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

- (b) In addition to the restriction contained in clause 41.9.a 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.
- i. Subject to 41.9.c below these additional fielding restrictions shall apply to the first 6 overs of each innings (Fielding Restriction Overs).
 - ii. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 4). These fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 10 inches (25.4 cm) in diameter.
 - iii. During the Fielding Restriction Overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
 - iv. During the non Fielding Restriction Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.9.b ii above.
- (c) In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction 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 either or both the 1st and 2ndinnings of the match.

Total overs in innings	No. of overs for which fielding restrictions in clauses 41.9.b (i-iii) above will apply
5-8	2
9-11	3
12-14	4
15-18	5
19	6

- (d) If an innings of the match 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 Fielding Restriction Overs has already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- (e) In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

42. Law 42 - Fair and Unfair Play

1. Fair and unfair play – responsibility of captains

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

2. Fair and unfair play – responsibility of umpires

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

3. The match ball – changing its condition

- (a) Any fielder may
 - (i) polish the ball provided that no artificial substance is used and that such polishing wastes no time.
 - (ii) remove mud from the ball under the supervision of the umpire.
 - (iii) dry a wet ball on a piece of cloth.
- (b) It is unfair for anyone to rub the ball on the ground for any reason, to interfere with any of the seams or the surface of the ball, to use any implement, or to take any other action whatsoever which is likely to alter the condition of the ball, except as permitted in (a) above.
- (c) The umpires shall make frequent and irregular inspections of the ball.
- (d) If the umpires together agree that the deterioration in the condition of the ball is greater than is consistent with the use it has received, they shall consider that there has been a contravention of this Law. They shall
 - (i) change the ball forthwith. It shall be for the umpires to decide on the replacement ball. It shall, in their opinion, have had wear comparable to that which the previous ball had received immediately prior to the contravention.
Additionally the bowler's end umpire shall
 - (ii) award 5 penalty runs to the batting side.
 - (iii) inform the batsmen that the ball has been changed.
 - (iv) inform the captain of the fielding side that the reason for the action was the unfair interference with the ball.
 - (v) inform the captain of the batting side as soon as practicable of what has occurred.
 - (vi) together with the other umpire report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and team concerned.
- (e) If the umpires together agree that there has been any further instance in that innings of greater deterioration in the condition of the ball than is consistent with the use it has received, they shall
 - (i) repeat the procedure in (d)(i), (ii) and (iii) above

Additionally the bowler's end umpire shall

- (ii) inform the captain of the fielding side of the reason for the action taken and direct him to suspend forthwith the bowler who delivered the immediately preceding ball.
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.
- (iii) inform the captain of the batting side as soon as practicable of what has occurred.
- (iv) together with the other umpire report the further occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and team concerned.

4. Deliberate attempt to distract striker

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

- (a) If either umpire considers that any action by a fielder is such an attempt, at the first instance he shall immediately call and signal Dead ball and inform the other umpire of the reason for the call. The bowler's end umpire shall
 - (i) warn the captain of the fielding side that the action is unfair and indicate that this is a first and final warning.
 - (ii) inform the batsmen of what has occurred.

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

- (b) If there is any further such deliberate attempt by any fielder in that innings, the procedures, other than warning, as set out in (a) above shall apply. Additionally, the bowler's end umpire shall
 - (i) award 5 penalty runs to the batting side.
 - (ii) inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for the action.
 - (iii) together with the other umpire report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and the player or players concerned.

5. Deliberate distraction or obstruction of batsman

In addition to 4 above, it is unfair for any fielder wilfully to attempt, by word or action, to distract or obstruct either batsman after the striker has received the ball.

- (a) It is for either one of the umpires to decide whether any distraction or obstruction is wilful or not.
- (b) If either umpire considers that a fielder has caused or attempted to cause such a distraction or obstruction, he shall immediately call and signal Dead ball and inform the other umpire of the reason for the call.
- (c) Neither batsman shall be dismissed from that delivery.

Additionally

- (d) The bowler's end umpire shall
 - (i) award 5 penalty runs to the batting side.
 - (ii) 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.

- (e) The ball shall not count as one of the over.
- (f) 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.
- (g) The batsmen at the wicket shall decide which of them is to face the next delivery.
- (h) The umpires together shall report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player or players concerned.

6. Dangerous and unfair bowling

(a) **Bowling of fast short pitched balls**

- (i) A bowler shall be limited to one fast short-pitched delivery per over.
- (ii) 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 crease.
- (iii) The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- (iv) In addition, for the purpose of this regulation and subject to Clause 42.6. a (vi) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
- (v) For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over.
- (vi) In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in Clause 42.6. a (ii), the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.
- (vii) 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.
- (viii) 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.
- (ix) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

- (x) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (xi) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- (xii) The umpires will then report the matter to the Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

The above is not a substitute for Clause 42.7 below which umpires are able to apply at any time.

