THE
LAWS OF CRICKET

(2017 Code 4th Edition - 2026)

Changes highlighted
Yellow Highlights are additions/changes
Green Highlights are minor wording/formatting adjustments
Gender reference changes have not been highlighted

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THE PREFACE

The game of Cricket has been governed by a series of Codes of Laws for over 280 years. These Codes have been subject to additions and alterations recommended by the governing authorities of the time. Since its formation in 1787, Marylebone Cricket Club (MCC) has been recognised as the sole authority for drawing up the Code and for all subsequent amendments. The Club also holds the World Copyright.

The basic Laws of Cricket have stood the test of time remarkably well. While the game has evolved over generations, it remains recognisably the same sport as in decades and centuries gone by. The Laws today may be longer and more complex than the earliest Codes in the 18th Century, but they retain the same central core, and often some of the same language. It is thought that one of the real reasons for this sustainability is not just the appeal of cricket as a sport, but also that cricketers have traditionally been prepared to play in the Spirit of the Game, recognised in the Preamble since 2000, as well as in accordance with the Laws.

That said, the game does evolve, and the Laws must do so with it. The changes made in the 2017 Code – of which this is the fourth edition - reflected views following a global consultation with players, umpires and administrators at all levels of the game, including the International Cricket Council, the sport's global governing body. The game had evolved quickly, requiring six Editions of the 2000 Code to be published in only fifteen years. A new Code was necessary to rationalise these amendments and to list the Laws in a more logical format and order.

The guiding objectives behind the 2017 changes, evidenced from the consultation, were to maintain a fair balance between bat and ball, to make the Laws easier to understand, to safeguard players' welfare, and to give umpires more mechanisms to address instances of poor behaviour by players. Those principles have continued to guide this fourth edition, in which changes are intended to shape the game of cricket as it should be played, rather than being reliant on outdated, if long-standing, traditions. With that in mind, for the first time in 2017, the Laws were written in a gender-neutral format, reflecting, and further encouraging, the rising popularity of the game amongst women and girls. The third edition went a step further, replacing the old term 'batsman' with the gender-neutral 'batter' – reflecting that cricket is a game for everyone, and that language shapes our behaviours. This fourth edition has now attempted to remove all gendered terms.

The MCC Laws of Cricket provide the framework around which all cricket matches are based. Individual leagues and governing bodies then add their own playing regulations on top, amending the Laws to suit the differing needs of, for example, matches in junior cricket, T20 matches and Test matches. In almost all cases, the fundamentals of the game, such as scoring runs and taking wickets, remain unchanged in such regulations.

The Laws contained in this book are correct at the time of its publication but the MCC website (www.lords.org) and Laws of Cricket App provide a digital version which will be updated with any minor changes, if necessary.

Significant dates in the history of the Laws are as follows:

1700 Cricket was recognised as early as this date.

1744 The earliest known Code was drawn up by certain "Noblemen and Gentlemen" who used the Artillery Ground in London.

1755 The Laws were revised by "Several Cricket Clubs, particularly the Star and Garter in Pall Mall".

1774 A further revision was produced by "a Committee of Noblemen and Gentlemen of Kent, Hampshire, Surrey, Sussex, Middlesex and London at the Star and Garter".

1786 A further revision was undertaken by a similar body of Noblemen and Gentlemen of Kent, Hampshire, Surrey, Sussex, Middlesex and London.

1788 The first MCC Code of Laws was adopted on 30 May.

1835 A new Code of Laws was approved by the MCC Committee on 19 May.

1884 After consultation with cricket clubs worldwide, important alterations were incorporated in a new version approved at an MCC Special General Meeting on 21 April.

1947 A new Code of Laws was approved at an MCC Special General Meeting on 7 May. The main changes were aimed at achieving clarification and better arrangement of the Laws and their interpretations.

1979 After five editions of the 1947 Code, a further revision was begun in 1974 with the aim being to remove certain anomalies, consolidate various Amendments and Notes, and to achieve greater clarity and simplicity. The new Code of Laws was approved at an MCC Special General Meeting on 21 November, coming into effect in 1980.

1992 A second edition of the 1980 Code was produced, incorporating all the amendments which were approved during the intervening twelve years.

2000 A new Code of Laws, including a Preamble defining the Spirit of Cricket, was approved on 3 May.

2007 MCC established the Laws sub-committee, replacing the Laws Working Party.

2010 A fourth edition of the 2000 Code was published. MCC members agreed at a Special General Meeting on 5 May that the MCC Committee is entitled to change the Laws of Cricket without seeking the approval of the members.

2017 After six Editions of the 2000 Code, a new 2017 Code came into effect on 1 October. Subsequent editions of this Code have been published in April 2019, October 2022 and October 2026.

Many queries on the Laws are sent to MCC for decision every year. MCC, as the accepted Custodian of the Laws, has always been prepared to answer the queries and to give interpretations. However, MCC reserves the right not to answer queries which it considers to be frivolous or connected in any way with a bet or wager.

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Lord's Cricket Ground, London NW8 8QN
1 October 2026

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THE PREAMBLE – THE SPIRIT OF CRICKET

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

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

Respect is central to the Spirit of Cricket.

- Respect your captain, teammates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct, and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes, and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

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

The players, umpires and scorers in a game of cricket may be of any gender, and the Laws apply equally. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to all persons, regardless of gender.

LAW 1 THE PLAYERS

1.1 Number of players

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

By agreement a match may be played between sides of fewer than, or more than, eleven players, but not more than eleven players may field at any time.

If, during the match and for whatever reason, a side is reduced to fewer than the original number of nominated players, the match shall continue as long as it is possible to do so under the Laws or any agreements made before the toss.

1.2 Nomination and replacement of players

1.2.1 Each captain shall nominate their players in writing to one of the umpires before the toss.

1.2.2 No player may be replaced after the nomination without the consent of the opposing captain. If such consent is granted, the captain of the team in which the player is being replaced shall inform the umpires and scorers.

1.2.3 Any replacement player shall be considered the same player as the nominated player they replaced for the purposes of these Laws.

1.2.3.1 A replacement shall not bat in an innings in which the nominated player they are replacing has completed their innings.

1.2.3.2 Any unserved Penalty time, warnings or suspensions, that applied to the original nominated player will be inherited by their replacement.

1.3 Captain

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

1.3.2 If a captain is not available to nominate the players, then any person associated with that team may act as their deputy to do so. See 1.2.

1.3.3 At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these Laws, including at the toss. See Law 13.4 (The toss).

1.4 Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within The Spirit of Cricket as well as within the Laws. See The Preamble – The Spirit of Cricket and Law 41.1 (Fair and unfair play – responsibility of captains).

LAW 2 THE UMPIRES

2.1 Appointment and attendance

Before the match, two umpires shall be appointed, one for each end, to control the match as required by the Laws, with absolute impartiality. The umpires shall be present on the ground and report to the Executive of the ground at least 45 minutes before the scheduled start of each day's play.

2.2 Change of umpire

An umpire shall not be changed during the match, other than in exceptional circumstances, unless they are injured or ill. If there has to be a change of umpire, the replacement shall act only as the striker's end umpire unless the captains agree that the replacement should take full responsibility as an umpire.

2.3 Consultation with captains

Before the toss the umpires shall

2.3.1 meet with the captains; the umpires shall determine

2.3.1.1 the balls to be used during the match. See Law 4 (The ball).

2.3.1.2 the hours of play and the times and durations of any agreed intervals. In a match of one day's and one innings' duration, no specific time need be agreed for the tea interval. It may be agreed instead to take this interval between innings. See Law 11 (Intervals).

2.3.1.3 which clock or watch and back-up timepiece is to be used during the match.

2.3.1.4 the boundary of the field of play and allowances for boundaries, including whether any obstacle within the field of play is to be regarded as a boundary. See Law 19 (Boundaries).

2.3.1.5 the use of covers. See Law 10 (Covering the pitch).

2.3.1.6 any special conditions of play affecting the conduct of the match.

2.3.2 inform the scorers of agreements in 2.3.1.2, 2.3.1.3, 2.3.1.4 and 2.3.1.6.

2.4 The wickets, creases and boundaries

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

2.4.1 the creases are correctly marked. See Law 7 (The creases).

2.4.2 the wickets are properly positioned. See Law 8 (The wickets).

2.4.3 the boundary of the field of play complies with the requirements of Laws 19.1 (Determining the boundary of the field of play), 19.2 (Identifying and marking the boundary) and 19.3 (Restoring the boundary).

2.5 Conduct of the match, implements and equipment

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

2.5.1 the conduct of the match is strictly in accordance with the Laws.

2.5.2 the implements used in the match conform to the following:

2.5.2.1 Law 4 (The ball).

2.5.2.2 externally visible requirements of Law 5 (The bat) and Appendix B.

2.5.2.3 either Laws 8.2 (Size of stumps) and 8.3 (The bails) or, if applicable, Law 8.4 (Junior cricket).

2.5.3 no player uses equipment other than that permitted. See Appendix A.2. Note particularly therein the interpretation of 'protective helmet'.

2.5.4 the wicket-keeper's gloves comply with the requirements of Law 27.2 (Gloves).

2.6 Fair and unfair play

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

2.7 Fitness for play

2.7.1 It is solely for the umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.

Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.

The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

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

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

2.7.4 If the umpires consider the ground is so wet or slippery as to deprive:

- the bowler of a reasonable foothold
- the fielders of the ability to move freely
- or the batters of the ability to play their strokes or to run between the wickets

then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.

2.8 Suspension of play in dangerous or unreasonable circumstances

2.8.1 All references to ground include the pitch. See Law 6.1 (Area of pitch).

2.8.2 The Umpires shall immediately suspend play, or not allow play to start or to recommence, if either umpire considers that the conditions of ground, weather or light, or any other circumstances are either dangerous or unreasonable.

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

2.9 Position of umpires

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

Subject to this overriding consideration, the bowler's end umpire shall stand in a position so as not to interfere with either the bowler's run-up or the striker's view.

The striker's end umpire may elect to stand on the off side instead of the on side of the pitch, provided they inform the captain of the fielding side, the striker and the other umpire.

2.10 Umpires changing ends

The umpires shall change ends after each side has had one completed innings. See Law 13.3 (Completed innings).

2.11 Disagreement and dispute

Where there is disagreement or dispute about any matter, the umpires together shall make the final decision. See also Law 31.6 (Consultation by umpires).

2.12 Umpire's decision

An umpire may alter any decision provided that such alteration is made promptly and does not contradict Law 20.6 (Dead ball not to be revoked). This apart, an umpire's decision, once made, is final.

2.13 Signals

2.13.1 The following code of signals shall be used by umpires:

2.13.1.1 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.

2.13.1.2 When the ball is dead, the bowler's end umpire shall repeat the signals in 2.13.1.1, with the exception of the signal for Out, to the scorers.

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

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

Boundary 6 - by raising both arms above the head.

Bye - by raising an open hand above the head.

Commencement of Last hour - by pointing to a raised wrist with the other hand.
Five Penalty runs awarded to the batting side - by repeated tapping of one shoulder with the opposite hand.
Five Penalty runs awarded to the fielding side - by placing one hand on the opposite shoulder.
Leg bye - by touching a raised knee with the hand.
New ball - by holding the ball above the head.
Revoke last signal - by touching both shoulders, each with the opposite hand.
Short run - by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.
The following signals are for Level 3 and 4 offences in Law 42 (Players' conduct). Each signal has two parts, both of which should be acknowledged separately by the scorers.
Level 3 conduct
Part 1 - by putting one arm out to the side of the body and repeatedly raising it and lowering it.
Part 2 - by raising both hands, all fingers spread, to shoulder height, palms facing towards the scorers.
Level 4 conduct
Part 1 - by putting one arm out to the side of the body and repeatedly raising it and lowering it.
Part 2 - by raising an index finger, held at shoulder height, to the side of the body.

2.13.1.4 All the signals in 2.13.1.3 are to be made by the bowler's end umpire except that for Short run, which is to be signalled by the umpire at the end where short running occurs. However, the bowler's end umpire shall be responsible both for the final signal of Short run to the scorers and, if more than one run is short, for informing them as to the number of runs to be recorded.

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

2.13.2.1 If several signals are to be used, they shall be given in the order that the events occurred.

2.13.2.2 Where more than one contravention of the Laws occurs during the same delivery, any sanctions under each Law shall be applied independently, unless otherwise stated. However, where the necessary sanctions contradict one another, the sanctions in respect of the contravention that occurred first shall apply.

2.14 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 them to inform the other umpire.

