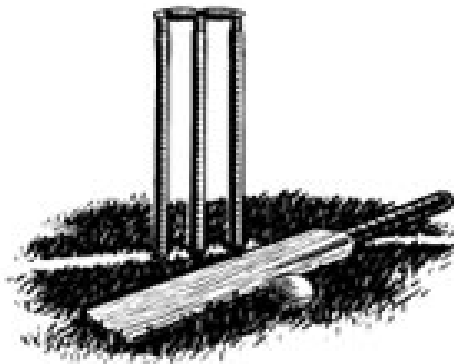




Laws and rules of softball cricket



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The Spirit of the Game

Softball Cricket is a game 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.

The Spirit of the game involves RESPECT for :-

- * Your Opponents
- * The role of the Umpires
- * Your captain and team

It is against the spirit of the game to:

- * To dispute umpires decision by word, action or gesture.
- * To use abusive language to your opponents, umpires or team members.
- * To cheat or involve in actions to cheat.
- * There is no place for violence on the field of play.

Finally captains and umpires together set the tone for the conduct of the cricket match, and every player is expected to make an important contribution to this.

Law 1

1. Numbers of Players.

A match is played between two sides, and each team shall consist of not less than seven (7) and not exceeding eleven (11) players.

2. Nomination of players.

Each captain shall nominate his players in writing to one of the umpires before the toss. No player may be changed after the nomination without the consent of the opposing captain.

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.

(B) At any time after the toss, the deputy must be one of the nominated players.

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.

Law 2 (Substitutes and runners; batsmen or fielder leaving the field, batsmen retiring, batsmen commencing inning)

1. Substitutes and runners.

(A) If the umpires are satisfied that a player has been injured or become ill after the nomination of the players, they shall allow that player to have :-

(1) a substitute acting instead of him in the field.

(2) a runner when batting.

Any injury or illness that occurs at any time after the nomination of the players until the conclusion of the match shall be allowable, irrespective of whether play is in progress or not.

(B) The umpire(s) shall have discretion, for other wholly acceptable reasons, to allow a substitute on the fielder, or a runner for a batsman, at the start of the match or at any subsequent time.

(C) A player wishing to change his shirt, boots, etc must leave the field to do so and no substitute shall be allowed for him.

(D) A substitute need not be a registered player.

2. Objection to Substitutes.

The opposing captain shall have no right of objection to any player acting as a substitute on the field, nor to where the substitute shall field.

3. Restrictions on the role of substitutes.

A substitute shall not be allowed to bat or bowl nor act as wicket-keeper or as captain on the field of play.

4. A Player for whom a substitute has acted.

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

5. Fielder absent or leaving the field.

If a fielder fails to take the field with his side at the start of the match or at any time, or leaves the field during session of play :-

(1) The umpire shall be informed of the reason for his absence.

- (2) He shall not thereafter come on the field during a session of play without the umpire=s consent. Theumpire shallgive such consent as soon as is practicable.
- (3) If he is absent for 15 minutes or longer, he shall not be permitted to bowl thereafter, until he has been on the field for at least that length of playing time for which he was absent.
- (4) The time lost for an unscheduled break in play shall be counted as time on the field for any fielder whocomes on to the field at the resumption of play.

6. Player returning without permission.

If a player comes on to the field of play in contravention of 5(2) above and comes into contact with the ball whileit is in play , the ball shall immediately become dead and the umpire shall award the batting team 5 runspenalty.The ball shall not count as one of the over.

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 .

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

- (A) A batsman runner is subject to the laws. He will be regarded as a batsman except where there are specific provisions for his role as a runner. See 7 above and law 29-2 (which is a batsman=s ground).
- (B) A batsman with a runner will suffer the penalty for any infringement of the laws by his runner as though he had been himself responsible for the infringement. In particular he will be out if his runner is out under any of the laws 33 (handled the ball), 37 (obstructing the field), or 38 (run out).
- (C) When a batsman with a runner is the striker he remains himself subject to the laws and will be liable to the penalties thatany infringement of them demands. Additionally if he is out of his ground when the wicket is pulled down at the wicketkeepers end, he will be out , either run out or stumped, irrespective of the position of the runner. If he is thus dismissed runs completed by the runner and the other batsman before the dismissal shall not be scored. However the penalty for for a no ball or wide shall stand, together with any penalties to either side that may be awarded when the ball is dead.
- (D) When a batsman with a runner is not the striker:-
 - 1. He remains subject to law 33 (handled the ball) and 37 (obstructing the field), but is otherwise out of the game.
 - 2. He shall stand where directed by the Striker=s end umpire so as not to interfere with play.
 - 3. He will be liable for any act of unfair play.

9. Batsman leaving the field or retiring.

A batsman may retire at any time during his inning and the umpire(s) 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 inning subject to (c)below. If for any reason he does not do so, his inning is to be recorded as Aretired - not out A.
- (B) If a batsman retires for any reason other than as in (a) above, he may only resume his inning with the consent of the opposing captain.If for any reason he does not resume his inning it is to be recorded as Aretired - out A.
- (C) If after retiring a batsman resumes his inning, it shall be only at the fall of a wicket or retirement of another batsman.

10. Commencement of a batsman inning.

A batsman shall be considered to have commenced his inning once he has stepped on to the field of play. Any declared player not present when an entire inning is completed will not be allowed to participate in the said game any further. He cannot bowl, bat nor field.

Law 3 - Umpires

1. Appointment

The umpires shall be appointed before the start of the game, one for each end to control the game with absolute impartiality as required by the Laws .

- (a) The Softball Cricket Umpires Association shall appoint umpires to officiate in all official games.
- (b) In the absence of the S.C.U.A. umpire(s), each captain must nominate an individual or player to officiate the game .
- (c) When only one (1) umpire is present, that umpire shall be at the non-striker end, and the square-leg umpire will be appointed and agreed on by both captains.
- (d) No team has the right to object to any umpire or umpires being appointed by S.C.U.A.. To officiate their game.
- (e) No team has the right to request an umpire to officiate their game.

2. Change of Umpire.

No umpire shall be changed during a match without the consent of both captains.

3. Agreement with captains.

Before the toss the umpire(s) shall

- (a) Ascertain the hours of play , water breaks and intervals between Innings.
- (b) The boundaries of the field and any special allowances in relation to obstacles and Ground restriction.

4. The Clock or Watch.

The umpires shall agree between themselves and inform both captains before the start of the game on the watch or clock to be followed during the game.

5. The Wickets.

The Umpires shall satisfy themselves before the start of the match that the wickets are properly pitched.

6. Conduct and Implements.

Before and during the game the Umpires shall ensure that the conduct of the game and the implements used are strictly in accordance with the Laws.

7. Fair and Unfair play.

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

8. Fitness of Ground, Weather and Light.

The Umpires shall be the sole judges of the fitness of the ground, weather, and light for play.