(b) Bowling of high full pitched balls

- (i) Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.
- (ii) In the event of a bowler bowling a high full pitched ball as defined in Clause 42.6. b (i) above, the umpire at the bowler's end shall call and signal no ball.
If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signalling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- (iii) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall, in addition to calling and signalling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- (iv) The bowler thus taken off shall not be allowed to bowl again in that innings.
- (v) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.
- (vi) The umpires will then report the matter to the Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

7. Dangerous and unfair bowling – action by the umpire

Regardless of any action taken by the umpire as a result of a breach of law 42.6 the following shall apply at any time during the match:

- (a) The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.
- (b) In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:

- (i) In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- (ii) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
- (iii) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- (iv) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).
- (v) The bowler thus taken off shall not be able to bowl again in that innings.
- (vi) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- (vii) The umpires will then report the matter to the Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned.

8. Deliberate bowling of high full pitched balls

If the umpire considers that a high full pitch delivery which is deemed unfair as defined in Clause 42.6.b was deliberately bowled, then the caution and warning process shall be dispensed with. The umpire at the bowler's end shall:

- (a) Call and signal no ball.
- (b) When the ball is dead, direct the captain to take the bowler off forthwith.
- (c) Not allow the bowler to bowl again in that innings.
- (d) Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
- (e) Report the occurrence to the other umpire, to the captain of the batting side and the Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play Responsibility of the Captains).

9. Time wasting by the fielding side

It is unfair for any fielder to waste time.

- (a) 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
 - (i) if the ball is in play, call and signal Dead ball.
 - (ii) inform the other umpire of what has occurred.
- (b) If there is any further waste of time in that innings, by any member of the fielding side the umpire shall:
 - (i) Call and signal dead ball if necessary, and;
 - (ii) Award 5 penalty runs to the batting side (see Law 42.17).
 - (iii) Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.
 - (iv) Report the occurrence to the Match Referee who shall take such action as is considered appropriate against the captain and the team concerned under the Code of Conduct.

- (c) If either umpire considers that there is any further waste of time in that innings by any fielder, he shall
- (i) if the ball is in play, call and signal Dead ball.
 - (ii) inform the other umpire of what has occurred.
- The bowler's end umpire shall
- (iii) either, if the waste of time is not during an over, award 5 penalty runs to the batting side and inform the captain of the fielding side of the reason for this action or, if the waste of time is during the course of an over, direct the captain of the fielding side to suspend the bowler forthwith. 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.
 - (iv) inform the batsmen and, as soon as is practicable, the captain of the batting side of what has occurred.
 - (v) together with the other umpire report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and team concerned.

10. Batsman wasting time

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.

- (a) 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
- (i) 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.
 - (ii) inform the other umpire of what has occurred.
 - (iii) inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
- (b) If there is any further time wasting by any batsman in that innings, the umpire shall, at the appropriate time while the ball is dead
- (i) award 5 penalty runs to the fielding side.
 - (ii) inform the other umpire of the reason for this action.
 - (iii) 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.
 - (iv) together with the other umpire report the occurrence as soon as possible after the match to the Executive of the batting side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player or players and, if appropriate, team concerned.

11. Damaging the pitch – area to be protected

- (a) It is incumbent on all players to avoid unnecessary damage to the pitch. A player will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.
- It is unfair to cause deliberate damage to the pitch.

- (b) An area of the pitch, to be referred to as ‘the protected area’, is defined as that area contained within a rectangle bounded at each end by imaginary lines parallel to the popping creases and 5ft/1.52 m in front of each, and on the sides by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 1 ft/30.48 cm from it.

12. Bowler running on protected area after delivering the ball

- (a) A bowler will contravene this Law if he runs on to the protected area, either after delivering the ball or, if he fails to release the ball, after the completion of his delivery swing and delivery stride. See 11 above, Law 23.4. b (viii) (Umpire calling and signalling Dead ball).
- (b) If, as defined in (a) above, the bowler contravenes this Law, at the first instance and when the ball is dead, the umpire shall
- (i) caution the bowler and inform the other umpire of what has occurred.
This caution shall apply throughout the innings.
 - (ii) inform the captain of the fielding side and the batsmen of what has occurred.
- (c) If, in that innings, the same bowler again contravenes this Law, the umpire shall repeat the above procedure indicating that this is a final warning. This warning shall also apply throughout the innings.
- (d) If in that innings the same bowler contravenes this Law a third time, the umpire shall,
- (i) when the ball is dead, direct the captain of the fielding side to suspend the bowler forthwith.
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.
 - (ii) inform the other umpire of the reason for this action.
 - (iii) inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.
 - (iv) together with the other umpire report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned.

13. Fielder damaging the pitch

- (a) If any fielder causes avoidable damage to the pitch, other than as in 12(a) above, 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
- (i) caution the captain of the fielding side and indicate that this is a first and final warning. This warning shall apply throughout the innings.
 - (ii) inform the batsmen of what has occurred.
- (b) 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
- (i) award 5 penalty runs to the batting side.
Additionally he shall
 - (ii) inform the fielding captain of the reason for this action.
 - (iii) inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.
 - (iv) together with the other umpire report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match,

who shall take such action as is considered appropriate against the captain and player or players concerned.

14. Batsman damaging the pitch

- (a) If either batsman 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 of the occurrence. The bowler's end umpire shall then
- (i) warn both batsmen that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batsman.
 - (ii) inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
- (b) If there is any further 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 then
- (i) disallow all runs to the batting side from that delivery other than the penalty for a No ball or a Wide, if applicable.
 - (ii) additionally, award 5 penalty runs to the fielding side.
 - (iii) return the batsmen to their original ends.
 - (iv) inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
- (c) The umpires together shall report the occurrence as soon as possible after the match to the Executive of the batting side and to any Governing Body for the match who shall take such action as is considered appropriate against the captain and player or players concerned.