2.15 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 3.2 (Correctness of scores), 16.8 (Correctness of result) and 16.10 (Result not to be changed).

LAW 3 THE SCORERS

3.1 Appointment of scorers

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

3.2 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 2.15 (Correctness of scores).

3.3 Acknowledging signals

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

LAW 4 THE BALL

4.1 Weight and size

A Size 1 ball, when new, shall weigh not less than 5.5 ounces/156 g, nor more than 5.75 ounces/163 g, and shall measure not less than 8.81 in/22.4 cm, nor more than 9 in/22.9 cm in circumference.

A Size 2 ball, when new, shall weigh not less than 5 ounces/142 g, nor more than 5.25 ounces/149 g, and shall measure not less than 8.46 in/21.5 cm nor more than 8.66 in/22 cm in circumference.

A Size 3 ball, when new, shall weigh not less than 4.69 ounces/133 g nor more than 4.84 ounces/140 g, and shall measure not less than 8.07 in/20.5 cm nor more than 8.27 in/21 cm in circumference.

4.2 Approval and control of balls

4.2.1 All balls to be used in the match, having been determined by the umpires, shall be in the possession of the umpires before the toss and shall remain under their control throughout the match.

4.2.2 The umpire shall take possession of the ball in use at the fall of each wicket, at the start of any interval and at any interruption of play.

4.3 New ball

Unless an agreement to the contrary has been made before the match, either captain may demand a new ball at the start of each innings.

4.4 New ball in match of more than one day's duration

In a match scheduled to be of more than one day's duration, the captain of the fielding side may demand a new ball when the number of overs, excluding any part overs, bowled with the old one is equal to or greater than 80 overs. The umpire

shall inform the other umpire and indicate to the batters and the scorers whenever a new ball is taken into play.

4.5 Ball lost or becoming unfit for play

If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced, the umpire shall inform the batters and the fielding captain.

4.6 Specifications

The Governing Body responsible for the match shall determine the size of ball to be used. If no such determination has been made, the umpires shall determine the size of ball to be used under Law 2.3.1.1.

LAW 5 THE BAT

5.1 The bat

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

5.1.2 The basic requirements and measurements of the bat are set out in this Law with detailed specifications in Appendix B.

5.2 The handle

5.2.1 The handle is to be made principally of cane and/or wood.

5.2.2 The part of the handle that is wholly outside the blade is defined to be the upper portion of the handle. It is a straight shaft for holding the bat.

5.2.3 The upper portion of the handle may be covered with a grip as defined in Appendix B.2.2.

5.3 The blade

5.3.1 The blade comprises the whole of the bat apart from the handle as defined in 5.2 and in Appendix B.3.

5.3.2 The blade shall consist solely of wood.

5.3.3 All bats may have commercial identifications on the blade, the size of which must comply with the relevant specification in Appendix B.6.

5.4 Protection and repair

Subject to the specifications in Appendix B.4 and providing 5.5 is not contravened,

5.4.1 solely for the purposes of

either protection from surface damage to the face, sides and shoulders of the blade

or repair to the blade after surface damage,

material that is not rigid, either at the time of its application to the blade or subsequently, may be placed on these surfaces.

5.4.2 for repair of the blade after damage other than surface damage

5.4.2.1 solid material may be inserted into the blade.

5.4.2.2 The only material permitted for any insertion is wood with minimal essential adhesives.

5.4.3 to prevent damage to the toe, material may be placed on that part of the blade but shall not extend over any part of the face, back or sides of the blade.

5.5 Damage to the ball

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

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

5.5.3 For the purpose of this Law, unacceptable damage is any change that is greater than normal wear and tear caused by the ball striking the uncovered wooden surface of the blade.

5.6 Contact with the ball

In these Laws,

5.6.1 reference to the bat shall imply that the bat is held in the batter's hand or a glove worn on their hand, unless stated otherwise.

5.6.2 contact between the ball and any of 5.6.2.1 to 5.6.2.4

- 5.6.2.1 the bat itself
- 5.6.2.2 the batter's hand holding the bat
- 5.6.2.3 any part of a glove worn on the batter's hand holding the bat
- 5.6.2.4 any additional materials permitted under 5.4 shall be regarded as the ball striking or touching the bat or being struck by the bat.

5.7 Bat size limits

5.7.1 The overall length of the bat, when the lower portion of the handle is inserted, shall not be more than 38 in/96.52 cm.

5.7.2 The blade of the bat shall not exceed the following dimensions:

Width: 4.25 in/10.8 cm
Depth: 2.64 in/6.7 cm
Edges: 1.56 in/4.0 cm.
Furthermore, it should also be able to pass through a bat gauge as described in Appendix B.8.

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

5.7.4 The material permitted for covering the blade in 5.4.1 shall not exceed 0.04 in/0.1 cm in thickness.

5.7.5 The maximum permitted thickness of protective material placed on the toe of the blade is 0.12 in/0.3 cm.

5.8 Categories of bat

5.8.1 Types A, B and C are bats conforming to 5.1 to 5.7 inclusive.

5.8.2 Type A bats may be used at any level of cricket.

5.8.3 Type B bats may have material inserted at the toe and/or along the sides, parallel to the face of the blade (see B.4.2).

5.8.4 Type C bats may have a cloth covering (see B.3.3). They may also have material inserted at the toe and/or along the sides, parallel to the face of the blade (see B.4.2), and a greater proportion of materials other than cane, wood or twine in the handle than Types A and B (see B.2.3).

5.8.5 Type D bats may be laminated and/or coloured, as outlined in Appendix B.7, and are for use only at lower levels of the game, as determined by the Governing Body for cricket in the country concerned.

5.8.6 Bats of Type B and Type C, may be used only at or below levels determined by the Governing Body for cricket in the country concerned.

5.8.7 Bats that do not qualify for any of the four categories A to D are not recognised in the Laws.

LAW 6 THE PITCH

6.1 Area of pitch

The pitch is a rectangular area of the ground 22 yards/20.12 m in length and 10 ft/3.05 m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 5 ft/1.52 m from it. If the pitch is next to an artificial pitch which is closer than 5 ft/1.52 m from the middle stumps, the pitch on that side will extend only to the junction of the two surfaces. See 6.6, Law 8.1 (Description, width and position), Law 7.2 (The bowling crease) and Appendix C.

6.2 Fitness of pitch for play

The umpires shall be the sole judges of the fitness of the pitch for play. See Laws 2.7 (Fitness for play) and 2.8 (Suspension of play in dangerous or unreasonable conditions).

6.3 Selection and preparation

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

6.4 Changing the pitch

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.

6.5 Non-turf pitches

In the event of a non-turf pitch being used, the artificial surface shall conform to the following measurements:
Length - a minimum of 58 ft/17.68 m
Width - a minimum of 6 ft/1.83 m
See Law 9.8 (Non-turf pitches).

6.6 Junior Cricket

The Governing Body for cricket in the country concerned shall determine the length of the pitch for junior cricket.

LAW 7 THE CREASES

7.1 The creases

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

7.2 The bowling crease

The bowling crease, which is the back edge of the crease marking, is the line that marks the end of the pitch, as in Law 6.1 (Area of pitch). It shall be 8 ft 8 in/2.64 m in length.

7.3 The popping crease

The popping crease, which is the back edge of the crease marking, shall be in front of and parallel to the bowling crease and shall be 4 ft/1.22 m from it. The popping crease shall be marked to a minimum of 6 ft/1.83 m on either side of the imaginary line joining the centres of the two middle stumps and shall be considered to be unlimited in length.

7.4 The return creases

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

LAW 8 THE WICKETS

8.1 Description, width and position

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

8.2 Size of stumps

The tops of the stumps shall be 28 in/71.12 cm above the playing surface and shall be dome shaped except for the bail grooves. The portion of a stump above the playing surface shall be cylindrical apart from the domed top, with circular section of diameter not less than 1.38 in/3.50 cm nor more than 1.5 in/3.81 cm. See Appendix D.

8.3 The bails

8.3.1 The bails, when in position on top of the stumps,

- shall not project more than 0.5 in/1.27 cm above them.
- shall fit between the stumps without forcing them out of the vertical.

8.3.2 Each bail shall conform to the following specifications (see Appendix D):

Overall length	4.31 in/10.95 cm
Length of barrel	2.13 in /5.40 cm
Longer spigot	1.38 in/3.50 cm
Shorter spigot	0.81 in/2.06 cm.

8.3.3 The two spigots and the barrel shall have the same centre line.

8.3.4 Devices aimed at protecting player safety by limiting the distance that a bail can travel off the stumps will be allowed, subject to the approval of the Governing Body for the match and the Ground Authority.

8.4 Junior cricket

The Governing Body for cricket in the country concerned shall determine the dimensions of the stumps and bails.

8.5 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 29.5 (Dispensing with bails).

LAW 9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

9.1 Rolling

The pitch shall not be rolled during the match except as permitted in 9.1.1 and 9.1.2.

9.1.1 Frequency and duration of rolling

During the match the pitch may be rolled at the request

of the captain of the 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 9.1.4.

9.1.2 Rolling after a delayed start

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

9.1.3 Choice of rollers

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

9.1.4 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.

9.2 Clearing debris from the pitch

9.2.1 The pitch shall be cleared of any debris

9.2.1.1 before the start of each day's play. 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.

9.2.1.2 between innings. This shall precede rolling if any is to take place.

9.2.1.3 at all intervals for meals.

9.2.2 The clearance of debris in 9.2.1 shall be done by any means deemed appropriate by the Ground Authority, so long as the umpires do not 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.

9.2.3 In addition to 9.2.1, debris may be cleared from the pitch by hand, before mowing and whenever either umpire considers it necessary.

9.3 Mowing

9.3.1 Responsibility for mowing

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

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

9.3.2 The pitch and outfield

In order that throughout the match the ground conditions should be as nearly the same for both sides as possible, both the pitch and the outfield shall be mown on each day of the match on which play is expected to take place, if ground and weather conditions permit.

If, for reasons other than conditions of ground or weather, complete mowing of the outfield is not possible, the Ground Authority shall notify the captains and umpires of the procedure to be adopted for such mowing during the match.

9.3.3 Timing of mowing

9.3.3.1 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. See 9.2.3.

9.3.3.2 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.

9.4 Watering the pitch

The pitch shall not be watered during the match.

9.5 Re-marking creases

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

9.6 Maintenance of footholes

The umpires shall ensure that the holes made by the bowlers and batters 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 re-turfing of footholes made by the bowlers in their delivery strides, or the use of quick-setting fillings for the same purpose.

9.7 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 41 (Unfair play) is not contravened.

9.8 Non-turf pitches

Wherever appropriate, the provisions set out in 9.1 to 9.7 shall apply.

LAW 10 COVERING THE PITCH

10.1 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 2 (The umpires), 6 (The pitch), 7 (The creases), 8 (The wickets), and 9 (Preparation and maintenance of the playing area).

10.2 During the match

Unless determined otherwise before the toss, on each night of the match and if appropriate when play is suspended at any time during the match.

10.2.1 the whole pitch and a minimum of 4 ft/1.22 m beyond it at each end shall be covered.

10.2.2 the bowlers' run-ups, where possible, shall be covered.

10.3 Removal of covers

10.3.1 If after the toss the pitch is covered overnight, the covers shall be removed as soon as practicable on each day that play is expected to take place.

10.3.2 If covers are used during the day, or if the removal of overnight covers is delayed, they shall be removed promptly as soon as conditions allow.

LAW 11 INTERVALS

11.1 An interval

11.1.1 The following shall be classed as intervals:

- The period between close of play on one day and the start of the next day's play.
- Intervals between innings.
- Intervals for meals.
- Intervals for drinks.
- Any other agreed interval.

11.1.2 Only these intervals shall be considered as scheduled breaks for the purposes of Law 24.2.6 (Fielder absent or leaving the field of play).

11.2 Duration of intervals

11.2.1 An interval for lunch or tea shall be of the duration determined under Law 2.3 (Consultation with captains), taken from the call of Time before the interval until the call of Play on resumption after the interval.

11.2.2 An interval between innings shall be 10 minutes, commencing from the close of an innings until the call of Play for the start of the next innings. See, however, 11.3, 11.5 and 11.6.

11.3 Allowance for interval between innings

In addition to the provisions of 11.5 and 11.6,

11.3.1 if an innings ends when 10 minutes or less remains before the time agreed for close of play on any day, there shall be no further play on that day. No change shall be made to the time for the start of play on the following day on account of the 10 minute interval between innings.