9. Suspension of play for adverse conditions of ground, weather or Light.

1. If at any time the Umpires together agree that the condition of the ground, weather or light is not suitable for play they shall inform both captains and unless
 - (a) In unsuitable ground or weather conditions both captains agree to continue, or commence to restart play, or
 - (b) In unsuitable light the batting side wishes to continue or commence or restart play,they, the Umpires shall suspend play or not allow play to commence or restart.

2. (a) After agreeing to play in unsuitable ground or weather conditions, either captain may appeal against the conditions to the umpires before the next call of Time, and the umpires shall uphold the appeal only if in their opinion the conditions have remain the same or further deteriorated .
- (b) After agreeing to play in unsuitable light, the captain of the batting team may appeal against the light to the umpires before the next call of Time, and the umpires shall uphold the appeal only if in their opinion the conditions have remain the same or further deteriorated.
3. If at any time the umpires together agree that the conditions of the ground, weather or light are so bad that there exist the risk to the safety of the player(s) and or umpire(s), so that it would be unreasonable or dangerous for play to take place, then notwithstanding the provisions of 2(a) and 2(b) above they shall immediately suspend play, or not to allow play to commence or restart.
4. When there is a suspension of play it is the responsibility to monitor the conditions and to decide when play will resume.
5. For the purpose of this law and law 15-9 the batsmen at the wicket may deputize for their captain.

10. Exceptional Circumstances.

In exceptional circumstances , other than those of weather ground or light the umpire(s) may decide to suspend or abandon play. In the event of the game being abandon the umpire(s) shall forward all the revelant facts as to the reason for this course of action to the Rules Committee who will decide on the outcome of the game. Where the game was suspended and could not continue on the same day, then the Rules Committee will reschedule a day to complete the game.

11. Position of Umpires.

The umpires shall stand where they can best see any act upon which their decision may be required. Subject to this over- riding consideration the umpire at the bowler's end shall stand where he does not interfere with either the bowler's run up or the striker's view. The umpire at the striker's end may elect to stand on the off instead of the leg side of the pitch, provided he informs the captain of the fielding side and the striker of his intention to do so.

12. Signals.

The following code of signals shall be used by umpires who will wait until a signal has been answered by the Scorer before allowing the game to proceed.

Boundary - 4 - by waving the arm from side to side.

Boundary - 6 - by raising both arms above the head

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.

Bye - by raising an open hand above the head.

Leg Bye - by touching a raised knee with the hand .

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

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

Five penalty runs - awarded to batting team - by repeated tapping of one shoulder with the opposite hand.

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

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

13. Correctness of scores.

Consultation between umpires and scorers on doubtful points is essential. The umpires shall satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen, and where appropriate, the numbers of overs bowled. They shall agree on these with the scorers at least at every interval, and at the conclusion of each inning. The game shall not continue, until any discrepancy in the score is corrected by the umpires and scorers.

Law 4 - Scorers

Appointment of Scorers.

1. Scorer(s) shall be appointed to record all runs scored, all wickets taken, and where appropriate number of overs bowled.
2. The scorers shall frequently check to ensure that their records agree. They shall agree with the umpires, at least at every interval, and at the conclusion of each inning the runs scored, the wickets fallen and where appropriate the numbers of overs bowled.
3. The scorers shall accept all instructions and signals given to them by the umpires. They shall acknowledge each separate signal.

Law 5 - The Ball

1. The ball when new shall not exceed 5 oz. (Ounces) and must have **W.I.S.A.** logo imprinted on one side of the ball.
2. Any team failing to supply the fielding team with the correct ball shall forfeit the game.
3. Any team failing to supply the fielding with the match balls shall forfeit the game.
4. The batting team shall supply the fielding team with the match balls for their inning.
5. In all competitions 2 balls shall be use for each inning, unless the rules for any specific competition dictate differently.
6. If during play, the ball cannot be found or recovered, or the umpire(s) agree that the ball is unfit to play, and this occur before the second new ball is taken, then th is replacement ball must be counted as the second new ball from the over in which the change was made .If (4) four deliveries were bowled with the lost or unfit ball
then the second ball shall be counted from the preceding over.
7. A new ball must be used when replacing a ball unfit for play or lost. If this occur after the second ball was taken, a new ball shall be used.

Law 6 - The Bat

1. Width and Length.

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

2. Hand or glove to count as part of the bat.

In these laws (a) reference to the bat shall imply that the bat is held by the batsman .

(b) contact between the ball and

either (1) the striker's bat itself

or (2) the striker's hand holding the bat

or (3) any part of a glove worn on the striker's hand holding the bat

shall be regarded as the ball striking or touching the bat, or being struck by the bat

Law 7 - The Pitch.

1. Area of the Pitch

The pitch is a rectangular area of the ground 20 yards in length and 10 feet in width. It is bounded at either end by the bowling creases.

2. Fitness of the pitch for play.

The umpires shall be the final judges of the fitness of the pitch for play. (See Laws 3 (fitness of ground , weather and light) and Law 3.9 (Suspension of play for adverse conditions of ground, weather, or light).

3. Changing the Pitch.

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

2. If after the toss both captains cannot agree as to which pitch to use or where to place the stumps , the umpire(s) shall be the final judge of the pitch and the placement of the stumps. If one team or both teams refuse to accept the umpire(s) decision, and the game was not played., the umpire(s) must report the matter to the Management Committee.

Law 8 - The Wickets

1. Width and Pitching.

Two set of wickets, each 12 inches wide, and consisting of four (4) wooden stumps with two wooden bails upon the top, shall be pitched opposite and parallel to each other at a distance of twenty (20) yards from stump to stump.

2. Stumps, Bails and Size

Each team is responsible for supplying one set of stumps to start the game . The stumps shall be of equal and sufficient size to prevent the ball from passing between the stumps. Their tops shall be 28 inches / 71 cm above the ground and shall be dome shaped except for the bail grooves.

3. Dispensing with Bails

The umpire(s) may agree to dispense with the use of bails, if windy conditions prevail or the bail grooves are not deep enough..Playing without bails the conditions for the wickets being broken change (See Law 28 - Dispensing with the bails.)

Laws of softball Cricket

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 - (i) Players Conduct

Law 1:- The Players

- (1) A match is played between two teams, and each team shall consist of no less than seven(7) players, and not exceeding eleven (11) players.
- (2) Each captain must declare his team in writing clearly indicating the 12th man to the opposing captain and also to the umpire(s) before the toss of the coin.
- (3) A captain cannot change his team hereafter without the consent of the opposing captain.

Law 2:- Substitutes and Runners

- (1) Substitutes:- In normal circumstances, a substitute shall be allowed to field only for a player who satisfies the umpire(s) that he has become injured or become ill during the match. However, in very exceptional circumstances, the umpire(s) may use their discretion to allow a substitute for a player who has to leave the field for other wholly acceptable reasons, subject to consent being given by the opposing captain. If a player wishes to change his shirt, boots, etc, he may leave the field to do so (no changing on the field) but no substitute will be allowed. A substitute must be a registered player and in uniform.
- (2) Objections to Substitutes:- The opposing captain shall have no right of objection to any player acting as substitute on the field, nor as to where he shall field, however, no substitute shall act as Wicket-Keeper.
- (3) Substitute not to bat or bowl:- A substitute shall not be allow to bat, bowl or act as the captain.