15. Bowler attempting to run out non-striker before delivery

The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.

16. Batsmen stealing a run

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 15 above and Law 24.4 (Bowler throwing towards striker's end before delivery) – the umpire shall

- (i) call and signal Dead ball as soon as the batsmen cross in such an attempt.
- (ii) inform the other umpire of the reason for this action.
- (iii) return the batsmen to their original ends.
- (iv) award 5 penalty runs to the fielding side.
- (v) 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.
- (vi) together with the other umpire report the occurrence as soon as possible after the match to the Executive of the batting side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and players concerned.

17. Penalty runs

- (a) When penalty runs are awarded to either side, when the ball is dead the umpire shall signal the penalty runs to the scorers. See Law 3.14 (Signals).
- (b) Notwithstanding the provisions, of Law 21.6 (Winning hit or extras), penalty runs shall be awarded in each case where the Laws require the award.
Note, however, that the restrictions on awarding penalty runs, in Laws 26.3 (Leg byes not to be awarded), 34.4 (Runs scored from ball lawfully struck more than once) and Law 41.4 (Penalty runs not to be awarded), will apply.
- (c) When 5 penalty runs are awarded to the batting side under any of Laws 2.6 (Player returning without permission), 41.2 (Fielding the ball), or 41.3 (Protective helmets belonging to the fielding side) or under 3, 4, 5, 9 or 13 above, then
- (i) they shall be scored as penalty extras and shall be in addition to any other penalties.
 - (ii) 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.
 - (iii) the batsmen shall not change ends solely by reason of the 5 run penalty.
- (d) When 5 penalty runs are awarded to the fielding side, under Law 18.5(b) (Deliberate short runs), or under 10, 14 or 16 above, 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.

18. Players' conduct

If there is any breach of the Spirit of the Game either in the case of an unfair action not covered by the Laws, under 2 above, or by a player either failing to comply with the instructions of an umpire or criticising an umpire's decisions by word or action or showing dissent or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall immediately report the matter to the other umpire.

The umpires together shall

- (i) inform the player's captain of the occurrence, instructing the latter to take action.
- (ii) warn him of the gravity of the offence, and tell him it will be reported to higher authority.
- (iii) report the occurrence as soon as possible after the match to the Executive of the player's team and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player or players and, if appropriate, team concerned.

19. Use of Electronic Communications Equipment

The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted, except that broadcaster to player communication shall be allowed. Teams will be able to use electronic communication devices between the dressing room and the dug-out provided that MCL is notified in advance of the radio frequency to be used and the names of the individuals who will be using the communication devices.

During the live broadcast between players and commentators the players should not state anything contentious against any person/place/etc or cause any awkward situations during the conversation and act in gentlemen like behaviour

APPENDIX 1A

Calculation sheet for use when a delay or interruptions occur in the First Innings

Time

Net playing time available at start of the match (excludes time-outs)	180 minutes (A)
Time innings in progress	_____ (B)
Playing time lost	_____ (C)
Extra time available	_____ (D)
Time made up from reduced interval	_____ (E)
Effective playing time lost [C – (D + E)]	_____ (F)
Remaining playing time available [A - F]	_____ (G)
G divided by 4.5 (to 2 decimal places)	_____ (H)
Max overs per team [H/2] (round up fractions)	_____ (I)
Maximum overs per bowler [I / 5]	_____
Number of Powerplay overs	_____

Rescheduled Playing Hours

First session to commence or recommence	_____ (J)
Length of innings [I x 4.5]	_____ (K)
Rescheduled first innings cessation time [J + (K – B)]	_____ (L)
Length of interval	_____ (M)
Second innings commencement time [L + M]	_____ (N)
Rescheduled second innings cessation time [N + K]	_____ * (O)

* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying Clause 12.6.b.1.iv. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

Some penalty runs can be referred to the Match Referee for further action if necessary.

APPENDIX 1B

Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time	_____ (P)
Rescheduled cut-off time allowing for full use of any extra time provision	_____ (Q)
Minutes between P and Q	_____ (R)
Potential overs to be bowled [R / 4.5] (round up fractions)	_____ (S)
Number of complete overs faced to date in first innings	_____ (T)

If S is greater than T then revert to Appendix 1A

If S is less than or equal to T then the first innings is terminated and go to Appendix 2A

APPENDIX 2A

Calculation sheet for the start of the Second Innings

Maximum overs to be bowled:

(If first innings was terminated, S from Appendix 2B) _____ (A)
 Scheduled length of innings: [$A \times 4.5$] _____ (B)
 Start time _____ (C)
 Scheduled cessation time [$C + B$] _____ (D)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [$A / 5$] _____
 Number of Powerplay overs _____

APPENDIX 2B

Calculation sheet for use when interruption occurs after the start of the Second Innings