11.3.2 if a captain declares an innings closed or forfeits an innings during an interruption in play of more than 10 minutes duration, provided that at least 10 minutes remains of the interruption, no adjustment shall be made to the time for resumption of play on account of the 10 minute interval between innings, which shall be considered as included in the interruption. If less than 10 minutes remains of the interruption when the captain declares the innings closed, or forfeits an innings, the next innings shall commence 10 minutes after the declaration or forfeiture is made.

11.3.3 if a captain declares an innings closed or forfeits an innings during any interval other than an interval for drinks, provided that at least 10 minutes remains of the interval, the interval shall be of the agreed duration and shall be considered to include the 10 minute interval between innings. If less than 10 minutes remains of the interval when the captain declares the innings closed, or forfeits an innings, the interval shall be extended as necessary and the next innings shall commence 10 minutes after the declaration or forfeiture is made.

11.4 Changing agreed times of intervals

If, at any time during the match,

either Playing time is lost through adverse conditions

of ground, weather or light or in exceptional circumstances,

or the players have occasion to leave the field other than at a scheduled interval,

the time of the lunch interval or of the tea interval may be changed if the two umpires and both captains so agree, providing the requirements of 11.2 and 11.5, 11.6, 11.7 and 11.8.3 are not contravened.

11.5 Changing agreed time for lunch interval

11.5.1 If an innings ends when 10 minutes or less remains before the agreed time for lunch, the interval shall be taken immediately. It shall be of the agreed duration and shall be considered to include the 10-minute interval between innings.

11.5.2 If, because of adverse conditions of ground, weather or light, or in exceptional circumstances, a stoppage occurs when 10 minutes or less remains before the agreed time for lunch, then, whether or not agreement is reached in the circumstances of 11.4, the interval shall be taken immediately. It shall be of the agreed duration. Play shall resume at the end of this interval or as soon after as conditions permit.

11.5.3 If the players have occasion to leave the field for any reason when more than 10 minutes remains before the agreed time for lunch, then, unless the umpires and captains together agree to alter it, lunch shall be taken at the agreed time.

11.6 Changing agreed time for tea interval

11.6.1 If an innings ends when 30 minutes or less remains before the agreed time for tea, the interval shall be taken immediately. It shall be of the agreed duration and shall be considered to include the 10-minute interval between innings.

11.6.2 If, when 30 minutes remains before the agreed time for tea, an interval between innings is already in progress, play shall resume at the end of the 10-minute interval, if conditions permit.

11.6.3 If, because of adverse conditions of ground, weather or light, or in exceptional circumstances, a stoppage occurs when 30 minutes or less remains before the agreed time for tea, then unless

either there is an agreement to change the time for tea, as permitted in 11.4

or the captains agree to forgo the tea interval, as permitted in 11.9

the interval shall be taken immediately. The interval shall be of the agreed duration. Play shall resume at the end of the interval or as soon after as conditions permit.

11.6.4 If a stoppage is already in progress when 30 minutes remains before the agreed time for tea, 11.4 shall apply.

11.7 Lunch or tea interval - 9 wickets down

For the lunch interval and for the tea interval if

either 9 wickets are already down when 3 minutes remains to the agreed time for the interval,

or the 9th wicket falls within this 3 minutes, or at any time up to and including the final ball of the over in progress at the agreed time for the interval,

then the provisions of Law 12.5.2 shall not apply and the interval will not be taken until the end of the over that is in progress 30 minutes after the originally agreed time for the

interval, unless the players have cause to leave the field of play or the innings is completed earlier.
For the purposes of this section of Law, the retirement of a batter is not to be considered equivalent to the fall of a wicket.

11.8 Intervals for drinks

11.8.1 If on any day the umpires determine that there shall be intervals for drinks, the option to take such drinks shall be available to either side. Each interval shall be kept as short as possible and in any case shall not exceed 5 minutes.

11.8.2 Unless, as permitted in 11.9, the captains agree to forgo it, a drinks interval shall be taken at the end of the over in progress when the agreed time is reached. If, however, a wicket falls or a batter retires within 5 minutes of the agreed time then drinks shall be taken immediately.
No other variation in the timing of drinks intervals shall be permitted except as provided for in 11.8.3.

11.8.3 If an innings ends or the players have to leave the field of play for any other reason within 30 minutes of the agreed time for a drinks interval, the umpires and captains together may rearrange the timing of drinks intervals in that session.

11.8.4 Intervals for drinks may not be taken during the last hour of the match, as defined in Law 12.6 (Last hour of match - number of overs). Subject to this limitation, the umpires shall determine the times for such intervals, if any, before the toss and on each subsequent day not later than 10 minutes before play is scheduled to start.

11.9 Agreement to forgo intervals

At any time during the match, the captains may agree to forgo the tea interval or any of the drinks intervals. The umpires shall be informed of the decision.
When play is in progress, the batters at the wicket may deputise for their captain in making an agreement to forgo a drinks interval in that session.

11.10 Scorers to be informed

The umpires shall ensure that the scorers are informed of all agreements about hours of play and intervals and of any changes made thereto as permitted under this Law.

LAW 12 START OF PLAY; CESSATION OF PLAY

12.1 Call of Play

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

12.2 Call of Time

The bowler's end umpire shall call Time, when the ball is dead, at the start of any interval or interruption or as required by the Laws. See also Law 20.3 (Call of Over or Time).

12.3 Removal of bails

After the call of Time, except at the start of a drinks interval, the bails shall be removed from both wickets.

12.4 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 12.5.2, if the umpire, walking at normal pace, has arrived at the position behind the stumps at the bowler's end before the time agreed for the next interval, or for the close of play, has been reached.

12.5 Completion of an over

Other than at the end of the match,

12.5.1 if the agreed time for an interval is reached during an over, the over shall be completed before the interval is taken, except as provided for in 12.5.2.

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

either a batter is dismissed or retires, other than at the end of a day's play, in which case the over shall be completed

or the players have occasion to leave the field

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

12.6 Last hour of match - number of overs

When one hour of Playing time of the match remains, according to the agreed hours of play, the over in progress shall be completed. The next over shall be the first of a minimum of 20 overs which must be bowled, provided that a result is not reached earlier and provided that there is no interval or interruption in play.

The bowler's end umpire shall indicate the commencement of this 20 overs to the players and to the scorers. The period of play thereafter shall be referred to as the Last hour, whatever its actual duration.

When the minimum number of overs have been bowled in the Last hour, further overs can be started only if the original time for the close of play has not been reached. See 12.7 and 12.8.

12.7 Last hour of match - interruptions of play

If there is an interruption in play during the Last hour of the match, the minimum number of overs to be bowled shall be reduced from 20 as follows.

12.7.1 The time lost for an interruption is counted from the call of Time until the time for resumption as decided by the umpires.

12.7.2 One over shall be deducted for every complete 3 minutes of time lost.

12.7.3 In the case of more than one such interruption, the minutes lost shall not be aggregated; the calculation shall be made for each interruption separately.

12.7.4 If, when one hour of Playing time remains, an interruption is already in progress

12.7.4.1 only the time lost after this moment shall be counted in the calculation.

12.7.4.2 the over in progress at the start of the interruption shall be completed on resumption and shall not count as one of the minimum number of overs to be bowled.

12.7.5 If, after the start of the Last hour, an interruption occurs during an over, the over shall be completed on resumption of play. The two part-overs shall between them count as one over of the minimum number to be bowled.

12.8 Last hour of match - intervals between innings

If an innings ends so that a new innings is to be started during the Last hour of the match, the interval starts with the end of the innings and is to end 10 minutes later.

12.8.1 If this interval is already in progress at the start of the Last hour then, to determine the number of overs to be bowled in the new innings, calculations are to be made as set out in 12.7.

12.8.2 If the innings ends after the Last hour has started, two calculations are to be made, as set out in 12.8.3 and 12.8.4. The greater of the numbers yielded by these two calculations is to be the minimum number of overs to be bowled in the new innings.

12.8.3 Calculation based on overs remaining

- At the conclusion of the innings, the number of overs that remain to be bowled, of the minimum in the Last hour, to be noted.
- If this is not a whole number it is to be rounded up to the next whole number.
- Three overs, for the interval, to be deducted from the resulting number to determine the number of overs still to be bowled.

12.8.4 Calculation based on time remaining

- At the conclusion of the innings, the time remaining until the agreed time for close of play to be noted.
- 10 minutes, for the interval, to be deducted from this time to determine the Playing time remaining.
- A calculation to be made of one over for every complete 3 minutes of the Playing time remaining, plus one more over if a further part of 3 minutes remains.

12.9 Conclusion of match

12.9.1 The match is concluded

12.9.1.1 as soon as a result as defined in Laws 16.1 to 16.4 and 16.5.1 (The result) is reached.

12.9.1.2 as soon as both

- the minimum number of overs for the Last hour are completed
- and the agreed time for close of play is reached,

unless a result is reached earlier.

12.9.1.3 in the case of an agreement under Law 13.1.2 (Number of innings), as soon as the final innings is completed as defined in Law 13.3.5 (Completed innings).

12.9.2 The match is concluded if, without a conclusion having been reached under 12.9.1, the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible.

12.10 Completion of last over of match

The over in progress at the close of play on the final day shall be completed unless

either a result has been reached

or the players have occasion to leave the field. In this case there shall be no resumption of play except in the circumstances of Law 16.9 (Mistakes in scoring) and the match shall be at an end.

12.11 Bowler unable to complete an over during last hour of match

If, for any reason, a bowler is unable to complete an over during the Last hour, Law 17.8 (Bowler incapacitated or suspended during an over) shall apply. The separate parts of such an over shall count as one over of the minimum to be bowled.

LAW 13 INNINGS

13.1 Number of innings

13.1.1 A match shall be one or two innings for each side according to agreement reached before the match.

13.1.2 It may be agreed to limit any innings to a number of overs or to a period of time. If such an agreement is made then

13.1.2.1 in a one-innings match a similar agreement shall apply to both innings.

13.1.2.2 in a two-innings match similar agreements shall apply:
to the first innings of each side
or to the second innings of each side
or to both innings of each side.

For both one-innings and two-innings matches, the agreement must also include criteria for determining the result when neither of Laws 16.1 (A Win - two-innings match) or 16.2 (A Win - one-innings match) applies.

13.2 Alternate innings

In a two-innings match each side shall take their innings alternately except in the cases provided for in Law 14 (The follow-on) or in Law 15.2 (Forfeiture of an innings).

13.3 Completed innings

A side's innings is to be considered as completed if any of the following applies:

13.3.1 the side is all out.

13.3.2 at the fall of a wicket or the retirement of a batter, further balls remain to be bowled but no further batter is available to come in.

13.3.3 the captain declares the innings closed.

13.3.4 the captain forfeits the innings.

13.3.5 in the case of an agreement under 13.1.2,
either the prescribed number of overs has been bowled
or the prescribed time has expired
as appropriate.

13.4 The toss

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

13.5 Decision to be notified

As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and

shall notify the opposing captain and the umpires of this decision. Once notified, the decision cannot be changed.

LAW 14 THE FOLLOW-ON

14.1 Lead on first innings

14.1.1 In a two-innings match of 5 days or more, the side which bats first and leads by at least 200 runs shall have the option of requiring the other side to follow their innings.

14.1.2 The same option shall be available in two-innings matches of shorter duration with the minimum leads as follows:

- 150 runs in a match of 3 or 4 days;
- 100 runs in a 2-day match;
- 75 runs in a 1-day match.

14.2 Notification

A captain shall notify the opposing captain and the umpires of their intention to enforce the follow-on. Once notified, the decision cannot be changed.

14.3 First day's play lost

If no play takes place on the first day of a match of more than one day's duration, 14.1 shall apply in accordance with the number of days remaining from the start of play. The day on which play first commences shall count as a whole day for this purpose, irrespective of the time at which play starts. Play will have taken place as soon as, after the call of Play, the first over has started. See Law 17.2 (Start of an over).

LAW 15 DECLARATION AND FORFEITURE

15.1 Time of declaration

With the exception of the final innings of the match, the captain of the side batting may declare an innings closed, when the ball is dead, at any time during the innings. A declared innings shall be considered to be a completed innings.

15.2 Forfeiture of an innings

With the exception of the final innings of the match, a captain may forfeit either of their side's innings at any time before the commencement of that innings. A forfeited innings shall be considered to be a completed innings.

15.3 Notification

A captain shall notify the opposing captain and the umpires of any decision to declare or to forfeit an innings. Once notified, the decision cannot be changed.