- (4) A player for whom a substitute has acted:- A player may bat, bowl or field even though a substitute has acted for him.
- (5) Any declared player not present when an entire inning is completed will not be allowed to participate in the said game any further.
- (6) Runner:- A runner shall be allowed for a batsman who during the match is incapacitated by illness or injury. The player acting as runner shall be a member of the batting side and shall, if possible, have already batted in that innings
- (7) Transgression of the law by an injured batsman or runner:- An injured batsman may be out should his runner break any one of the following:
 - (a) handle the ball,
 - (b) obstructing the field,
 - (c) run out.

As striker he remains subject to the Laws. Furthermore, should he be out of his ground for any purpose and the wicket at the Wicket-keeper's end be put down he shall be out under Law 10-J (Run Out) or Law 10-K (Stumped) irrespective of the position of the other Batsman or Runner and no runs shall be scored.

When not the Striker, the injured Batsman is out of the game and shall stand where he does not interfere with the play. Should he bring himself into the game in any way then he shall suffer the penalties that any transgression of the Law demands.

- (8) Fieldsman Leaving the Field:- No Fieldsman shall leave the field or return during a session of play without the consent of the Umpire at the Bowler's end. The Umpire's consent is also necessary if a Substitute is required for a Fieldsman, when his side returns to the field after an interval. If a member of the fielding side leaves the field or fails to return after an interval and is absent from the field for longer than 15 minutes, he shall not be permitted to bowl after his return until he has been on the field for at least that length of playing time for which he was absent.

- (9) Batsman Leaving The Field or Retiring:- A Batsman may leave the field or retire at any time owing to illness, injury or other unavoidable cause, having previously notified the Umpire at the Bowler's end. He may resume his innings at the fall of a wicket, which for the purposes of this Law shall include the retirement of another Batsman.

If he leaves the field or retires for any other reason he may only resume his inning with the consent of the opposing Captain.

When a Batsman has left the field or retired and is unable to return owing to illness, Injury or other unavoidable cause his inning is to be recorded as "retired, not-out". Otherwise it is to be recorded as -retired. out".

- (10) Commencement of a Batsman Inning:- A Batsman shall be considered to have commenced his inning once he has stepped on to the field of play.

Law 3-A:- Umpires

- (1) Appointment:- Before the toss for innings two umpires shall be appointed, one for each end to control the game with absolute impartiality as required by the Laws.
- (2) In the absence of League umpires each captain must nominate an umpire to officiate the said game as a league umpire would have officiated.
- (3) When only one (1) League umpire is present that umpire will be always at the Non-Striker's end, and the other umpire at the Striker's end will be appointed and agreed on by both Captains.

- (4) Change Of Umpire:- No Umpire shall be changed during a match without the consent of both Captains.
- (5) Special Conditions:- Before the toss for the innings, the Umpires shall agree with both Captains on any special conditions affecting the conduct of the match.
- (6) The Wickets:- The Umpires shall satisfy themselves before the start of the match that the wickets are properly pitched.
- (7) Clock or Watch:- The Umpires shall agree between themselves and 'Inform both Captains before the start of the match on the watch or clock to be followed during the Laws.
- (8) Conduct and Implements:- Before and during a match the Umpires shall ensure that the conduct of the game and the implements used are strictly in accordance with the Laws.
- (9) Fair and Unfair Play:- The Umpires shall be the sole judges of fair and unfair play.
- (10) Fitness of Ground, Weather and Light:-
 - (a) The Umpires shall be the sole Judges of the fitness of the ground weather and light for play.
 - (i) However, before deciding to suspend play or not to start play or not to resume play after an interval or stoppage, the Umpire(s) shall establish whether both Captains (the Batsmen at the wicket may deputize for their Captain) wish to commence or to continue in the prevailing conditions. if so, their wishes shall be met.
 - (ii) In addition, if during play, the Umpires decide that the light is unfit, only the batting side shall have option of continuing play. After agreeing to continue to play in unfit light conditions, the Captain of the batting side (or a Batsman at the wicket) may appeal against the light to the Umpires, who shall uphold the appeal only if, in their option, the light has deteriorated since the agreement to continue was made.

- (b) After any suspension of play, the Umpires, unaccompanied by any of the Players or Officials shall, on their own initiative, carry out an inspection immediately the condition improve and shall continue to inspect at intervals. Immediately the Umpires decide that play is possible they shall call upon the Players to resume the game.
- (11) Exceptional Circumstances: -In exceptional circumstances, other than those of weather, ground or light, the Umpire may decide to suspend or abandon play. Before making such a decision the Umpires shall establish, if the circumstances allow, whether both Captains (the Batsmen at the wicket may deputize for their Captain) wish to continue in the prevailing conditions, if so their wishes shall be met.
- (12) Position of Umpires:- The Umpires shall stand where they can best see any act upon which their decision may be required. Subject to this over-riding consideration the Umpire at the Bowler's end shall stand where he does not interfere with either the Bowler's run up or the Striker's view. The Umpire at the Striker's end may elect to stand on the off instead of the leg side of the pitch, provided he informs the Captain of the fielding side and the Striker of his intention to do so.
- (13) Signals:- The following code of signals shall be used by Umpires who will wait until a signal has been answered by the Scorer before allowing the game to proceed.

Boundary - by waving the arm from side to side

Boundary 6 - by raising both arms above the head

Bye - by raising an open hand above the head

Dead Ball - by crossing and re-crossing the wrists below the waist.

Leg Bye - by touching a raised knee with the hand

No Ball - by extending one arm horizontally.

Out:- by raising the index finger above the head. If not out the Umpire shall call "not out"

Short Run - by bending the arm upwards and by touching the nearer shoulder with the tips of the finger
Wide - by extending both arms horizontally.

- (14) Correctness Of Scores:- The Umpires shall be responsible for satisfying themselves on the correctness of the scores throughout and at the conclusion of the match.

Law 3-B:- Scorers

- (1) Recording Runs:- All runs scored shall be recorded by Scorers appointed for the purpose. Where there are two Scorers they shall frequently check to ensure that the score sheets agree.
- (2) Acknowledging Signal-The Scorers shall accept and immediately acknowledge all instructions and signals given to them by the Umpires.
- (3) It is compulsory that you use lead pencil when scoring.

Law 4-A:- (1) The Ball

- (1) The ball when new shall not exceed 5 oz. and must have W.I.S.A. logo imprinted on one side of the ball. Any team failing to supply the fielding team with the correct match ball or do not have any ball will forfeit the game.
- (2) In the 30 overs competition a new ball Must be taken after the completion of 15 overs and in the 25 overs after the 13 overs.
- (3) The batting team will provide the fielding team with the match balls.

- (4) Should the ball be changed due to being unfit for play, damage or lost before the completion of the fifteen (15) or thirteen (13) overs, the second ball must be taken counting from the over in which the ball was changed. A new ball must be used when replacing a ball unfit for play, damaged or lost.