Time

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

Overs

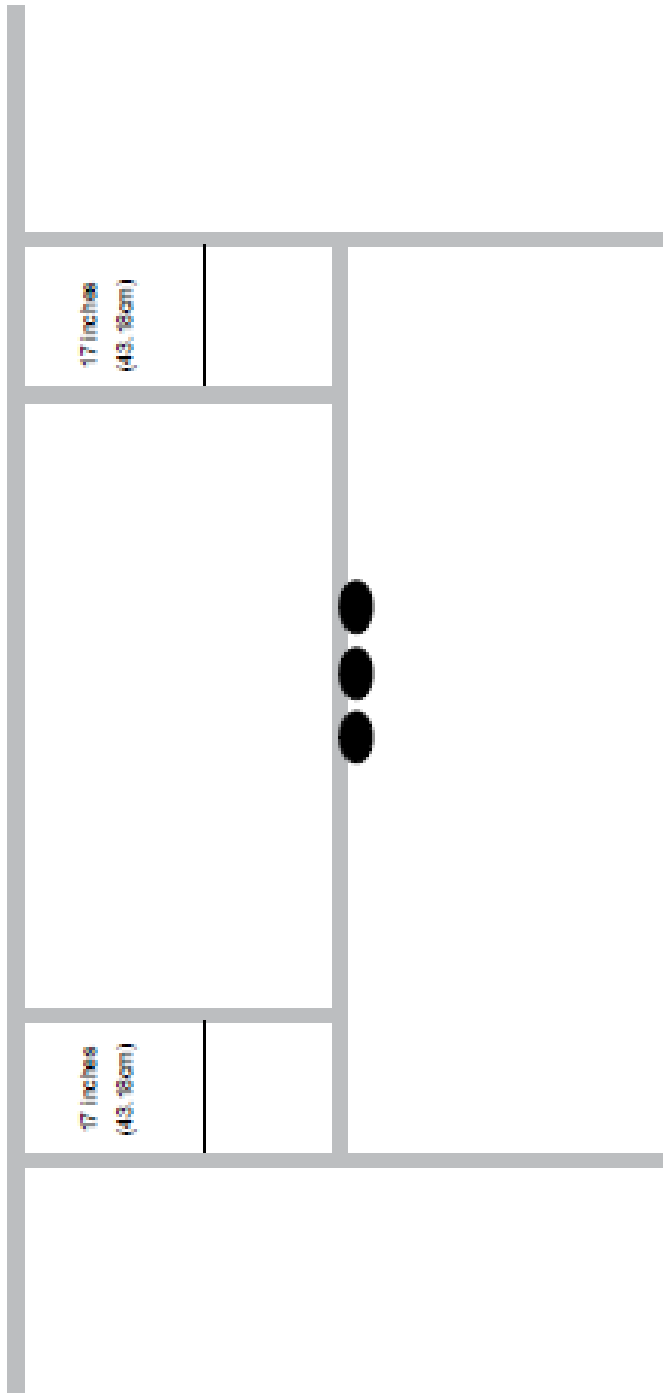
Maximum overs at start of innings _____ (H)
 Overs lost [$G / 4.5$] (rounded down) _____ (I)
 Adjusted maximum length of innings [$H - I$] _____ (J)
 Rescheduled length of innings [$J \times 4.5$] _____ (K)
 Amended cessation time of innings [$D + (K - C)$] _____ (L)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [$J / 5$] _____
 Number of Powerplay overs _____