LAW 16 THE RESULT

16.1 A Win - two-innings match

The side which has scored a total of runs in excess of that scored in the two completed innings of the opposing side shall win the match. See Law 13.3 (Completed innings). Note also 16.6.

16.2 A Win - one-innings match

The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See Law 13.3 (Completed innings). Note also 16.6.

16.3 Umpires awarding a match

Regardless of any agreement under Law 13.1.2 (Number of innings),

16.3.1 a match shall be lost by a side which

16.3.1.1 concedes defeat.

16.3.1.2 in the opinion of the umpires refuses to play. If so, the umpires shall award the match to the other side.

16.3.2 if an umpire considers that an action by any player or players might constitute a refusal by either side to play then that umpire shall call Time, and the umpires together shall ascertain the cause of the action. If they then decide together that this action does constitute a refusal to play by one side, they shall so inform the captain of that side. If the captain persists in the action the umpires shall award the match in accordance with 16.3.1. See also Law 42.6.1 (Captain refusing to remove a player from the field).

16.3.3 if action as in 16.3.2 takes place after play has started and does not constitute a refusal to play,

- Playing time shall be counted as lost from the call of Time to the call of Play, excluding intervals (Law 11) and suspensions of play (Law 2.8).
- the time for close of play on that day shall be extended by this length of time.
- if applicable, no overs shall be deducted during the Last hour of the match solely on account of this time.

16.4 Matches in which there is an agreement under Law 13.1.2

For any match in which there is an agreement under Law 13.1.2 (Number of innings), if the result is not determined in any of the ways stated in 16.1, 16.2 or 16.3, then the result shall be as laid down in that agreement.

16.5 All other matches - A Tie or Draw

16.5.1 A Tie

The result of a match shall be a Tie when all innings have been completed and the scores are equal.

16.5.2 A Draw

The result of a match shall be a Draw when it is not determined in any of the ways stated in 16.1, 16.2, 16.3, 16.4, 16.5.1 or Law 42.6.2 (Captain refusing to remove a player from the field).

16.6 Winning hit or extras

16.6.1 As soon as a result is reached as defined in 16.1, 16.2, 16.3, 16.4 or 16.5.1, the match is at an end. Nothing that happens thereafter, except as in Law 41.17.2 (Penalty runs), shall be regarded as part of it. Note also 16.9.

16.6.2 The side batting last will have scored enough runs to win only if its total of runs is sufficient without including any runs completed by the batters before the completion of a catch, or the obstruction of a catch, from which the striker could be dismissed.

16.6.3 If a boundary is scored before the batters 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.

16.7 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 innings of the side batting last has been completed, but as the result of an award of 5 Penalty runs its total of runs is then sufficient to win, the result shall be stated as a win to that side by Penalty runs.

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.

16.8 Correctness of result

Any decision as to the correctness of the scores shall be the responsibility of the umpires. See Law 2.15 (Correctness of scores).

16.9 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 16.10, they shall adopt the following procedure.

16.9.1 If, when the players leave the field, the side batting last has not completed its innings and

either the number of overs to be bowled in the Last hour, or in that innings, has not been completed

or 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.

16.9.2 If, at this call of Time, the overs have been completed and no Playing time remains, or if the side batting last has completed its innings, the umpires shall immediately inform both captains of the necessary corrections to the scores and to the result.

16.10 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 2.15 (Correctness of scores) and 3.2 (Correctness of scores) – the result cannot thereafter be changed.

LAW 17 THE OVER

17.1 Number of balls

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

17.2 Start of an over

An over has started when the bowler starts their run-up or, if there is no run-up, starts their action for the first delivery of that over.

17.3 Validity of balls

17.3.1 A ball shall not count as one of the 6 balls of the over unless it is delivered, even though, as in Law 38.3 (Non-striker leaving their ground early) a batter may be dismissed or some other incident occurs without the ball having been delivered.

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

17.3.2.1 if it is called dead, or is to be considered dead, before the striker has had an opportunity to play it. See Law 20.7 (Dead ball; ball counting as one of over).

17.3.2.2 if it is called dead in the circumstances of Law 20.4.2.6. Note also the special provisions of Law 20.4.2.5 (Umpire calling and signalling Dead ball).

17.3.2.3 if it is a No ball. See Law 21 (No ball).

17.3.2.4 if it is a Wide. See Law 22 (Wide ball).

17.3.2.5 when any of Laws 24.4 (Player returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract or obstruct striker), or 41.5 (Deliberate distraction, deception or obstruction of batter) is applied.

17.3.3 Any deliveries other than those listed in 17.3.1 and 17.3.2 shall be known as valid balls. Only valid balls shall count towards the 6 balls of the over.

17.4 Call of Over

When 6 valid balls have been bowled and when the ball becomes dead, the umpire shall call Over before leaving the wicket. See also Law 20.3 (Call of Over or Time).

17.5 Umpire miscounting

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

17.5.2 If, having miscounted, the umpire allows an over to continue after 6 valid balls have been bowled, the umpire shall subsequently call Over when the ball becomes dead after any delivery, even if that delivery is not a valid ball.

17.6 Bowler changing ends

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

17.7 Finishing an over

17.7.1 Other than at the end of an innings, a bowler shall finish an over in progress unless incapacitated or suspended under any of the Laws.

17.7.2 If for any reason, other than the end of an innings, an over is left uncompleted at the start of an interval or interruption, it shall be completed on resumption of play.

17.8 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

during an over, the umpire shall call and signal Dead ball.

If a bowler is incapacitated or suspended during an over, another bowler shall complete the over from the same end, provided that no bowler delivers two overs consecutively, nor delivers parts of each of two consecutive overs, in that innings.

LAW 18 SCORING RUNS

18.1 A run

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

18.1.1 so often as the batters, at any time while the ball is in play, have crossed and made good their ground from end to end.

18.1.2 when a boundary is scored. See Law 19 (Boundaries).

18.1.3 when Penalty runs are awarded. See 18.6.

18.2 Runs disallowed and runs not scored

Wherever in these Laws provision is made for the scoring of runs or awarding of penalties, such runs and penalties will be subject to any provisions that may be applicable for a run to be disallowed or a run not to be scored (see Appendix A.11) or for the non-award of penalties.

When runs are disallowed, the one-run penalty for No ball or Wide shall stand and 5-run penalties shall be allowed, except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).

18.3 Short runs

18.3.1 A run is short if a batter fails to make good their ground in turning for a further run.

18.3.2 Although a short run shortens the next one, the latter if completed shall not be regarded as short. A striker setting off for the first run from in front of the popping crease may do so also without penalty.

18.4 Unintentional short runs

Except in the circumstances of 18.5,

18.4.1 if either batter runs a short run, the umpire concerned shall, unless a boundary is scored, call and signal Short run as soon as the ball becomes dead and that run shall not be scored.

18.4.2 if, after either or both batters run short, a boundary is scored the umpire concerned shall disregard the short running and shall not call or signal Short run, unless the boundary is a result of an overthrow or wilful act of a fielder. See Law 19.8 (Overthrow or wilful act of fielder).

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

18.4.4 if more than one run is short then, subject to 18.4.2 and 18.4.3, all runs called as short shall not be scored.

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

18.5 Deliberate short runs

18.5.1 If either umpire considers that one or both batters deliberately ran short at that umpire's end, the umpire concerned shall, when the ball is dead, call and signal Short run and inform the other umpire of what has occurred and apply 18.5.2.

18.5.1.1 A deliberate short run is an attempt by the batters to appear to run more than one run, while at least one batter deliberately does not make good their ground at one end.

18.5.1.2 Provided the umpires believe that there was no intention by the batter concerned to deceive the umpires, it will not be considered a deliberate short run if the batters abandon an attempted run.

18.5.2 The bowler's end umpire shall

- disallow all runs to the batting side
- signal No ball or Wide to the scorers, if applicable
- repeat the Short run signal to the scorers
- award 5 Penalty runs to the fielding side
- award any other 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side)
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.
- Instruct the fielding captain to decide which of the batters at the wicket, including the incoming batter if applicable, shall face the next delivery (see 18.13).

18.5.3 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

18.6 Runs awarded for penalties

Runs shall be awarded for penalties under 18.5, and Laws 21 (No ball), 22 (Wide ball), 24.4 (Player returning without permission), 26.4 (Penalties for contravention), 27.4.2 (Illegal movement by the wicket-keeper), 28.2 (Fielding the ball), 28.3 (Protective helmets belonging to the fielding side), 28.6.3 (illegal movement by any fielder other than the wicket-keeper), 41 (Unfair play) and 42 (Players' conduct).

Note, however, the restrictions on the award of Penalty runs under 18.5, and Laws 23.3 (Leg byes not to be awarded), 25.7 (Restriction on the striker's runner), 28.3 (Protective helmets belonging to the fielding side), 34 (Hit the ball twice), 41.14 (Batter damaging the pitch) and 41.15 (Striker in protected area).

18.7 Runs scored for boundaries

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

18.8 Runs scored when a batter is dismissed

When a batter 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.

18.8.1 If a batter is dismissed Obstructing the field, the batting side shall also score any runs completed before the offence.

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

18.8.2 If a batter is dismissed Run out, the batting side shall also score any runs completed before the wicket was fairly broken.

If, however, when a striker has a runner, and the striker is dismissed Run out under Law 25.6.5 (Dismissal and conduct of a batter and their runner), any runs completed by the runner and the other batter shall be disallowed.

18.9 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, any runs for penalties awarded to either side shall be scored. Note however the provisions of Laws 23.3 (Leg byes not to be awarded) and 28.3 (Protective helmets belonging to the fielding side).

Additionally, the batting side shall be credited with,

all runs completed by the batters before the incident or call of Dead ball

and the run in progress if the batters had already crossed at the instant of the incident or call of Dead ball. Note specifically, however, the provisions of Law 41.5.8 (Deliberate distraction, deception or obstruction of batter).

18.10 Crediting of runs scored

Unless stated otherwise in any of the Laws,

18.10.1 if the ball is struck by the bat, all runs scored by the batting side shall be credited to the striker, except for the following:

- an award of 5 Penalty runs, which shall be scored as Penalty runs
- the one-run penalty for a No ball, which shall be scored as a No ball extra.

18.10.2 if the ball is not struck by the bat, runs shall be scored as Penalty runs, Byes, Leg byes, No ball extras or Wides as the case may be. If Byes or Leg byes accrue from a No ball, only the one-run penalty for No ball shall be scored as such, and the remainder as Byes or Leg byes as appropriate.

18.10.3 the bowler shall be debited with:

- all runs scored by the striker
- all runs scored as No ball extras
- all runs scored as Wides.

18.11 Batter returning to original end

18.11.1 When the striker is dismissed in any of the circumstances in 18.11.1.1 to 18.11.1.7, the not out batter shall return to their original end.

18.11.1.1 A dismissal in the circumstances of Law 25.6.4 or 25.6.5 (Dismissal and conduct of a batter and their runner).

18.11.1.2 Bowled.

18.11.1.3 Stumped.

18.11.1.4 Hit the ball twice.

18.11.1.5 LBW.

18.11.1.6 Hit wicket.

18.11.1.7 Caught. (18.11.1.8 removed - see 18.13.1)

18.11.2 The batters shall return to their original ends when

18.11.2.1 a boundary is scored, unless as a result of an overthrow or wilful act of a fielder (see Law 19.8).

18.11.2.2 runs are disallowed for any reason except under Law 18.5.2 (see 18.13).

(18.11.2.3 removed - see 18.13.3)

18.12 Batter returning to wicket they have left

18.12.1 When a batter is dismissed in any of the ways in 18.12.1.1 to 18.12.1.2, the not out batter shall return to the wicket they have left but only if the batters had not already crossed at the instant of the incident causing the dismissal. If runs are to be disallowed, however, the not out batter shall return to their original end.

18.12.1.1 Obstructing the field, where the obstruction or distraction does not prevent the striker being out Caught.

18.12.1.2 Run out other than under Law 25.6.4 or 25.6.5 (Dismissal and conduct of a batter and their runner).

18.12.2 If, while a run is in progress, the ball becomes dead for any reason other than the dismissal of a batter, the batters shall return to the wickets they had left, but only if they had not already crossed in running when the ball became dead. If, however, any of the circumstances of 18.11.2.1 to 18.11.2.2 apply, the batters shall return to their original ends.

18.13 Batters going to an end determined by players

18.13.1 When a batter is dismissed Obstructing the field, where the obstruction prevents a catch being taken, the captain of the fielding side shall decide whether the not out batter shall return to the wicket they have left, or the other end.