Law 4-A:- (2) The Bat

- (1) Width and Length:- The bat overall shall not more than 38 inches / 96.5cm in length, the blade of the bat shall be made of wood and shall not exceed 4 ¼ inches / 10.8cm at the widest part
- (2) The Wickets:- (see diagram).
- (3) Width and Pitching:- Two set of wickets, each 12 inches wide, and consisting of four (4) wooden stumps with two wooden bails upon the top, shall be pitched opposite and parallel to each other at a distance of twenty (20) yards from stump to stump.
- (4) Stumps:- Each team is responsible for supplying one set of stumps to start the game. A team failing to adhere to this rule will forfeit the game. If a team gear bag is late in arriving with the stumps, the umpire(s) will deduct one (1) over ever five (5) minutes the gear bag is late. After 30 minutes, the team will forfeit the game (apply Law 6-A)
- (5) Size of Stumps:- The stumps shall be of equal and sufficient size to prevent the ball from passing between them. Their tops shall be 28 inches / 71.1cm above the ground and shall be dome shaped except for the bails grooves.

- (6) Size of Bails:- The bails shall be each $4 \frac{3}{8}$ inches / 11.1cm. in length and when in position on top of the stumps shall not project more than $\frac{1}{2}$ inch / 1.3cm above them.

Law 4-B:- The Bowling, Popping and Return Creases

- (1) The Bowling Crease:- The bowling crease shall be marked in line with the stumps at each end and shall be 8ft. 8 inches / 2.64m in length, with the stumps in the center.
- (2) The Popping Crease:- The popping crease, which is the back edge of the crease marking, shall be in front of and parallel with the bowling crease. It shall have the back edge of the crease marking 4ft. / 1.22m from the center of the stumps and shall extend to minimum of 6ft / 1.83m. on either side of the line of the wicket. The popping crease shall be considered to be unlimited in length.
- (3) The Return Crease:- The return crease marking, of which the inside edge is the crease, shall be at each end of the bowling crease and at right angles to it. The return crease shall be marked to a minimum of 4ft. /1.22m. behind the wicket and shall be considered to be unlimited in length. A forward extension shall be marked to the popping crease.

Diagram (A) - Pitch

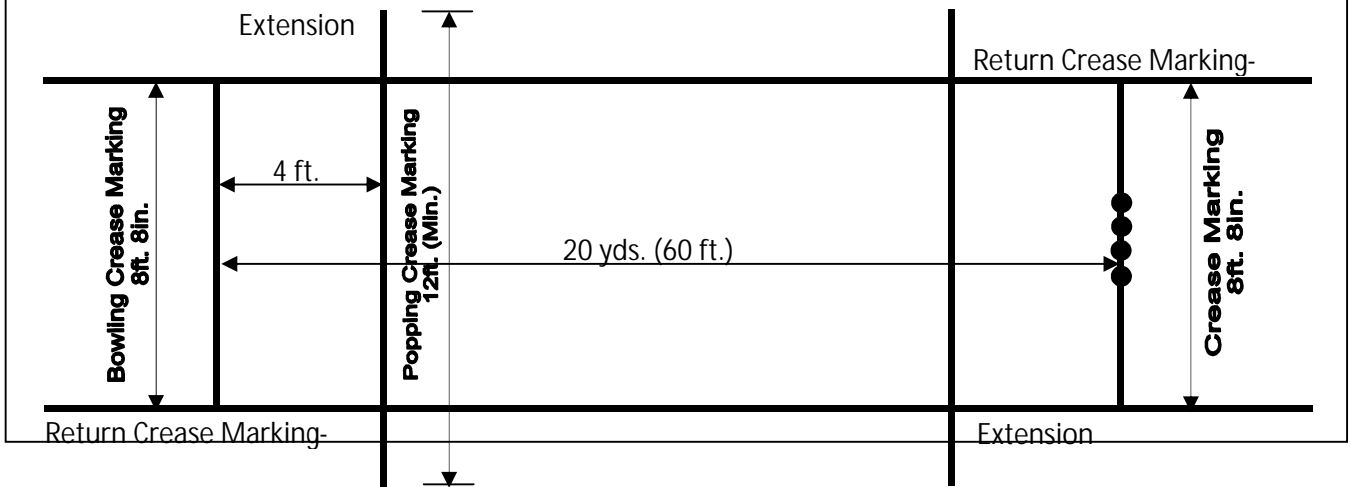
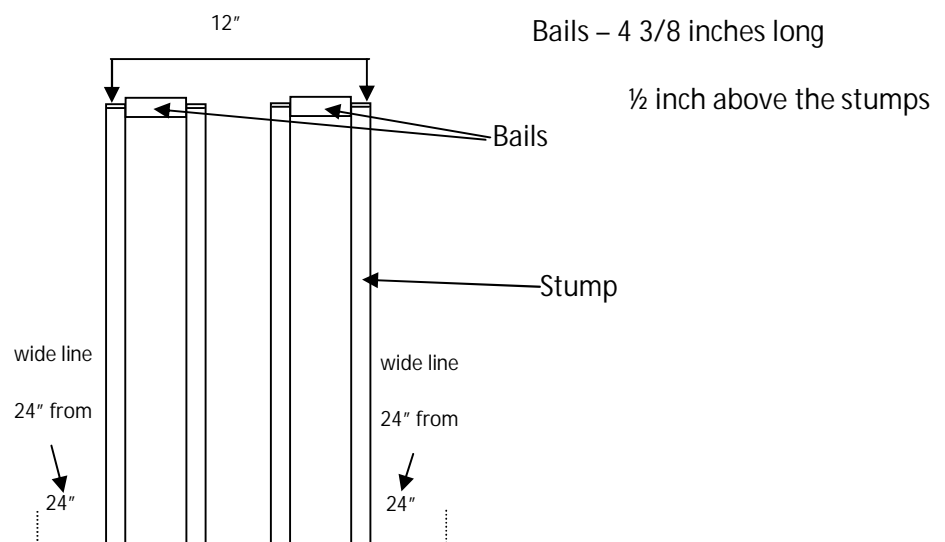


Diagram (B) - Wicket (stumps)



Law 5:- Innings

- (1) Number of Innings:- A match shall be of one inning of each side according to agreement reached before start of a play.
- (2) The Toss:- The Captains shall toss for the choice of inning on the field of play not later than 15 minutes before the time scheduled for the match to start, or before the time agree upon for play to start.
- (3) Choice of Innings: The winner of the toss shall notify his decision to bat or field to the opposing Captain not later than 10 minutes before the time scheduled for the match to start. or before the time agreed upon for play to start. The decision shall not thereafter be altered.

Law 6-A:- Start Of Play

- (1) Each game shall commence at 1:00 PM or that time specified by the parks permit. Every 5 minutes a team is late, one over will be deducted. After 30 minutes a walk over will be granted to the opposing team.
- (2) In the event of both teams being late after 30 minutes, it is the two captains decision as to start the game or abandon the game.

Law 6-B:- Intervals

- (1) There will be a 5 minutes interval at the half way stage of each inning and 15 minutes between inning.