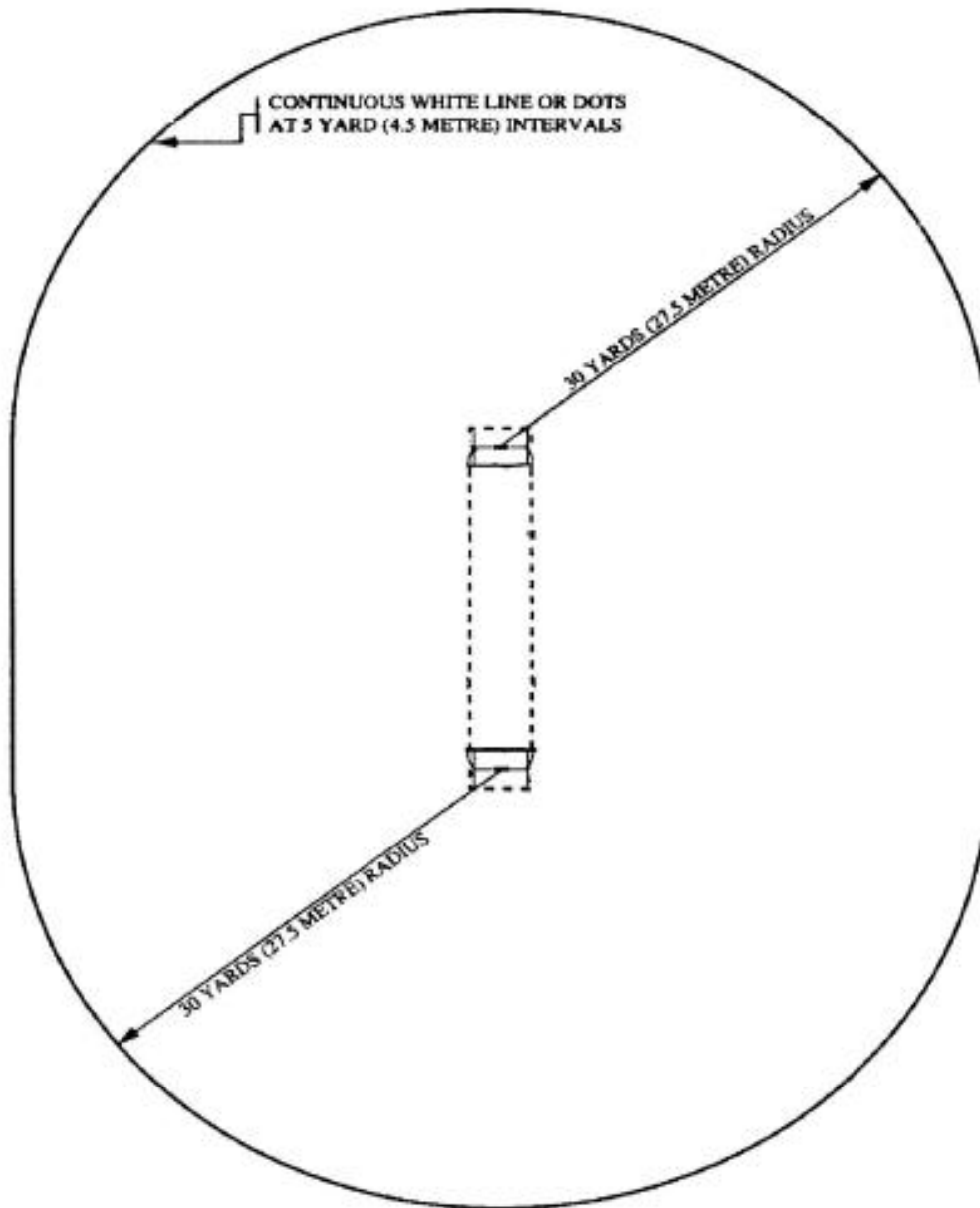
APPENDIX 3

CREASE MARKINGS



APPENDIX 4

Restriction of the placement of fieldsmen



APPENDIX 5

Third Umpire TV Replay System – Playing Conditions

1 General

- 1.1 The camera specification set out in Appendix 5A are provided as a minimum requirement.
- 1.2 The Venue is to ensure that a separate room with uninterrupted view of the entire playing surface is provided for the third umpire and that the third umpire has access to a television monitor and direct sound link with the television broadcast director to facilitate as many replays as possible as is necessary to assist him in making a decision.
- 1.3 In the circumstances detailed in Paragraphs 2, 3, 4, 5 and 6 below, the on-field umpire has the discretion whether or not to refer the appeal to the third umpire for a decision or, in the case of 3.1, to consult with the third umpire before making the decision and should take a common sense approach. Players may not appeal to the umpire to use the referral/consultation system - breach of this provision would constitute dissent and the player could be liable for discipline under the MCL Code of Conduct.
- 1.4 The third umpire shall call for as many replays from any camera angle as is necessary to reach a decision. As a guide, a decision should be made within 30 seconds whenever possible, but the third umpire shall have discretion to take more time in order to finalise a decision if necessary.

2 Run Out, Stumping and Hit Wicket Decisions

- 2.1 The on-field umpire shall be entitled to refer an appeal for a run-out, stumping or hit-wicket to the third umpire.
- 2.2 An on-field umpire wishing to refer a decision to the third umpire shall signal to the third umpire by making the shape of a TV screen with his hands.
- 2.3 If the third umpire decides the batsman is out a red light is displayed; a green light means not-out. Should the third umpire be temporarily unable to respond, a white light (where available) will remain illuminated throughout the period of interruption to signify to the on-field umpires that the TV replay system is temporarily unavailable, in which case the decision will be taken by the on-field umpire. (Where available and as an alternative to the red/green light system, the big replay screen may be used for the purpose of conveying the third umpire's decision).
- 2.4 When reviewing the TV replay(s), if the third umpire finds the batsman has been bowled rather than hit wicket or stumped, he shall indicate that the batsman was dismissed. See also paragraph 8 below.

3. Caught Decisions

The on-field umpire shall be entitled to refer an appeal for a caught decision to the third umpire in the following circumstances:

3.1 Clean catches

- (a) Should the bowler's end umpire be unable to decide whether or not a catch was taken cleanly, he shall first consult with the square leg umpire.

- (b) Should both umpires be unable to make a decision, they may consult by two-way radio with the third umpire. Following such consultation, the final decision will be made and given by the bowler's end umpire, who will take into account the on-field umpires' initial views and any other advice received from the third umpire.
- (c) The third umpire has to determine whether the batsman has been caught. However, when reviewing the television replay(s), if it is clear to the third umpire that the batsman did not hit the ball, he shall indicate that the batsman is not out. See also paragraph 8 below. The final decision shall be indicated in the normal fashion by the bowler's end umpire.

3.2 Bump Ball

- (a) Should the bowler's end umpire be unable to decide whether a catch was taken from a bump ball or not, he shall first consult with the square leg umpire.
- (b) Should both on-field umpires be unable to make a decision, the bowler's end umpire shall be entitled to refer the decision to the third umpire to review a TV replay(s) of the batsman's stroke as in Paragraph 2.2.
- (c) The third umpire has to determine whether the ball was a bump ball or not. However, when reviewing the television replays(s), if it is clear to the third umpire that the batsman did not hit the ball he shall indicate that the batsman is not out. See also paragraph 8 below.
- (d) The third umpire shall communicate his decision by the system as in Paragraph 2.3.