18.13.2 If the ball becomes Dead under Law 18.5.2 (Deliberate short running), captain of the fielding side shall decide which batter is to face the next delivery.

18.13.3 If the ball becomes dead under Law 41.5 (Deliberate distraction, deception or obstruction of batter), the batters at the wicket decide which batter is to face the next delivery.

19.1 Determining the boundary of the field of play

19.1.1 Before the toss, the umpires shall determine the boundary of the field of play, which shall be fixed for the duration of the match. See Law 2.3.1.4 (Consultation with captains).

19.1.2 The boundary shall be determined such that no part of any sightscreen will, at any stage of the match, be within the field of play.

19.2 Identifying and marking the boundary

19.2.1 Wherever practicable, the boundary shall be marked by means of a continuous white line or by an object in contact with the ground.

19.2.2 If the boundary is marked by means of a white line,

19.2.2.1 the edge of the line nearest the pitch shall be the boundary.

19.2.2.2 an object such as a flag, post or board, used merely to highlight the position of a line marked on the ground, must be placed beyond the boundary and is not itself to be regarded as being the boundary.

19.2.3 If the boundary is marked by means of an object that is in contact with the ground the boundary will be the edge of the grounded part of the object which is nearest the pitch.

19.2.4 Where there is no white line or object providing continuous marking, objects such as flags, posts or boards may be used to mark specific points on the boundary. The boundary shall be the imaginary straight line on the ground joining the two nearest marked points.

19.2.5 A boundary that cannot be identified as in 19.2.2, 19.2.3 or 19.2.4 shall be determined by the umpires before the toss.

19.2.6 An obstacle within the field of play, other than as in 19.2.7, shall not be regarded as a boundary unless so determined by the umpires before the toss. See Law 2.3.1.4 (Consultation with captains).

19.2.7 A person, animal or object coming onto the field of play while the ball is in play shall not be regarded as a boundary unless the umpires determine otherwise at the time that contact between the ball and such a person, animal or object is made. The decision shall be made for each separate occurrence. See also Law 20.4.2.12 (Umpire calling and signalling Dead ball).

19.3 Restoring the boundary

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

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

19.3.2 the object shall be returned to its original position as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.

19.3.3 if some part of a fence or other marker has come within the field of play, that part shall be removed from the field of play as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.

19.4 Ball grounded beyond the boundary

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

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

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

- a fielder, grounded beyond the boundary as in 19.5, touches the ball
- a fielder, after catching the ball within the boundary, becomes grounded beyond the boundary while in contact with the ball, before completing the catch.

19.5 Fielder grounded beyond the boundary

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

- the boundary or any part of an object used to mark the boundary
- the ground beyond the boundary
- any object that is in contact with the ground beyond the boundary
- another fielder who is grounded beyond the boundary, if the umpire considers that it was the intention of either fielder that the contact should assist in the fielding of the ball.

19.5.2 A fielder who is not in contact with the ground is considered to be grounded beyond the boundary if, prior to their first contact with the ball, their final contact with the ground was not entirely within the boundary. This applies to any fielder who makes contact with the ball after it has been delivered by the bowler, whether or not the ball has previously been touched by another fielder.

19.5.2.1 If a fielder's first contact with the ball does not contravene 19.5.2, that fielder may then jump from outside the boundary in order to make contact with the ball whilst airborne. After making contact with the ball once airborne, all subsequent contact with the ground by that fielder, until the ball becomes dead, must be within the field of play. Any subsequent contact with the ground outside the boundary by that fielder during that delivery, whether or not in contact with the ball, will result in a boundary being scored.

19.5.2.2 If the ball is returned to the field of play, whether to another fielder or onto the ground, by a fielder who has jumped from outside the boundary, that fielder must land, and remain, within the boundary until the ball becomes dead. Otherwise a boundary shall be scored.

19.6 Boundary allowances

19.6.1 Before the toss the umpires shall determine the runs to be allowed for boundaries with both captains. In deciding the allowances the umpires and captains shall be guided by the prevailing custom of the ground.

19.6.2 Unless determined differently under 19.6.1, 6 runs shall be allowed for a Boundary 6; and 4 runs for a Boundary 4. See also 19.7.

19.7 Runs scored from boundaries

19.7.1 A Boundary 6 will be scored if and only if the ball has been struck by the bat and is first grounded beyond the boundary without having been in contact with the ground within the field of play. This shall apply even if the ball has previously touched a fielder.

19.7.2 A Boundary 4 will be scored when a ball that is grounded beyond the boundary

- whether struck by the bat or not, was first grounded within the boundary, or
- has not been struck by the bat.

19.7.3 When a boundary is scored, the batting side, except in the circumstances of 19.8, shall be awarded whichever is the greater of

19.7.3.1 the allowance for the boundary

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

19.7.4 When the runs in 19.7.3.2 exceed the boundary allowance they shall replace the boundary allowance for the purposes of Law 18.12.2 (Batter returning to wicket they have left).

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

19.8 Overthrow or wilful act of fielder

19.8.1 Runs scored from an 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

any runs for penalties awarded to either side

and the allowance for the boundary

and the runs completed by the batters at the instant of the throw or wilful act of the fielder

and the run in progress, if the batters had already crossed at the instant of the throw or wilful act of the fielder.

Law 18.12.2 (Batter returning to wicket they have left) shall apply as from the instant of the throw or wilful act of the fielder.

19.8.2 Definition of an overthrow or wilful act of fielder.

19.8.2.1 A boundary results from an overthrow if, in the opinion of the umpire, in an attempt to Run out a batter or prevent further run-scoring, a fielder directs the ball towards the wickets, and the ball subsequently crosses the boundary.

19.8.2.2 It is not to be considered an overthrow if the ball crosses the boundary as a result of a fielder attempting to stop the ball,

or when fielding near the boundary, a fielder attempting to pass it a short distance to another fielder.

19.8.2.3 For the purposes of this Law only, a wilful act is any deliberate action by a fielder that is not intended to prevent runs, effect a Run out, or complete a catch.

LAW 20 DEAD BALL

20.1 Ball is dead

20.1.1 The ball becomes dead when

20.1.1.1 it is finally settled. ("in the hands of the wicket-keeper or of the bowler" removed - see 20.1.2)

20.1.1.2 a boundary is scored. See Law 19.7 (Runs scored from boundaries).

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

20.1.1.4 whether played or not it becomes trapped between the bat and person of a batter or between items of that batter's clothing or equipment.

20.1.1.5 whether played or not it lodges in the clothing or equipment of a batter or the clothing of an umpire.

20.1.1.6 under either of Laws 24.4 (Player returning without permission) or 28.2 (Fielding the ball) there is an offence resulting in an award of Penalty runs. The ball shall not count as one of the over.

20.1.1.7 there is contravention of Law 28.3 (Protective helmets belonging to the fielding side).

20.1.1.8 the match is concluded in any of the ways stated in Law 12.9 (Conclusion of match).

20.1.2 The ball is finally settled once it is

in the hand or hands of any fielder

or stationary on the ground,

and the bowler's end umpire determines that it is no longer in play.

20.2 Ball finally settled

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

20.3 Call of Over or Time

Neither the call of Over (see Law 17.4 - Call of over), nor the call of Time (see Law 12.2 - Call of Time) is to be made until the ball is dead, either under 20.1 or under 20.4.

20.4 Umpire calling and signalling Dead ball

20.4.1 When the ball has become dead under 20.1, the bowler's end umpire may call and signal Dead ball if it is necessary to inform the players.

20.4.2 Where either umpire is required to call and signal Dead ball under 20.4.2.1 to 20.4.2.14, the ball will be considered to be dead at the instant of the incident causing the ball to become dead. However, where the Law specifically provides for the call to be delayed, so as not to disadvantage the non-offending side, under Law 23.3 (Leg byes not to be awarded), Law 25.7 (Restriction on the striker's runner), Law 34.4 (Runs permitted from the ball lawfully struck more than once), Law 41.2.1 (Unfair actions) and Law 42.1.2 (Unacceptable conduct), the ball will be considered to be dead at the point of the call.

Either umpire shall call and signal Dead ball when

20.4.2.1 intervening in a case of unfair play.

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

20.4.2.3 leaving their normal position for consultation.

20.4.2.4 one or both bails fall from the striker's wicket, without intervention from any player or their equipment, before the striker has had the opportunity of playing the ball.

20.4.2.5 the striker is not ready for the delivery of the ball and, if the ball is delivered, makes no attempt to play it. Provided the umpire is satisfied that the striker had adequate reason for not being ready, the ball shall not count as one of the over.

20.4.2.6 the striker is distracted by any noise or movement or in any other way while preparing to receive, or receiving a delivery. This shall apply whether the source of the distraction is within the match or outside it. Note also 20.4.2.7. The ball shall not count as one of the over.

20.4.2.7 there is an instance of a deliberate attempt to distract under either of Laws 41.4 (Deliberate attempt to distract or obstruct striker) or 41.5 (Deliberate distraction, deception or obstruction of batter). The ball shall not count as one of the over.

20.4.2.8 the bowler drops the ball accidentally before delivery.

20.4.2.9 the bowler throws the ball towards the striker's end before entering their delivery stride

20.4.2.10 the ball is not delivered for any reason other than an attempt to run out the non-striker under Law 38.3 (Non-striker leaving their ground early).

20.4.2.11 satisfied that the ball in play cannot be recovered.

20.4.2.12 they consider that either side has been disadvantaged by a person, animal or other object within the field of play. However, if both umpires consider the ball would have reached the boundary regardless of the intervention, the boundary should stand. See Law 19.2.7 (Identifying and marking the boundary).

20.4.2.13 the striker attempts to play the ball and no part of the striker's bat or person, whether grounded or raised, remains within the pitch as defined in Law 6.1 (Area of pitch).

20.4.2.14 they are required to do so under any of the Laws not included above.

20.5 Ball ceases to be dead

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

20.6 Dead ball not to be revoked

Once the ball is dead, no revoking of any decision can bring the ball back into play for that delivery.

20.7 Dead ball; ball counting as one of over

20.7.1 When a ball which has been delivered is called dead or is to be considered dead then, other than as in 20.7.2,

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

20.7.1.2 unless No ball or Wide ball has been called, it will be a valid ball if the striker has had an opportunity to play it, except in the circumstances of 20.4.2.6 and Laws 24.4 (Player returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract or obstruct striker) and 41.5 (Deliberate distraction, deception or obstruction of batter).

20.7.2 In 20.4.2.5, the ball will not count in the over only if both conditions of not attempting to play the ball and having an adequate reason for not being ready are met. Otherwise the delivery will be a valid ball.

LAW 21 NO BALL

21.1 Mode of delivery

21.1.1 The umpire shall ascertain whether the bowler intends to bowl right-handed or left-handed, over or round the wicket, and shall so inform the striker.

It is unfair if the bowler fails to notify the umpire of a change in mode of delivery. In this case the umpire shall call and signal No ball.

21.1.2 Underarm bowling shall not be permitted except by special agreement before the match.

21.2 Fair delivery – the arm

For a delivery to be fair in respect of the arm the ball must not be thrown.

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 instant until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

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 they consider that the ball has been thrown.

21.3 Ball thrown or delivered underarm – action by umpires

21.3.1 After the bowler has entered their delivery stride, if in the opinion of either umpire the ball has been thrown or, unless

permitted by agreement in 21.1.2, delivered underarm, that umpire shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call.
The bowler's end umpire shall then

- warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings.
- inform the captain of the fielding side of the reason for this action.
- inform the batters at the wicket of what has occurred.

21.3.2 If either umpire considers that, in that innings, a further delivery by the same bowler is thrown or, unless permitted by agreement in 21.1.2, delivered underarm, that umpire shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.
The bowler's end umpire shall then

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

21.3.3 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

21.4 Bowler throwing towards striker's end before delivery

If the bowler throws the ball towards the striker's end before entering the delivery stride, it is not a No ball and the procedure stated in 21.3 shall not apply. However, the umpire shall call and signal Dead ball under Law 20.4.2.9.

21.5 Fair delivery - the feet

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

21.5.1 the bowler's back foot must land within and not touching the return crease on the side of their stated mode of delivery.

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

- on the same side of the imaginary line joining the two middle stumps as the return crease described in 21.5.1, and
- behind the popping crease.

If the bowler's end umpire is not satisfied that all of these three conditions have been met, they shall call and signal No ball. See Law 41.8 (Bowling of deliberate front foot No ball).