- (2) Any water break must be approved by the Umpire(s) restricting a team to two (2) water breaks per inning.

Law 7-A:- Boundaries

- (1) The Boundary of the Playing Area:- Before the toss for innings, the Umpires shall agree with both Captains on the boundary of the playing area.
- (2) A Boundary:- A boundary shall be scored and signaled by the Umpire at the Bowler's end whenever, in his opinion:-
 - (a) A ball in play touches or crosses the boundary, however marked.
 - (b) A fieldsman with ball in hand touches or grounds any part of his person on or over a boundary line.
 - (c) A Fieldsman with ball in hand grounds any part of his person over a boundary fence or board. This allows the Fieldsman to touch or lean on or over a boundary fence or board in preventing a boundary.
- (3) Runs Exceeding Boundary Allowance:- The runs completed at the instant the ball reaches the boundary shall count if they exceed the boundary allowance.
- (4) Overthrows or Willful Act of A Fieldsman:- If the boundary results from an overthrow or from the willful act of a Fieldsman, any runs already completed and the allowance shall be added to the score. The run in progress shall count provided that the Batsmen have crossed at the instant of the throw or act.

Law 7-B:- Lost Ball

- (1) Runs Scored:- If a ball in play cannot be found or recovered any fieldsman may call a "lost ball" then 6 runs shall be added to the score, but if more than 6 have been run

before "lost ball" is called, as many runs as have been completed shall be scored. The run in progress shall count provided that the Batsmen have crossed at the instant of the call " lost ball".

- (2) How Scored:- The runs shall be added to the score of the Striker if the ball has been struck,, but otherwise to the score of byes, leg-byes, no-balls or wides as the case may be.

Law 8-A:- The Result

- (1) The side which has scored a total of runs in excess of that scored by the opposing side shall be the winner.
- (2) Umpires Awarding a Match:-
 - (a) A match shall be lost by a side when during the match
 - (i) refuses to play or
 - (ii) concedes defeat, and the Umpires shall award the match to the other side.
 - (b) Should both batsmen at the wicket or the fielding side leave the field at any time without the agreement of the Umpires, this shall constitute a refusal to play and, on appeal, the Umpires shall award the match to the other side in accordance with (a) above.
- (2) Correctness of Result:- Any decision as to the correctness of the scores shall be the responsibility of the Umpires.

If, after the Umpires and Players have left the field, in the belief that the match has been concluded, the Umpires decide that a mistake in scoring has occurred, which affects the result, and provided time has not been reached. they shall order play to resume and to continue until the agreed finishing time unless a result is reached earlier.

If the Umpires decide that a mistake has occurred and time has been reached, the Umpires shall immediately inform both Captains of the necessary corrections to the scores and, if applicable, to the result.

- (4) Acceptance of Results:- In accepting the scores as notified by the scorers and agree by the Umpires, the Captains of both sides thereby accept the result.

- (5) If bad weather stops play during the second innings the result shall be as follows:-
 - (a) If less than fifteen (15) overs were not completed in the second inning, the game will be treated as abandon. If the game is a playoff game, the Rule Committee will decide as to the outcome of the game.

 - (b) If fifteen (15) overs or more were completed in the second inning, then the run rate system will prevail. The team batting first regardless of how many overs batted, their score will be divided by the allotted overs as per competition to determine their run rate. The team batted second, their score will be divided by the overs batted and the team with the highest run rate will be the winner.

Law 8-B:- The Over

- (1) Number of Balls:- The ball shall be bowled from each wicket alternatively in overs of 6 balls.

- (2) Call of Over:- When the agree number of balls has been bowled, and as the ball becomes dead or when it becomes clear to the Umpire at the Bowler's end that both the fielding side and the Batsmen at the wicket have ceased to regard the ball as in play, the Umpire shall call "over" before leaving the wicket.

- (2) No Ball or Wide Ball:- Neither a no ball nor a wide ball shall be reckoned as one of the over.
- (4) Umpire Miscounting:- If an umpire miscounts the number of balls, the over as counted by the Umpire shall stand.
- (5) Bowler Changing Ends:- A Bowler shall be allowed to change ends as often as desired provided only that he does not bowl two overs consecutively in an innings.
- (6) The Bowler Finishing an Over:- A bowler shall finish an over in progress unless he be incapacitated or be suspended under (The Bowling Of Fast Short Pitched Ball), (The Bowling of Fast High Full Pitches), (Time Wasting), and (Players Damaging the Pitch).

If an over is left incomplete for any reason at the start of an interval or interruption of play, it shall be finished on the resumption of play.

- (7) Bowler Incapacitated or Suspended During an Over:- If for any reason. a bowler is incapacitated while running up to bowl the first ball of an over. or is incapacitated or suspended during an over, the Umpire shall call and signal "dead ball" and another bowler shall be allowed to bowl or complete the overs

from the same end, provided only that he shall not bowl two overs. or part thereof consecutively in one innings.

- (8) Position of Non-Striker:- The Batsman at the Bowler's end shall normally stand 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.

Law 9-A:- Dead Ball

(1) The Ball Becomes Dead, when:-

- (a) It is finally settled in the hands of the Wicket-Keeper or the Bowler.
- (b) It reaches or pitches over the boundary.
- (c) A batsman is out.
- (d) Whether played or not, it lodges in the clothing or equipment of a Batsman or the clothing of an Umpire.
- (e) The Umpire calls "over" or "time"

(2) Either Umpire Shall Call and Signal "Dead Ball", when:-

- (a) He intervenes in a case of unfair play.
- (b) A serious injury to a player or umpire occurs.
- (c) He is satisfied that, for an adequate reason, the striker is not ready to receive the ball and makes no attempt to play it.
- (d) The bowler drops the ball accidentally before delivery, or the ball does not leave his hand for any reason, other than in attempt to run out the Non-Striker.
- (e) One or both bails fall from the Striker's Wicket before he receives delivery.
- (f) He leaves his normal position for consultation.
- (g) He is required to do so under Laws.

(3) The Ball Ceases to be Dead, when:-

- (a) The Bowler starts his run up or bowling action.

(4) The Ball is Not Dead, when:-

- (a) It strikes an Umpire (unless it lodges in his dress)
- (b) The wicket is broken or stuck down (unless a Batsman is out thereby)
- (c) An unsuccessful appeal is made.
- (d) The wicket is broken accidentally either by the Bowler during his delivery or by a Batsman in running.

(e) The Umpire has called "no ball" or "wide".