4 Boundary Decisions

- 4.1** The on-field umpire shall be entitled to refer to the third umpire for a decision about whether the fieldsman had any part of his person in contact with the ball when he touched or crossed the boundary line or whether a four or six had been scored. A decision is to be made immediately and cannot be changed thereafter.
- 4.2** An on-field umpire wishing the assistance of the third umpire in these circumstances shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his decision to the on-field umpire by this method.
- 4.3** The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows a boundary line infringement or incident as envisaged under this paragraph that appears not to have been acted upon by the on-field umpires.

5 Obstructing the Field

- 5.1** Following an appeal from the fielding side, the on-field umpire shall be entitled to consult with the third umpire if he feels that the batsman, in running between the wickets, may have significantly changed his direction (refer clause 37).
- 5.2** Such consultation shall be initiated by the on-field umpire and will be done to help him decide the extent of any change in direction and whether the obstruction was wilful or not.
- 5.3** Following such consultation with the third umpire, the final decision shall be indicated in the normal fashion by the relevant on-field umpire.

6 Batsmen Running to the Same End

6.1 In the event of both batsmen running to the same end and the umpires are uncertain over which batsmen made his ground first, the on-field umpire may consult with the third umpire.

6.2 The procedure in Paragraph 4.2 shall apply.

7 Ball Hitting the Spydercam

7.1 The on-field umpire shall be entitled to refer to the third umpire for a decision as to whether the ball has been in contact with any part of the Spydercam or its cables above the playing arena. A decision is to be made immediately and cannot be changed thereafter.

7.2 The procedure in Paragraph 4.2 shall apply.

7.3 The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows the ball to have been in contact with any part of the Spydercam or its cables above the playing arena as envisaged under this paragraph.

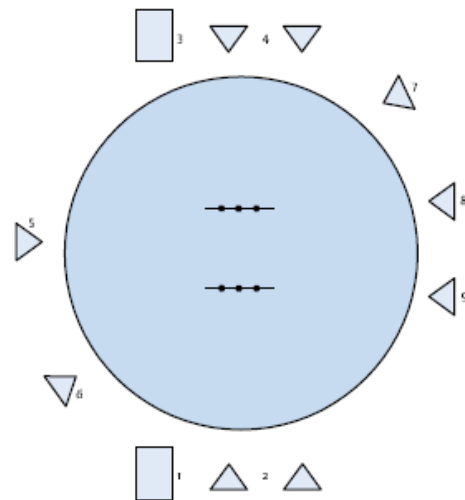
8 No Balls

Following any mode of dismissal that is not permitted off a no-ball (whether the subject of a referral /consultation under this system or not), if the on-field umpire is uncertain as the fairness of the delivery, he shall be entitled to request the batsman to delay leaving the field and to check the fairness of the delivery with the third umpire. The third umpire shall, subject to the availability of suitable technology, immediately check the fairness of the delivery. If the delivery was not a fair delivery, the third umpire shall advise the on-field umpire by two-way radio who should recall the dismissed batsman, indicate that the batsman is not out and signal no-ball. The third umpire may raise the matter with the on field umpire if the latter fails to ask for a check, but the third umpire should not assume jurisdiction in the first instance.

APPENDIX 5A

Generic Camera Layout - Basic TV Coverage

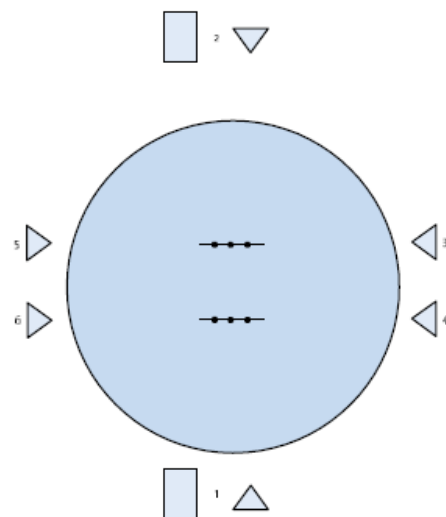
- 1 Wicket to Wicket
- 2 Follow
- 3 Wicket to Wicket
- 4 Follow
- 5 Square Leg/Mid Wicket
- 6 Slips
- 7 Slips
- 8 Line/Run out Cam
- 9 Line/Run out Cam
- 10 Reverse Square Leg/Mid Wicket



APPENDIX 5B

Generic Camera Layout - Third Umpire Coverage

- 1 Follow
- 2 Follow
- 3 Line/Run out Cam
- 4 Line/Run out Cam
- 5 Line/Run out Cam
- 6 Line/Run out Cam



APPENDIX 6

Procedure for the Super Over

The following procedure will apply should the provision for any Super Over be adopted in any match.