21.6 Bowler breaking wicket in delivering ball

If the ball is delivered and if the non-striker is not dismissed under Law 38.3 (Non-striker leaving their ground early), either umpire shall call and signal No ball if the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride.

This shall include any clothing or other object that falls from the bowler's person and breaks the wicket. See Appendix A.12. Laws 20.4.2.8, 20.4.2.10 (Umpire calling and signalling Dead ball). (Reference to Clause 21.12 removed - See 21.11)

21.7 Ball bouncing more than once, rolling along the ground or landing off the pitch

The umpire shall call and signal No ball if a ball which they consider to have been delivered, without having previously touched bat or person of the striker,

21.7.1 bounces more than once or rolls along the ground before it reaches the popping crease

or

21.7.2 first lands or subsequently bounces wholly or partially off the pitch as defined in Law 6.1 (Area of pitch) before it reaches the line of the striker's wicket. When a non-turf pitch is being used, this will apply to any ball that wholly or partially first lands or subsequently bounces off the artificial surface.

21.8 Ball causing the striker to leave the pitch, or 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 or is so far from the pitch that the striker would need to leave the pitch to attempt to play the ball (see Law 25.8 - Striker's right to play the ball), 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.

21.9 Fielder intercepting a delivery

If, except in the circumstances of Law 27.3 (Position of wicket-keeper), a ball delivered by the bowler makes contact with any part of a fielder's person before it either makes contact with the striker's bat or person, or it passes the striker's wicket, the umpire shall call and signal No ball and immediately call and signal Dead ball.

However, if the fielder's action is a deliberate attempt to obstruct the striker from playing the ball, Law 41.4 shall apply.

Previous 21.10 (Ball bouncing over head height of striker) removed - see 22.1.3)

21.10 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 27.3 - Position of wicket-keeper

Law 28.4 - Limitation of on side fielders

Law 28.5 - Fielders not to encroach on pitch

Law 41.6 - Bowling of dangerous and unfair short deliveries

Law 41.7 - Bowling of dangerous and unfair non-landing deliveries

Law 41.8 - Bowling of deliberate front foot No ball.

21.11 Revoking a call of No ball

21.11.1 An umpire shall revoke the call of No ball if Dead ball is called under any of Laws 20.4.2.4, 20.4.2.5, 20.4.2.8 or 20.4.2.10 (Umpire calling and signalling Dead ball), or if, for any other reason, the ball was deemed to be Dead before the bowler released the ball.

21.11.2 An umpire shall revoke the call of No ball if Dead ball is called under Law 20.4.2.6, unless the No ball is called under 21.6.

21.12 No ball to over-ride Wide

A call of No ball shall override the call of Wide ball at any time. See Laws 22.1 (Judging a Wide) and 22.2 (Call and signal of Wide ball).

21.13 Ball not dead

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

21.14 Penalty for a No ball

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

21.15 Runs resulting from a No ball - how scored

The one-run penalty shall be scored as a No ball extra and shall be debited against the bowler. If other Penalty runs have been awarded to either side these shall be scored as stated in Law 41.17 (Penalty runs). Any runs completed by the batters or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they shall also be scored as Byes or Leg byes as appropriate.

21.16 No ball not to count

A No ball shall not count as one of the over.
See Law 17.3 (Validity of balls).

21.17 Out from a No ball

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

LAW 22 WIDE BALL

22.1 Judging a Wide

22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in 22.1.2, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.

22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for the striker to be able to hit it with the bat by means of a normal cricket stroke.

22.1.3 The ball will be considered as passing wide of the striker if any delivery, after landing, passes over head height of the striker standing upright at the popping crease.

22.2 Call and signal of Wide ball

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

22.3 Revoking a call of Wide ball

22.3.1 The umpire shall revoke the call of Wide ball if there is any contact between the ball and the striker's bat or person before the ball comes into contact with any fielder.

22.3.2 The umpire shall revoke the call of Wide ball if a delivery is called a No ball. See Law 21.12 (No ball to override Wide).

22.4 Delivery not a Wide

22.4.1 The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving,

either causes the ball to pass wide of the striker, as defined in 22.1.2

or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

22.4.2 The umpire shall not adjudge a delivery as being a Wide if the ball touches the striker's bat or person, but only as the ball passes the striker.

22.5 Ball not dead

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

22.6 Penalty for a Wide

A penalty of one run shall be awarded instantly on the call of Wide ball. Unless the call is revoked, under 22.3, this penalty shall stand even if a batter is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

22.7 Runs resulting from a Wide - how scored

All runs completed by the batters 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.

22.8 Wide not to count

A Wide shall not count as one of the over.
See Law 17.3 (Validity of balls).

22.9 Out from a Wide

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

LAW 23 BYE AND LEG BYE

23.1 Byes

If the ball, delivered by the bowler, not being a Wide, passes the striker without touching the striker's bat or person, any runs completed by the batters from that delivery, or a boundary allowance, shall be credited as Byes to the batting side. Additionally, if the delivery is a No ball, the one-run penalty for such a delivery shall be incurred.

23.2 Leg byes

23.2.1 If a ball delivered by the bowler first strikes the person of the striker, runs shall be scored only if the umpire is satisfied that the striker has

either attempted to play the ball with the bat

or tried to avoid being hit by the ball.

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

23.2.2.1 If there is

either no subsequent contact with the striker's bat or person,

or only inadvertent contact with the striker's bat or person

any runs completed by the batters or a boundary allowance shall be credited to the striker in the case of subsequent contact with the bat but otherwise to the batting side as in 23.2.3.

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

23.2.3 The runs in 23.2.2.1, unless credited to the striker, shall be scored as Leg byes.

Additionally, if the delivery is a No ball, the one-run penalty for the No ball shall be incurred.

23.3 Leg byes not to be awarded

If in the circumstance of 23.2.1 the umpire considers that neither of the conditions therein has been met, then Leg byes shall not be awarded.

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

The umpire shall then

- disallow all runs to the batting side;
- return any not out batter to their original end;
- signal No ball to the scorers if applicable;
- award any 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).

LAW 24 FIELDER'S ABSENCE; SUBSTITUTES

24.1 Substitute fielders

24.1.1 The umpires shall allow a substitute fielder

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

24.1.1.2 for any other wholly acceptable reason.

In all other circumstances, a substitute is not allowed.

24.1.2 A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires. Note, however, Law 42.7.1 (Additional points relating to Level 3 and Level 4 offences).

24.1.3 A nominated player may bowl or field even though a substitute has previously acted for them, subject to 24.2, 24.3 and Law 42.4 (Level 3 offences and action by umpires).

24.2 Fielder absent or leaving the field of play

24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this Law, are they to be regarded as having left the field of play. A fielder may be outside the boundary when the ball comes into play – however, all fielders shall be within the boundary at the instant the ball is delivered.

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

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

24.2.2.2 that fielder shall not thereafter come on to the field of play during a session of play without the consent of the umpire. See 24.4. The umpire shall give such consent as soon as it is practicable.

24.2.2.3 that fielder shall not be permitted to bowl, until having been back on the field of play for a period of time known as Penalty time as described in 24.2.3 to 24.2.7 and 24.3.

24.2.3 A player's unserved Penalty time shall be limited to a maximum of 90 minutes.

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

24.2.5 The player shall not bowl until all of their Penalty time has been served. On any occasion of absence, the amount of Playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to 24.2.3.

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

24.2.6.1 the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or their side is now batting.

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

24.2.7 Any unserved Penalty time shall be carried forward into the next and subsequent days and innings of the match, as applicable.

24.2.8 If a Level 3 offence under Law 42.4 (Level 3 offences and action by umpires) is committed by a fielder, the period of time spent off the field of play as a result of the suspension shall not be added to any unserved Penalty time if the fielder takes the field at the end of the period of suspension. Any time off the field for an unscheduled break in play shall not count as Penalty time served, unless the player had served the whole of their suspension at the start of that unscheduled break and returns to the field immediately on the resumption of play, or their side is now batting.

24.2.9 If a Level 3 offence under Law 42.4 (Level 3 offences and action by umpires) is committed by a substitute, the following shall apply.

24.2.9.1 The period of time spent off the field as a result of the suspension shall not be added to any Penalty time that remains unserved if the nominated player takes the field at the end of the period of suspension. However, any time spent off the field prior to the offence causing the suspension will remain as unserved Penalty time, subject to 24.2.3.

24.2.9.2 If the nominated player does not take the field at the end of the period of suspension, then the entire period of their absence will be treated as Penalty time, up to a maximum of 90 minutes.

24.3 Penalty time not incurred

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

24.3.1 the player has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.

24.3.2 in the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.

24.4 Player returning without permission

If a player comes on to the field of play in contravention of 24.2.2 and comes into contact with the ball while it is in play, the ball shall immediately become dead.

- The umpires shall signal No ball or Wide to the scorers, if applicable.
- The umpire shall award 5 Penalty runs to the batting side.
- Runs completed by the batters shall be scored together with the run in progress if they had already crossed at the instant of the offence.
- The ball shall not count as one of the over.
- The umpire shall inform the other umpire, the captain of the fielding side, the batters and, as soon as practicable, the captain of the batting side of the reason for this action.
- The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

25.1 Eligibility to act as a batter or runner

Only a nominated player may bat or act as a runner and, subject to 25.3 and 25.5.2, may do so even though a substitute fielder has previously acted for that player.

25.2 Commencement of a batter's innings

The innings of the first two batters, and that of any new batter on the resumption of play after a call of Time, shall commence at the call of Play. At any other time, a batter's innings shall be considered to have commenced when that batter first steps onto the field of play.

25.3 Restriction on batter commencing an innings

25.3.1 If a member of the batting side has unserved Penalty time, see Law 24.2.7 (Fielder absent or leaving the field of play), that player shall not be permitted to bat or act as a runner until that Penalty time has been served. However, even if the unserved Penalty time has not expired, that player may bat after their side has lost 5 wickets.

25.3.2 A member of the batting side's Penalty time is served during Playing time, subject to the conditions in 25.3.2.1 and 25.3.2.2.

25.3.2.1 The period of time while serving a suspension for a Level 3 offence under Law 42.4 (Level 3 offences and action by umpires) does not count as Penalty time served.

25.3.2.2 In the event of an unscheduled stoppage, the stoppage time after the batter notifies an umpire in person that they are able to participate shall count as Penalty time served.

25.3.3 If any unserved Penalty time remains at the end of a team's innings, it shall be carried forward to the next and subsequent innings of the match if appropriate.

25.4 Batter retiring

25.4.1 A batter may retire at any time during their innings when the ball is dead. The umpires, before allowing play to proceed, shall be informed of the reason for a batter retiring.

25.4.2 If a batter retires because of illness, injury or any other unavoidable cause, that batter is entitled to resume their innings. If for any reason this does not happen, that batter is to be recorded as 'Retired - not out'.

25.4.3 If a batter retires for any reason other than as in 25.4.2, the innings of that batter may be resumed only with the consent of the opposing captain. If for any reason their innings is not resumed, that batter is to be recorded as 'Retired - out'.

25.4.4 If after retiring a batter resumes their innings, subject to the requirements of 25.4.2 and 25.4.3, it shall be only at the fall of a wicket or the retirement of another batter.

25.5 Runners

25.5.1 The umpires shall allow a runner for a batter if they are satisfied

25.5.1.1 that the batter has sustained an injury that affects that batter's ability to run and that this occurred during the match.

25.5.1.2 for any other wholly acceptable reason.

In all other circumstances, a runner is not allowed.

25.5.2 A runner shall

25.5.2.1 be a member of the batting side.

25.5.2.2 if possible, have already completed their innings; when this is not possible, if circumstances change such that a dismissed batter can act as runner, then the runner must be changed immediately.

25.5.2.3 be changed only with the consent of the umpires.

25.5.2.4 wear external protective equipment equivalent to that worn by the injured batter and shall carry a bat.

25.5.2.5 not have any unserved Penalty time as described in Law 24.2.7 (Fielder absent or leaving the field of play).

25.5.3 A batter's runner is subject to the Laws and will be regarded as a batter except where there are special provisions for the role of a runner. See Law 30.2 (Which is a batter's ground).

25.6 Dismissal and conduct of a batter and their runner

25.6.1 A batter who has a runner will suffer the penalty for any infringement of the Laws by the runner as if the batter themself had been responsible for the infringement. In particular, the batter will be out if the runner is out under either of Laws 37 (Obstructing the field) or 38 (Run out).