Law 9-B:- No Ball

- (1) Mode of Delivery:- The Umpire shall indicate to the Striker whether the Bowler intends to bowl over or round the wicket, over-arm or under-arm, or right or left handed. Failure on the part of the Bowler to indicate in advance a change in his mode of delivery is unfair and the Umpire shall call and signal "no ball"
- (2) Fair Delivery-The Arm:- For a delivery to be fair, the ball must be bowled not thrown. If either Umpire is not entirely satisfied with the absolute fairness of a delivery in this respect he shall call and signal "no ball" instantly upon delivery.
- (3) Fair Delivery-The Feet:- The Umpire at the bowler's wicket shall call and signal "no ball" if he is not satisfied that the delivery stride
 - (a) The bowler's back foot has landed within and not touching the return crease or its forward extension or
 - (b) Some part of the front foot whether grounded or raised was behind the popping crease.
- (4) Bowler Throwing at Striker's Wicket Before Delivery:- If the bowler,, before delivering the ball, throws it at the Striker's wicket in an attempt to run him out, the Umpire shall call and signal "no ball". See Law 42.12. (Batsman Unfairly Stealing a Run) and Law 38. (Run Out).
- (5) Bowler Attempting to Run Out Non-Striker Before Delivery:- If the Bowler, before delivering the ball, attempts to run out the non striker, any runs which result shall be allowed and shall be scored as no balls. Such attempt shall not count as a ball in the over. The Umpire shall not call "no ball". See Law 12. (Batsman Unfairly Stealing a Run).

- (6) Infringement of Laws by a Wicket-Keeper or a Fieldsman.:- The Umpire shall call and signal "no ball" in the event of the Wicket-Keeper infringing-(Position of Wicket-Keeper) or a Fieldsman infringing (limitation of On-side Fieldsmen) or (Position of Fieldsmen)
- (7) Revoking a Call:- An Umpire shall revoke the call "no ball" if the ball does not leave the bowler's hand for any reason. (Either Umpire Call and Signal "dead ball").
- (8) Penalty from a No Ball:- A penalty of one run for a no ball shall be scored, plus any runs scored from the delivery. A no ball shall not be reckoned as one of the over.
- (9) Out From a No Ball:- The Striker shall be out from a no ball if he breaks Law 10G (Hit the Ball Twice) and either Batsman may be Run Out or shall be given out if either breaks Law 10F (Handled the Ball) or Law 10 (Obstructing the Field).
- (10) Batsman Given Out Off a No-Ball:- Should a Batsman be given out off a no ball the penalty for bowling it shall stand unless runs are otherwise scored.

Law 9-C:- Wide Ball

- (1) Judging a Wide:- If the Bowler bowls the ball so high over or so wide off the wicket that, in the opinion of the Umpire it passes out of reach of the Striker, standing in a normal guard position, the Umpire shall call and signal "wide ball" as soon as it has passed the line of the Striker's wicket.

The Umpire shall not judge a ball as being a wide if:

- (a) The Striker, by moving from his position, causes the ball to pass out of his reach.
- (a) The Striker moves and thus brings the ball within his reach.

- (2) Penalty:- A penalty of one run for a wide shall be scored, plus any runs scored from the delivery and shall be recorded in extras as wides. A wide ball shall not be reckoned as one of the over.
- (3) Ball Coming to Rest in Front of the Striker:- If a ball which the Umpire considers to have been delivered comes to rest in front of the line of the Striker's wicket, "wide" shall not be called. The Striker has a right, without interference from the fielding side, to make one attempt to hit the ball. If the fielding side interfere, the Umpire shall replace the ball where it came to rest and shall order the Fieldsmen to resume the places they occupied in the field before the ball was delivered. The Umpire shall call and signal "dead ball" as soon as it is clear that the Striker does not intend to hit the ball, or after the Striker has made one unsuccessful attempt to hit the ball.
- (4) Revoking a Call:- The Umpire shall revoke the call if the Striker hits a ball which has been called "wide".
- (5) Ball Not Dead:- The ball does not become dead on the call of "Wide ball"
- (6) Out From A Wide:- The Striker shall be out from a wide ball if he breaks Law 10-H (Hit Wicket) or Law 10-K (Stumped). Either batsman may be Run Out and shall be out if he breaks Law 10-F (Handled the Ball) or Law 10-I (Obstructing the Field).
- (7) Batsman Given Out of a Wide:- Should a batsman be given out off a wide, the penalty for bowling it shall stand unless runs are otherwise made.

Law 9-D:- Bye and Leg Bye

- (1) Bye:- If the ball, not having been called "wide" or "no-ball" passes the Striker without touching his bat or person, and any runs are obtained, the Umpire shall signal "bye" and the run or runs shall be credited as such to the batting side.
- (2) Leg-Bye:- If the ball, not having been called "wide" or "no-ball" is unintentionally deflected by the Striker's dress or person, except a hand holding the bat, and any runs are obtained the Umpire shall signal "leg-bye" and the run or runs so scored shall be credited as such to the batting side.

Such leg byes shall only be scored if, in the opinion of the Umpire, the Striker has: (a) attempted to play the ball with his bat, or (b) tried to avoid being hit by the ball.

- (3) Disallowance of Leg-Byes:- In the case of a deflection by the Striker's person, other than in 2(a) and (b) above, the Umpire shall call and signal "dead ball" as soon as one run has been completed or when it is clear that a run is not being attempted or the ball has reached the boundary.

On the call and signal of "dead ball" the batsmen shall return to their original ends and no runs shall be scored.

Law 9-E:- Appeals

- (1) Time of Appeals:- The Umpires shall not give a batsman out unless appealed to by the other side which shall be done prior to the bowler beginning his run up or bowling action to deliver the next ball. Under Law 9A (The Ball becomes Dead) the ball is dead on "over" being called. this does not however, invalidate an appeal made prior to the first ball of the following over provided "time" has not been called.

- (2) An Appeal "How's That?":- An appeal "How's That?" shall cover all ways of being out.
- (3) Answering Appeals:- The Umpire at the Bowler's wicket shall answer appeals before the other Umpire in all case except those arising out of Law 10-H (Hit Wicket) or Law 10-K (Stumped) or Law 10-J (Run Out) when this occurs at the striker's wicket.

When either Umpire has given a Batsman not out, the other Umpire shall, within his jurisdiction, answer the appeal or a further appeal, provided it is made in time in accordance with (1) above (Time of Appeals)

- (4) Consultation by Umpires:- An Umpire may consult with the other Umpire on a point of fact which the latter may have been in a better position to see and shall then give his decision. If, after consultation, there is still doubt remaining the decision shall be in favor of the batsman.
- (5) Batsman Leaving his Wicket under a Misapprehension: -The Umpire shall intervene if satisfied that a batsman, not having been given out, has left his wicket under a misapprehension that he has been dismissed.
- (6) Umpire Decision:- The Umpire's decision is final. He may alter his decision, provided that such alteration is made promptly.
- (7) Withdrawal of an Appeal:- In exceptional circumstances the Captain of the fielding side may seek permission of the umpire to withdraw an appeal providing the outgoing batsman has not left the playing area. If this is allowed, the Umpire shall cancel his decision.