1. Subject to weather conditions the one over per side eliminator will take place on the scheduled day of the match at a time to be determined by the Match Referee. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
2. The amount of extra time allocated to the Super Over is the greater of (a) the extra time allocated to the original match less the amount of extra time actually utilised and (b) the gap between the actual end of the match and the time the original match would have been scheduled to finish had the whole of the extra time provision been utilised. Should play be delayed prior to or during the Super Over, once the playing time lost exceeds the extra time allocated, the Super Over shall be abandoned. See clause 13 below.
3. The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the Match Referee.
4. In both innings of the Super Over, the fielding side shall choose from which end to bowl. The umpires shall stand at the same end as that in which they finished the match.
5. Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.
6. Any penance time being served in the main match shall be carried forward to the Super Over.
7. Each team's over is played with the same fielding restrictions as apply for the 20th over in a normal MCL match.
8. The team batting second in the main match will bat first in the Super Over.
9. The fielding captain or his nominee shall select the ball with which he wishes to bowl his over in the Super Over from the box of spare balls provided by the umpires. Such box to include the balls used in the main match, but no new balls. The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.
10. The loss of two wickets in the Super Over ends the team's Super Over innings.
11. The team scoring the most runs in the Super Over shall be declared the winner.
12. In the event of the teams having scored the same number of runs in the Super Over:
 - (a) If the original match was a tie under the D/L method, clause e below immediately applies.
 - (b) Otherwise, the team that hit the most number of boundary sixes combined from its two innings in the main match and the Super Over shall be the winner.
 - (c) If the total number of boundary sixes hit by both teams is equal, the team whose batsmen score the most number of boundaries (fours and sixes) from its two innings in the main match and the Super Over will be the winner.
 - (d) If the number of boundaries scored by each team from the two innings in the main match and the Super Over are equal, the team which took the most number of wickets combined in both the main match and the Super Over shall be the winner.
 - (e) If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its Super Over, then any unbowed deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the

completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.

Example:

Runs scored by:	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	<u>2</u>	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

- (d) If still equal, the Super Over shall be declared a tie and the result of the match shall be determined according to clause 21.12 if the match is a regular season match or clause 21.11 if the match is a play-off match.

APPENDIX 7

DEFINITIONS AND EXPLANATIONS OF WORDS OR PHRASES NOT DEFINED IN THE TEXT

The Toss is the toss for choice of innings.

Before the toss is at any time before the toss on the day the match is expected to start or, in the case of a one-day match, on the day the match is due to take place.

Before the match is at any time before the toss, not restricted to the day on which the toss is to take place.

During the match is at any time after the toss until the conclusion of the match, whether play is in progress or not.

Conduct of the game includes any action relevant to the match at any time on any day of the match.

Implements of the game are the bat, the ball, the stumps and bails.

The field of play is the area contained within the boundary edge.

The square is a specially prepared area of the field of play within which the match pitch is situated.

The outfield is that part of the field of play between the square and the boundary edge.

Inside edge is the edge on the same side as the nearer wicket.

Behind in relation to stumps and creases is on the side further away from the stumps and creases at the other end of the pitch. Conversely, 'in front of' is on the side nearer to the stumps and creases at the other end of the pitch.

The place where the striker stands to receive a delivery from the bowler is **the striker's end** only insofar as it identifies, independently of where the striker may subsequently move, one half of the field of play; the other half being **the bowler's end**. The striker's end is also referred to as **the wicket-keeper's end**, in situations where the position of a batsman in relation to the wicket at that end is involved.

In front of the line of the striker's wicket is in the area of the field of play in front of the imaginary line joining the fronts of the stumps at the striker's end; this line to be considered extended in both directions to the boundary.

Behind the wicket is in the area of the field of play behind the imaginary line joining the backs of the stumps at the appropriate end; this line to be considered extended in both directions to the boundary.

Behind the wicket-keeper is behind the wicket at the striker's end, as defined above, but in line with both sets of stumps and further from the stumps than the wicket-keeper.

A batsman's ground – at each end of the pitch, the whole area of the field of play behind the popping crease is the ground at that end for a batsman.

Original end is the end where a batsman was when the ball came into play for that delivery.

Wicket he has left is the wicket at the end where a batsman was at the start of the run in progress.

Over the wicket / round the wicket – If, as the bowler runs up between the wicket and the return crease, the wicket is on the same side as his bowling arm, he is bowling over the wicket. If the return crease is on the same side as his bowling arm, he is bowling round the wicket.

Umpire – where the description the umpire is used on its own, it always means ‘the bowler’s end umpire’ though this full description is sometimes used for emphasis or clarity. Similarly the **umpires** always means both umpires. An umpire and umpires are generalised terms. Otherwise, a fuller description indicates which one of the umpires is specifically intended.

Umpires together agree applies to decisions which the umpires are to make jointly, independently of the players.

Fielding side is the side currently fielding, whether or not play is in progress.

Member of the fielding side is one of the players nominated by the captain of the fielding side, or any authorised replacement for such nominated player.

Fielder is one of the 11 or fewer players who together compose the fielding side. This definition includes not only both the bowler and the wicket-keeper but also nominated players who are legitimately on the field of play, together with players legitimately acting as substitutes for absent nominated players. It excludes any nominated player who is absent from the field of play, or who has been absent from the field of play and who has not yet obtained the umpire’s permission to return.

A player going briefly outside the boundary in the course of discharging his duties as a fielder is not absent from the field of play nor, for the purposes of Law 2.5 (Fielder absent or leaving the field), is he to be regarded as having left the field of play.

Delivery swing is the motion of the bowler’s arm during which he normally releases the ball for a delivery.