25.6.2 When a batter who has a runner is the striker they remain 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 25.6.3, 25.6.4 and 25.6.5, apply to them as a striker who has a runner.

25.6.3 When a batter who has a runner is the striker, that batter's ground is always at the wicket-keeper's end.

25.6.4 If the striker who has a runner is in their ground, and the runner is out of their ground at the wicket-keeper's end when the wicket is fairly broken at that end, the conditions of Law 38 (Run out) shall apply.

25.6.5 If the striker who has a runner is out of their ground and the wicket at the wicket-keeper's end is fairly broken, the striker is liable to be out under Laws 38 (Run out) or 39 (Stumped), unless a result has already been reached under Law 16.6. If the runner is also out of their ground at the wicket-keeper's end, then only Law 38 (Run out) can apply.

25.6.6 If a striker who has a runner is dismissed as in 25.6.5, the umpire shall

- disallow all runs to the batting side
- return any not out batter to their original end
- signal No ball or Wide to the scorers if applicable
- award any 5-run Penalty that is applicable.

25.6.7 When a batter who has a runner is not the striker, the batter

25.6.7.1 remains subject to Law 37 (Obstructing the field) but is otherwise out of the match.

25.6.7.2 shall stand where directed by the striker's end umpire so as not to interfere with play.

25.6.7.3 will be liable, even though out of the match as in 25.6.7.1, to any penalty demanded by the Laws should the batter commit any act of unfair play.

25.7 Restriction on the striker's runner

25.7.1 Once the ball comes into play, the runner for an injured batter who is the striker shall have part of their person or bat grounded behind the popping crease until the ball reaches the striker or passes the popping crease, whichever is the sooner.

25.7.2 If the striker's end umpire considers the runner for an injured striker to be in breach of this restriction then runs may not be scored.

If the ball does not become dead for any other reason, the striker's end umpire shall delay the call and signal of Dead ball until the ball reaches the boundary or the completion of the first run. However, the striker's end umpire shall further delay the call of Dead ball to allow the opportunity for a catch to be completed.

The bowler's end umpire shall then:

- disallow all runs to the batting side
- return any not out batter to their original end
- signal No ball or Wide if applicable
- award any 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).

25.8 Striker's right to play the ball

The striker has a right to play the ball, or to make a legitimate second strike, after it has been delivered, without interference from the wicket-keeper or any other fielder. See Law 27.5 (Restrictions on actions of wicket-keeper) and Law 27.6 (Interference with wicket-keeper by striker). However, the striker may only attempt to play the ball if some of their bat or person, whether grounded or raised, remains within the pitch, as defined in Law 6.1 (Area of pitch). Should no part of the striker's bat or person remain within the pitch, from the moment the ball comes into play until the striker has finished receiving the delivery, either umpire shall immediately call and signal Dead ball.

26.1 Practice on the pitch or the rest of the square

26.1.1 There shall not be any practice on the pitch at any time on any day of the match.

26.1.2 There shall not be any practice on the rest of the square at any time on any day of the match, except with the approval of the umpires.

26.2 Practice on the outfield

26.2.1 On any day of the match, all forms of practice are permitted on the outfield

- before the start of play,
- after the close of play and
- during the lunch and tea intervals or between innings,

providing the umpires are satisfied that such practice will not cause significant deterioration in the condition of the outfield.

26.2.2 Between the call of Play and the call of Time, practice shall be permitted on the outfield, providing that all of the following conditions are met:

- only the fielders as defined in Appendix A.7 participate in such practice.
- no ball other than the match ball is used for this practice.
- no bowling practice takes place in the area between the square and the boundary in a direction parallel to the match pitch.
- the umpires are satisfied that it will not contravene either of Laws 41.3 (The match ball – changing its condition) or 41.9 (Time wasting by the fielding side). If there is such a contravention, the sanctions in Law 41 shall be applied. However, any warning given shall apply to further instances under both Law 26 and Law 41 (Unfair play).

26.3 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 41.9 (Time wasting by the fielding side) or 41.12 (Fielder damaging the pitch).

26.4 Penalties for contravention

All forms of practice are subject to the provisions of Laws 41.3 (The match ball – changing its condition), 41.9 (Time wasting by the fielding side) and 41.12 (Fielder damaging the pitch).

26.4.1 If there is a contravention of any of the provisions of 26.1 or 26.2, the umpire shall

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

26.4.1.1 If the contravention is by a batter at the wicket, the umpire shall inform the other batter and each incoming batter that the warning has been issued.

The warning shall apply to the team of that player throughout the match.

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

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

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

LAW 27 THE WICKET-KEEPER

27.1 Protective equipment

The wicket-keeper is the only fielder permitted to wear gloves and external leg guards. If these are worn, they are to be regarded as part of the wicket-keeper's person for the purposes of Law 28.2 (Fielding the ball). If by the wicket-keeper's actions and positioning when the ball comes into play it is apparent to the umpires that they will not be able to carry out the normal duties of a wicket-keeper, they shall forfeit this right and also the right to be recognised as a wicket-keeper for the purposes of Laws 33.2 (A fair catch), 39 (Stumped), 28.1 (Protective equipment), 28.4 (Limitation of on-side fielders) and 28.5 (Fielders not to encroach on pitch).

27.2 Gloves

27.2.1 If, as permitted under 27.1, the wicket-keeper wears gloves, they shall have no webbing between the fingers except joining index finger and thumb, where webbing may be inserted as a means of support.

27.2.2 If used, the webbing shall be a single piece of non-stretch material which, although it may have facing material attached, shall have no reinforcements or tucks.

27.2.3 The top edge of the webbing shall not protrude beyond the straight line joining the top of the index finger to the top of the thumb and shall be taut when a hand wearing the glove has the thumb fully extended. See Appendix E.

27.3 Position of wicket-keeper

27.3.1 The wicket-keeper shall remain wholly behind the wicket at the striker's end from the instant of the bowler's delivery until a ball delivered by the bowler
touches the bat or person of the striker
or passes the wicket at the striker's end
or the striker attempts a run.

27.3.2 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.

27.4 Movement by wicket-keeper

27.4.1 After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters their position in relation to the striker's wicket, except for the following: ("for a slower delivery," removed)

27.4.1.1 movement of a few paces forward unless in so doing it brings the wicket-keeper within reach of the wicket.

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

27.4.1.3 movement in response to the stroke that the striker is playing or that the striker's actions suggest they intend to play. However the provisions of Law 27.3 shall apply.

27.4.2 In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball and inform the other umpire of the reason for doing so. The bowler's end umpire shall then:

27.4.2.1 award the one-run penalty for Wide or No ball, if applicable

27.4.2.2 award 5 Penalty runs to the batting side

27.4.2.3 inform the captain of the fielding side of the reason for this action.

27.4.2.4 inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

27.5 Restriction on actions of wicket-keeper

If, in the opinion of either umpire, the wicket-keeper interferes with the striker's right to play the ball, Law 20.4.2.6 (Umpire calling and signalling Dead ball) shall apply. However, if the wicket-keeper, or any other fielder, interferes with a legal second strike, either umpire shall call and signal Dead ball and the striker will not be dismissed, but the ball shall count as one for the over.

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

27.6 Interference with wicket-keeper by striker

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

LAW 28 THE FIELDER

28.1 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.

28.2 Fielding the ball

28.2.1 A fielder may field the ball with any part of their person (see Appendix A.12), except as in 28.2.1.2. However, the fielder will be deemed to have fielded the ball illegally if, while the ball is in play

28.2.1.1 they wilfully use anything other than part of their person to field the ball.

28.2.1.2 they wilfully extend their clothing with their hands and use this to field the ball.

28.2.1.3 any piece of clothing, equipment or any other object, which had been deliberately discarded, subsequently makes contact with the ball.

28.2.2 It is not illegal fielding if the ball in play makes contact with a piece of clothing, equipment or any other object which has accidentally fallen from the fielder's person or been dropped by an umpire.

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

- the penalty for a No ball or a Wide shall stand.
- any runs completed by the batters shall be credited to the batting side, together with the run in progress if the batters had already crossed at the instant of the offence.
- the ball shall not count as one of the over.

In addition the umpire shall

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

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

28.3 Protective helmets belonging to the fielding side

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

28.3.2 If the ball while in play strikes the protective helmet, placed as described in 28.3.1, the ball shall immediately become dead and, unless 28.3.3 applies:

- the umpire shall signal No ball or Wide to the scorers, if applicable
- the umpire shall award 5 Penalty runs to the batting side
- any runs completed by the batters before the ball strikes the protective helmet shall be scored, together with the run in progress if the batters had already crossed at the instant of the ball striking the protective helmet.

28.3.3 If the ball while in play strikes a helmet, placed as described in 28.3.1 and the circumstances of Law 23.3 (Leg byes not to be awarded), 25.7 (Restriction on the striker's runner) or Law 34 (Hit the ball twice) apply, the umpire shall

- disallow all runs to the batting side
- return any not out batter to their original end
- signal No ball or Wide ball to the scorers if applicable
- award any 5-run Penalty that is applicable except for Penalty runs under 28.3.2.

28.4 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 that fielder's 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.

28.5 Fielders not to encroach on pitch

While the ball is in play and until the ball has made contact with the striker's bat or person, or has passed the striker's bat, no fielder, other than the bowler, may have any part of their 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 27.3 (Position of wicket-keeper).

28.6 Movement by any fielder other than the wicket-keeper

28.6.1 Any movement by any fielder, excluding the wicket-keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:

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

28.6.1.2 movement by any fielder, other than a close fielder, towards the striker or the striker's wicket that does not significantly alter the position of the fielder.

28.6.1.3 movement by any fielder in response to the stroke that the striker is playing or that the striker's actions suggest they intend to play.

28.6.2 In all circumstances Law 28.4 (Limitation of on side fielders) shall apply.

28.6.3 In the event of such unfair movement, either umpire shall call and signal Dead ball and inform the other umpire of the reason for doing so. The bowler's end umpire shall then:

28.6.3.1 award the one-run penalty for Wide or No ball, if applicable

28.6.3.2 award 5 Penalty runs to the batting side

28.6.3.3 inform the captain of the fielding side of the reason for this action

28.6.3.4 inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

28.6.4 Note also the provisions of Law 41.4 (Deliberate attempt to distract or obstruct striker). See also Law 27.4 (Movement by wicket-keeper).

LAW 29 THE WICKET IS BROKEN

29.1 The wicket is broken

The wicket is broken when at least one bail is completely removed from the top of the stumps, or one or more stumps is removed from the ground.

29.2 Breaking the wicket fairly

29.2.1 The wicket is broken fairly if a bail is completely removed from the top of the stumps, or a stump is struck out of the ground,

29.2.1.1 by the ball,

29.2.1.2 by the striker's bat if held or by any part of the bat that they are holding,

29.2.1.3 for the purpose of this Law only, by the striker's bat not in hand, or by any part of the bat which has become detached,

29.2.1.4 by the striker's person or by any part of their clothing or equipment becoming detached from their person. However, any detached equipment shall not include the striker's protective helmet, or any part thereof, as defined in Appendix A.2.3,

29.2.1.5 by a fielder with their hand or arm, providing that the ball is held in the hand or hands so used, or in the hand of the arm so used.

29.2.1.6 The wicket is also broken fairly if a fielder strikes or pulls a stump out of the ground as in 29.2.1.5.

29.2.2 The disturbance of a bail, whether temporary or not, shall not constitute its complete removal from the top of the stumps, but if a bail in falling lodges between two of the stumps this shall be regarded as complete removal.

29.3 One bail off

If one bail is off, it shall be sufficient for the purpose of breaking the wicket 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 29.2.

29.4 Remaking wicket

If a wicket is broken while the ball is in play, it shall not be remade by an umpire until the ball is dead. See Law 20 (Dead ball). Any fielder may, however, while the ball is in play,

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

29.5 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 broken.

29.5.1 After a decision to play without bails, the wicket has been broken fairly if the umpire concerned is satisfied that the wicket has been struck by the ball, by the striker's bat, person or items of the striker's clothing or equipment as described in 29.2.1.2, 29.2.1.3 or 29.2.1.4, or by a fielder in the manner described in 29.2.1.5.

29.5.2 If the wicket has already been broken, 29.5.1 shall apply to any stump or stumps still in the ground. Any fielder may replace a stump or stumps, in accordance with 29.4, in order to have an opportunity of breaking the wicket fairly.

LAW 30 BATTER OUT OF THEIR GROUND

30.1 When out of their ground

30.1.1 A batter shall be considered to be out of their ground unless some part of that batter's person or bat is grounded behind the popping crease at that end.