Law 10-A:- The Wicket is Down

- (1) Wicket Down:- The wicket down if -
 - (a) Either the ball or Striker's bat or person completely removes either bails from the top of the stumps. A disturbance of a bail, whether temporary or not, shall not constitute a complete removal but the wicket is down if a bail in falling lodges between two of the stumps.
 - (b) Any player completely removes with his hand or arm a bail from the top of the stumps, providing that the ball is held in that hand or in the hand of the arm so used.
 - (c) When both bails are off, a stump is struck out of the ground by the ball, or a player strikes or pulls a stump out of the ground, providing that the ball is held in the hand(s) or in the hand of the arm so used.
- (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 bails, or to strike or pull any of the three stumps out of the ground in any of the ways stated in (1) above.
- (3) All the Stumps Out of the Ground:- If all the stumps are out of the ground, the fielding side shall be allowed to put back one or more stumps in order to have an opportunity of putting the wicket down.
- (4) Dispensing the Bails:- If owing to the strength of the wind, it has been agreed to dispense with the bails in accordance with Law 8. Note (a) (Dispensing with Bails) the decision as to when the wicket is down is one for the Umpires to decide on the facts before them.

In such circumstances and if the Umpires so decide the wicket shall be held to be down even though stump has not been stuck out of the ground.

Law 10-B:- Batsman out of His Ground

- (1) When out of his Ground:- A batsman shall be considered to be out of his ground unless some part of his bat in his hand or his person is grounded behind the line of the popping crease.

Law 10-C:- Bowled

- (1) Out Bowled:- The Striker shall be out bowled if
 - (a) His wicket is bowled down, even if the ball first touches his bat or person
 - (b) He breaks his wicket by hitting or kicking the ball on to it before the completion of a stroke or as a result of attempting to guard his wicket.

Law 10-D:- Out Timed Out

- (1) Time Out:- An incoming batsman shall be out Timed Out if he willfully takes more than two minutes to come in, the two minutes being timed from the moment a wicket falls until the new batsman steps on the field of play.

If this is not complied with and if the Umpire is satisfied that the delay was willful and if an appeal made, the new batsman shall be given out by the Umpire at the bowler's end.

Law 10-E:- Caught

- (1) Out Caught:- The striker shall be out caught if the ball touches his bat or if it touches below the wrist his hand or glove, holding the bat and is subsequently held by a fieldsman before it touches the ground.

- (2) A Fair Caught:- A caught shall be considered to have been fairly made if:-
 - (a) The fieldsman is within the field of play throughout the act of making the catch.
 - (i) The act of making the catch shall start from the time when the fieldsman first handles the ball and shall end when he both retains complete control over the further disposal of the ball and remains within the field of play.
 - (ii) In order to be within the field of play, the fieldsman may not touch or ground any part of his person on or over a boundary line. When the boundary is marked by a fence or board, the fieldsman may not ground any part of his person over the boundary fence or board. but may touch or lean over the boundary fence or board completing the catch.
 - (b) The ball is hugged to the body of the catcher or accidentally lodges in his dress or in the case of the Wicket-Keeper, in his pads. However, a striker may not be caught if a ball lodges in a protective helmet worn by fieldsman, in which case the umpire shall call and signal "Dead Ball"
 - (c) The ball does not touch the ground even though a hand holding it does so in effecting the catch.
 - (d) A fieldsman catches the ball, after it has been lawfully played a second time by the striker, only if the ball has not touched the ground since being first struck.
 - (e) A fieldsman catches the ball after it has touched an umpire, another fieldsman or the other batsman. However a striker may not be caught if a ball has touched a protective helmet worn by a fieldsman.
 - (f) The ball is caught off an obstruction within the boundary provided it has not previously been agreed to regard the obstruction as a boundary.

Law 10-F:- Handled the ball

- (1) Out Handled the Ball:- Either batsman on appeal shall be out handled the ball if he willfully touches the ball while in play with the hand not holding the bat unless he does so with the consent of the opposite side.

Law 10-G:- Hit The Ball Twice

- (1) Out Hit the Ball Twice:- The striker on appeal shall be out Hit the Ball Twice if, after the ball is struck or is stop by any part of his person, he willfully strikes it again with his bat or person except for the sole purpose of guarding his wicket, this he may do with his bat or any part of his person other than his hand.
- (2) Returning the Ball to a Fieldsman:- The striker, on appeal shall be out under Law 10-F, if , without the consent of the opposite side, he uses his bat or person to return the ball to any of the fielding side.

Law 10-H:- Hit Wicket

- (1) Out Hit Wicket:- The striker shall be out hit wicket if while the ball is in play:-
 - (a) his wicket is broken with any part of his person, dress, or equipment as a result of any action taken by him in preparing to receive or in receiving a delivery. or in setting off for his first run immediately after playing, or playing at, the ball.
 - (b) He hits down his wicket while lawfully making a second stroke for the purpose of guarding his wicket. Within the provision of Law 10-G (Out Hit the Ball Twice).

Law 10-I:- Obstructing The Field

- (1) Willful Obstruction:- Either batsman on appeal shall be out obstructing the field if he willfully obstructs the opposite side by word or action.
- (2) Obstructing a Ball from Being Caught:- The striker, on appeal, shall be out should willful obstruction by either batsman prevent a catch being made. This shall apply even though the Striker cause the obstruction 'in lawfully guarding his wicket under the provision of Law 10-G (Out Hit the Ball Twice).

Law 10-J:- Run Out

- (1) Out Run Out:- Either batsman shall be out run out if in running or at any time while the ball is in play except in the circumstance described in Law 10-K (Stumped) he is out of his ground and his wicket is put down by the opposite side. If, however, a batsman is running makes a good his ground he shall not be out run out, If he subsequently leaves his ground in order to avoid injury, and the wicket is put down.
- (2) "No Ball" Called:- If a no ball has been called, the striker shall not be given run out unless he attempts to run.
- (3) Which Batsman is Out:- If the batsmen have crossed in running, he who runs for the wicket which is put down shall be out, if they have not crossed, he who has left the wicket which is put down shall be out. If a batsman remain in his ground or return to his ground and the other batsman joins him there the latter shall be out if his wicket is put down.
- (4) Scoring Of Runs:- If a batsman is run out only that run which is being attempted shall not be scored. If however an injured striker himself is run out, no runs shall be scored.

- (5) Ball Played on to Opposite Wicket:- If the ball is played on to the opposite:- If the ball is played on to the opposite wicket neither batsman is liable to be run out unless the ball has been touched by a fieldsman before the wicket is broken.

Law 10-K:- Stumped

- (1) Out Stumped:- The striker shall be out stumped if, in receiving the ball, not being a no-ball, he is out of his ground otherwise than in attempting a run and the wicket is put down by the Wicket-Keeper without the intervention of another fieldsman.
- (2) Action by the Wicket-Keeper:- The wicket keeper may take the ball in front of the wicket in an attempt to stump the striker only if the ball has touched the bat or person of the striker.
- (3) Ball Rebounding from Wicket-Keeper Person;- The striker may be out Stumped if in the circumstances stated in (1) above, the wicket is broken by a ball rebounding from the wicket-keeper person or equipment or kicked or thrown by the wicket-keeper on the wicket.