Delivery stride is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler’s back foot lands for that stride and ends when the front foot lands in the same stride. The stride after the delivery stride is completed when the next foot lands, i.e. when the back foot of the delivery stride lands again.

The ball is struck/strikes the ball unless specifically defined otherwise, mean ‘the ball is struck by the bat’/‘strikes the ball with the bat’.

Rebounds directly/strikes directly and similar phrases mean ‘without contact with any fielder’ but do not exclude contact with the ground.

Runs disallowed/not scored. A run **to be disallowed** is one that in Law should not have been taken. It is not only to be cancelled but the batsmen are to be returned to their original ends. A run **not to be scored** is not illegal, but one which in Law is not recognised as a proper run. It is to be regarded as not existing, so that the question of cancellation does not arise. It incurs no penalty other than the loss of the run.

External protective equipment is any visible item of apparel worn for protection against external blows. For a batsman, items permitted are a protective helmet, external leg guards (batting pads), batting gloves and, if visible, forearm guards.

For a fielder, only a protective helmet is permitted, except in the case of a wicket-keeper, for whom wicket-keeping pads and gloves are also permitted.

A protective helmet is headwear made of hard material and designed to protect the head or the face or both.

Clothing – anything that a player is wearing, including such items as spectacles or jewellery, that is not classed as external protective equipment is classed as clothing, even though he may be wearing some items of apparel, which are not visible, for protection. A bat being carried by a batsman does not come within this definition of clothing.

The bat– the following are to be considered as part of the bat.

- the whole of the bat itself.
- the whole of a glove (or gloves) worn on the hand (or hands) holding the bat.
- the hand (or hands) holding the bat, if the batsman is not wearing a glove on that hand or on those hands.

Hand for batsman or wicket-keeper shall include both the hand itself and the whole of a glove worn on the hand.

Held in batsman's hand. Contact between a batsman's hand, or glove worn on his hand, and any part of the bat shall constitute the bat being held in that hand.

Equipment – a batsman's equipment is his bat as defined above, together with any external protective equipment he is wearing.

A fielder's equipment is any external protective equipment that he is wearing.

Person – a player's person is his physical person (flesh and blood) together with any clothing or legitimate external protective equipment that he is wearing except, in the case of a batsman, his bat. A hand, whether gloved or not, that is not holding the bat is part of the batsman's person. No item of clothing or equipment is part of the player's person unless it is attached to him.

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

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

APPENDIX 8

THE BAT: LAW 6

All Law references are to sections of Law 6

Categories of bat – Types A, B and C are bats conforming to Law 6, sections 1 to 8 inclusive.

Bats which do not qualify for any of the three categories are not recognised in the Laws. Type A bats may be used at any level. Bats of Type B or Type C and any other bats may be used only at or below levels determined by the Governing Body for cricket in the country concerned.

The blade – The face of the blade is its main striking surface. The back is the opposite surface. The shoulders, sides and toe are the remaining surfaces, separating the face and the back. The shoulders, one on each side of the handle, are along that portion of the blade between the first entry point of the handle and the point at which the blade first reaches its full width.

The toe is the surface opposite to the shoulders taken as a pair.

The sides, one each side of the blade, are along the rest of the blade, between the toe and the shoulders.

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

Materials in handle – As a proportion of the total volume of the handle, materials other than cane, wood or twine are restricted to one-tenth for Types A and B and one-fifth for Type C. Such materials must not project more than 3.25 in/8.26 cm into the lower portion of the handle.

Binding and covering of handle – The permitted continuation beyond the junction of the upper and lower portions of the handle is restricted to a maximum, measured along the length of the handle, of 2.5 in/6.35 cm for the twine binding
2.75 in/6.99 cm for the covering grip.

Length and width

(a) The overall length of the bat, when the lower portion of the handle is inserted, shall not be more than 38 in/96.5 cm.

(b) The width of the bat shall not exceed 4.25 in/10.8 cm at its widest part.

(c) Permitted coverings, repair material and toe guards, not exceeding their specified thicknesses, may be additional to the dimensions above.

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

Covering of blade – The cloth covering permitted for Type C bats shall be of thickness not exceeding 0.012 in/0.3 mm before treatment as in 6.6(d).

Protection and repair of blade – The material permitted in 6.6(a) shall not exceed 0.04 in/1 mm in thickness. In 6.6(a)(ii), the repair material shall not extend along the length of the blade more than 0.79 in/2 cm in each direction beyond the limits of the damaged area. Where used as a continuous binding, any overlapping shall not breach the maximum of 0.04 in/1 mm in total thickness.

In 6.6(d), the use of non-solid material which when dry forms a hard layer more than 0.004 in/0.1 mm in thickness is not permitted.

Toe and side inserts – The wood used must not be more than 0.3 in/0.89 cm in thickness. The toe insert shall not extend from the toe more than 2.5 in/6.35 cm up the blade at any point. Neither side insert may extend from the edge more than 1 in/2.54 cm across the blade at any point.



Toe protection – The maximum permitted thickness of protective material placed on the toe of the blade is 0.12 in/3 mm.

Commercial identifications – These identifications may not exceed 0.008 in/0.2 mm in thickness. On the back of the blade they must occupy no more than 50% of the surface. On the face of the blade, they must be confined within the top 9 in/22.86 cm, measured from the bottom of the grip.