Law 11-A:- The Wicket-Keeper

- (1) Position of Wicket-Keeper:- The wicket-keeper shall remain wholly behind the wicket until a ball delivered by the bowler touched the bat or person of the striker, or passes the wicket, or until the striker attempts a run. In the event of the wicket-keeper contravening this Law, the umpire at the striker's end shall call and signal "no ball" at the instant of delivery or as soon as possible thereafter.
- (2) Restriction on Action of the Wicket-Keeper:- If the Wicket-Keeper interferes with the striker's right to play the ball and guard, his wicket, the striker shall not be out, except

under Law 10-F (Handled the Ball), 10-G (Hit the Ball Twice), 10-I (Obstructing the field) and 10-J (Run-Out).

- (3) Interference with the Wicket-Keeper by the Striker:- If in the legitimate defense of his wicket, the striker interferes with the Wicket-Keeper, he shall not out except as provided for in Law 10-E (Obstructing a Ball from Being Caught).

Law 11-B:- The Fieldsman

- (1) Fielding the Ball:- The fieldsman may stop the ball with any part of his person, but if he willfully stops it otherwise 5 runs shall be added to the run or runs already scored, if no run has been scored 5 penalty runs shall be awarded. The run in progress shall count provided that the batsmen have crossed at the instant of the act. If the ball has been struck, the penalty shall be added to the score of the striker, but otherwise to the score of byes, leg-byes, no balls or wides as the case may be. The 5 run referred to above are a penalty and the batsmen do not change ends solely by reason of this penalty.
- (2) Limitation of On Side Fieldsmen:- The number of on-side Fieldsmen behind the popping crease at the instant of the bowler's delivery shall not exceed two. In the event of infringement by the fielding side the umpire at the striker's end shall call and signal "No-Ball" at the instant of delivery or as soon as possible thereafter.
- (3) Position of Fieldsmen:- Whilst the ball is in play and until the ball has made contact with the bat or the striker's person or has passed his bat, no fieldsman, other than the bowler, may stand on or have any part of his person, extended over the pitch. In the event of a fieldsman contravening this Law, the umpire at the bowler's end shall call and signal "No-Ball" at the instant of delivery or as soon as possible thereafter.
- (4) Limitation of Players:- The number of Fieldsmen on the on side shall not exceed 5. In the event of infringement by the fielding side the umpire at the striker end shall call and signal "No-Ball". There is no limits on the off-side.

Law 12-A:- Unfair Play

- (a) 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.

- (b) Responsibility of Umpires:- The umpires are the sole judge of fair and unfair play.
 - (i) Intervention by the Umpire:- The umpire shall intervene without appeal by calling and signaling "Dead Ball" in the case of unfair play but should not otherwise interfere with the progress of the game except as required to do so by the Law.

- (c) Damaging the Ball:- A player shall not damage the ball for any reason. Should this be done, the umpire shall change the ball. (See Note One)

- (d) Incommoding the Striker:- An umpire is justified in intervening under this Law and shall call and signal "dead ball" if in his opinion and player of the fielding side incommodes the striker by any noise or action while he is receiving a ball.

- (e) Obstruction of a Batsman in Running:- It shall be considered unfair if any fielder willfully obstructs a batsman in running. In these circumstances the umpire shall call signal "dead ball" and allow any completed runs and the run in progress or alternatively any boundary scored.

Note:-

- (1) 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
- (2) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.

- (3) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- (4) Should the above warning prove ineffective the Umpire at the bowlers end shall report the occurrence to the executive of the fielding side and to any governing body responsible for the match who shall take any further action which is considered to be appropriate against the bowler concerned.

(i) The Bowling of Fast High Full Pitches:- A fast high full pitched ball shall be defined as a ball that passes, or would have passed, on the full above waist height of a batsman standing upright at the crease. Should a bowler bowl a fast high full pitched ball, either umpire shall call and signal "no-ball" and adopt the procedure of caution final warning action against the bowler and reporting as set out in 6 above.

(f) Time Wasting:- Any Form of time wasting is unfair:-

(a) In the event of the captain of the fielding side wasting time or allowing any member of his side to waste time. the umpire at the bowler's end shall adopt the following procedure:-

(i) In the first instance he shall caution the captain of the fielding side and inform the other umpire of what has occurred.

(iii) If this caution is ineffective he shall repeat the above procedure and indicate to the captain that this is final warning.

(iii) The umpire shall report the occurrence to the captain of the batting side as soon as the players leave the field for an interval.

(IV) Should the above procedure prove ineffective the umpire shall report the occurrence to the executive of the fielding side and to any governing body responsible for that match who shall take

appropriate action against the captain and the players concerned.

(b) In the event of a bowler taking unnecessarily long to bowl an over the umpire at the bowler's end shall adopt the procedures. other than the calling of "no-ball",

of caution, final warning, action against the bowler and reporting as set out in 6 above.

- (c) In the event of a batsman wasting time (see note (f)) other than in the manner described in (Timed Out), the umpire at the bowler's end shall adopt the following procedure:-
 - (i) In the first instance he shall caution the batsman and inform the other umpire at once and the captain of the batting side, as soon as the players leave the field for an interval, of what has occurred.
 - (II) If this proves ineffective, he shall repeat the caution. indicate to the batsman that this is a final warning and inform the other umpire.
 - (III) The umpire shall report the occurrence to both captains as soon as the players leave the field for an interval.
 - (IV) Should the above procedure prove ineffective, the umpire shall report the occurrence to the executive of the batting side and to any governing body responsible for that match, who shall take appropriate action against the player concerned.

- (g) **Players Damaging the Pitch:-** The umpire shall intervene and prevent players from causing damage to the pitch which may assist the bowlers of either side. (see note (C)).
 - (a) In the event of any member of the fielding side damaging the pitch the umpire shall follow the procedure of caution, final warning and reporting as set out in 8 (a) above.
 - (b) In the event of a bowler contravening this law by running down the pitch after delivering the ball the umpire at the bowler's end shall first caution the bowler. If this caution is ineffective the umpire shall adopt the procedures, other than the calling of "no-ball", of final warning, action against the bowler and reporting as set out in 6 above.
 - (c) In the event of a batsman damaging the pitch the umpire at the bowler's end shall follow the procedures of caution, final warning and reporting as set out in 8 (C) above.

- (h) **Batsman Unfairly Stealing a Run:-** Any attempt by the batsman to steal a run during the bowler's run-up is unfair. Unless the bowler attempts to run out the either batsman, see Law (Bowler Throwing at Striker's Wicket Before Delivery) and Law (Bowler Attempting to Run Out Non Striker Before Delivery) the umpire shall call and signal "dead ball" as soon as the batsmen cross in any such attempt to run. The batsmen shall then return to their original wickets.
- (i) **Player's Conduct:-** In the event of a player failing to comply with the instruction of an Umpire, criticizing his 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 in the first place report the matter to the other umpire and to the player's captain requesting the latter to take action. If this proves ineffective. The Umpire shall report the incident as soon as possible to the executive of the player's team and to any governing body responsible for the match, who shall take any further action which is considered appropriate against the player or players concerned.

Players and team officials shall not intimidate, assault or attempt to intimidate or assault an umpire, another player or a spectator. Players and team officials shall not engage, directly or indirectly in betting, gambling or any form of financial speculation on the outcome of the cricket match.