30.1.2 However, a batter shall not be considered to be out of their ground if, in running or diving towards that ground and beyond, and having grounded some part of their person or bat beyond the popping crease, there is subsequent loss of contact between the ground and any part of that batter's person or bat, or between the bat and person.

30.2 Which is a batter's ground

30.2.1 If only one batter is within a ground, it is their ground and will remain so even if that batter is later joined there by the other batter.

30.2.2 If both batters are in the same ground and one of them subsequently leaves it, the ground belongs to the batter who remains in it.

30.2.3 If there is no batter in either ground, then each ground belongs to whichever batter is nearer to it, or, if the batters are level, to whichever batter was nearer to it immediately prior to their drawing level.

30.2.4 If a ground belongs to one batter then, unless there is a striker who has a runner, the other ground belongs to the other batter, irrespective of the other batter's position.

30.2.5 When a batter who has a runner is striker, that batter's ground is always at the wicket-keeper's end. However, 30.2.1, 30.2.2, 30.2.3 and 30.2.4 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.

30.3 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.

LAW 31 APPEALS

31.1 Umpire not to give batter out without an appeal

Neither umpire shall give a batter out, even though that batter may be out under the Laws, unless appealed to by a fielder. This shall not debar a batter who is out under any of the Laws from leaving the wicket without an appeal having been made. Note, however, the provisions of 31.7.

31.2 Batter dismissed

A batter is dismissed if they are

either given out by an umpire, on appeal

or out under any of the Laws and leaves the wicket as in 31.1.

31.3 Timing of appeals

For an appeal to be valid, it must be made before the bowler begins their run up to deliver the next ball, or, if the bowler has no run up, the bowler begins their 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 12.2 (Call of Time) and 17.2 (Start of an over).

31.4 Appeal "How's That?"

An appeal "How's That?" covers all ways of being out.

31.5 Answering appeals

The striker's end umpire shall answer all appeals arising out of any of 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 that umpire's jurisdiction.

When a batter has been given Not out, either umpire may answer an appeal, made in accordance with 31.3, if it is on a further matter and is within the jurisdiction of that umpire.

31.6 Consultation by umpires

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

31.7 Batter leaving the wicket under a misapprehension

Either umpire shall call and signal Dead ball if satisfied that a batter, not having been given out, has left the wicket under a reasonable misapprehension of being out. The umpire shall recall the batter.

A batter may be recalled at any time up to the instant when the ball comes into play for the next delivery, unless it is the final wicket of the innings, in which case it should be up to the instant when the umpires leave the field.

31.8 Withdrawal of an appeal

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

The withdrawal of an appeal must be before the instant when the ball comes into play for the next delivery or, if the innings has been completed, the instant when the umpires leave the field.

LAW 32 BOWLED

32.1 Out Bowled

32.1.1 The striker is out Bowled if their wicket is broken by a ball delivered by the bowler, not being a No ball, even if it first touches the striker's bat or person.

32.1.2 However, the striker shall not be out Bowled if before striking the wicket the ball has been in contact with any other player, the wicket at the non-striker's end, or an umpire. The striker will, however, be subject to Laws 37 (Obstructing the field), 38 (Run out) and 39 (Stumped).

32.2 Bowled to take precedence

The striker is out Bowled if their wicket is broken as in 32.1, even though a decision against either batter for any other method of dismissal would be justified.

LAW 33 CAUGHT

33.1 Out Caught

The striker is out Caught if a ball delivered by the bowler, not being a No ball, touches the striker's bat without having previously been in contact with any fielder, and is subsequently held by a fielder as a fair catch, as described in 33.2 and 33.3, before it touches the ground.

33.2 A fair catch

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

either the ball, at any time

or any fielder in contact with the ball,

is not grounded beyond the boundary before the catch is completed. Note Laws 19.4 (Ball grounded beyond the boundary) and 19.5 (Fielder grounded beyond the boundary).

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

33.2.2.1 the ball is held in the hand or hands of a fielder, even if the hand holding the ball is touching the ground, or is hugged to the body, or lodges in the external protective equipment worn by a fielder, or lodges accidentally in a fielder's clothing.

33.2.2.2 a fielder catches the ball after it has been lawfully struck more than once by the striker, but only if it has not been grounded since it was first struck. For the purposes of this Law, a strike is defined as any contact between the ball and the bat or person, provided at least one such strike is on the bat. See Law 34 (Hit the ball twice).

33.2.2.3 a fielder catches the ball after it has touched the wicket, an umpire, another fielder, a runner or the other batter.

33.2.2.4 a fielder catches the ball after it has crossed the boundary in the air, provided that the conditions in 33.2.1 are met.

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

33.3 Making a catch

The act of making a catch shall start from the time when the ball first comes into contact with a fielder's person and shall end when a fielder obtains complete control over both the ball and their own movement.

33.4 No runs to be scored

If the striker is dismissed Caught, runs from that delivery completed by the batters before the completion of the catch shall not be scored but any runs for penalties awarded to either side shall stand. The non-striker shall return to their original end. See Law 18.11 (Batter returning to original end).

33.5 Caught to take precedence

If the criteria of 33.1 are met and the striker is not out Bowled, then the striker is out Caught, even though a decision against either batter for another method of dismissal would be justified.

LAW 34 HIT THE BALL TWICE

34.1 Out Hit the ball twice

34.1.1 The striker is out Hit the ball twice if, while the ball is in play, it strikes any part of the striker's person or is struck by their bat and, before the ball has been touched by a fielder, the striker wilfully strikes it again with their bat or person, other than a hand not holding the bat, except for the sole purpose of guarding their wicket. See 34.3 and Law 37 (Obstructing the field).

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

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

34.2 Not out Hit the ball twice

The striker will not be out under this Law if

34.2.1 **the striker** 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).

34.2.2 **the striker** wilfully strikes the ball after it has touched a fielder. Note, however the provisions of Law 37.1 (Out Obstructing the field).

34.3 Ball lawfully struck more than once

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

The striker may guard their wicket even if the delivery is a No ball.

However, the striker may not prevent the ball from being caught by striking the ball more than once in defence of their wicket. See Law 37.3 (Obstructing a ball from being caught).

If any fielder interferes with a legal second strike, either umpire shall call and signal Dead ball and the striker will not be dismissed, but the ball shall count as one for the over.

34.4 Runs permitted from ball lawfully struck more than once

When the ball is lawfully struck more than once, as permitted in 34.3, runs may not be scored.

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

However, the umpire shall further delay the call of Dead ball to allow the opportunity for a catch to be completed.

The umpire shall

- disallow all runs to the batting side
- return any not out batter to their original end
- signal No ball to the scorers if applicable.
- award any 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).

34.5 Bowler does not get credit

The bowler does not get credit for the wicket.

LAW 35 HIT WICKET

35.1 Out Hit wicket

35.1.1 The striker is out Hit wicket if, after the bowler has entered the delivery stride and while the ball is in play, the striker's wicket is broken by either the striker's bat or person as described in Laws 29.2.1.2 to 29.2.1.4 (Breaking the wicket fairly) in any of the following circumstances:

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

35.1.1.2 as a result of any movement that is an attempt to recover their balance after receiving a delivery,

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

35.1.1.4 if no attempt is made to play the ball, in setting off for the first run, providing that in the opinion of the umpire this is immediately after the striker has had the opportunity of playing the ball,

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

35.1.2 If the striker breaks their wicket in any of the ways described in Laws 29.2.1.2 to 29.2.1.4 (Breaking the wicket fairly) before the bowler has entered the delivery stride, either umpire shall call and signal Dead ball.

35.2 Not out Hit wicket

The striker is not out under this Law should their wicket be broken in any of the ways referred to in 35.1 if any of the following applies:

- it occurs after the striker has completed any action in receiving the delivery, other than in 35.1.1.2 to 35.1.1.5.
- the wicket is broken by a part of the striker's detached equipment or bat not held in the hand, which has come into contact with any other person before breaking the wicket.
- The wicket is broken by the striker's person, or bat held in the hand, as a direct consequence of contact with a member of the fielding side.
- it occurs when the striker is in the act of running, other than setting off immediately for the first run.
- it occurs when the striker is trying to avoid being Run out or Stumped.
- it occurs when the striker is trying to avoid a throw in at any time.

- the bowler after entering the delivery stride does not deliver the ball. In this case either umpire shall immediately call and signal Dead ball. See Law 20.4 (Umpire calling and signalling Dead ball).
- the delivery is a No ball.

35.3 Runs scored

No runs shall be scored when the striker is dismissed Hit wicket other than the one-run penalty for a Wide and any award of 5 Penalty Runs.

LAW 36 LEG BEFORE WICKET

36.1 Out LBW

The striker is out LBW if all the circumstances set out in 36.1.1 to 36.1.5 apply.

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

36.1.2 the ball, if it is not intercepted without landing, first lands in line between wicket and wicket or on the off side of the striker's wicket

36.1.3 the ball not having previously touched the bat, the striker intercepts the ball, either with or without landing, with any part of their person

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

either is between wicket and wicket

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

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

36.2 Interception of the ball

36.2.1 In assessing points in 36.1.3, 36.1.4 and 36.1.5, only the first interception is to be considered.

36.2.2 In assessing point 36.1.3, if the ball makes contact with the striker's person and bat simultaneously, this shall be considered as the ball having first touched the bat.

36.2.3 In assessing point 36.1.5, it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have landed subsequently or not.

36.3 Off side of wicket

The off side of the striker's wicket shall be determined by the striker's batting position at the moment the ball comes into play for that delivery. See Appendix A.13.

LAW 37 OBSTRUCTING THE FIELD

37.1 Out Obstructing the field

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

37.1.2 The striker is out Obstructing the field if, except in the circumstances of 37.2, in the act of receiving a ball delivered by the bowler, the striker wilfully strikes the ball with a hand not holding the bat. This will apply whether it is the first strike or a second or subsequent strike. The act of receiving the ball shall extend both to playing at the ball and to striking the ball more than once in defence of their wicket.

37.1.3 The striker is out Obstructing the field if, while receiving the ball, they deliberately drop or throw the bat in an attempt to either impact the ball or prevent any dismissal except Hit wicket.

37.1.4 This Law will apply whether or not No ball is called.

37.2 Not out Obstructing the field

A batter shall not be out Obstructing the field if

obstruction or distraction is accidental,

or obstruction is in order to avoid injury,

or the striker, makes a second or subsequent strike to guard their wicket lawfully as in Law 34.3 (Ball lawfully struck more than once). However, see 37.3.

37.3 Obstructing a ball from being caught

37.3.1 If the delivery is not a No ball, the striker is out Obstructing the field if wilful obstruction or distraction by either batter prevents the striker being out Caught.

37.3.2 37.3.1 shall apply even if an obstruction is caused by the striker in lawfully guarding their wicket under the provision of Law 34.3 (Ball lawfully struck more than once).

37.3.3 If an obstruction or distraction takes place from a No ball then the batter who caused the obstruction or distraction will be out Obstructing the field.

However, the striker is not out if the obstruction of a catch occurs while defending their wicket from a No ball with a lawful second strike.

37.4 Returning the ball to a fielder

Either batter is out Obstructing the field if, at any time while the ball is in play and, without the consent of a fielder, they use the bat or any part of their person to return the ball to any fielder.

37.5 Runs scored

When either batter is dismissed Obstructing the field,

37.5.1 unless the obstruction or distraction prevents the striker being out Caught, any runs completed by the batters before the offence shall be scored, together with any one-run Penalty for No ball or Wide, or any other award of 5 Penalty Runs to either side. See Laws 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batter is dismissed).

37.5.2 if the obstruction or distraction prevents the striker being out Caught,

- any runs completed by the batters shall not be scored but any award of 5 Penalty Runs to either side shall stand.
- the fielding captain shall decide whether the non-striker, or the incoming batter, is to face the next delivery.

37.6 Bowler does not get credit

The bowler does not get credit for the wicket.

LAW 38 RUN OUT

38.1 Out Run out

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

- they are out of their ground
- and their wicket is fairly broken by

either the action of a fielder

or the ball rebounding off a fielder's person

even though No ball has been called, except in the circumstances of 38.2.2.2, and whether or not a run is being attempted.

38.2 Batter not out Run out

38.2.1 A batter is not out Run out in the circumstances of 38.2.1.1 or 38.2.1.2.

38.2.1.1 The batter has been within their ground and has subsequently left it to avoid injury, when the wicket is fairly broken.
Note also the provisions of Law 30.1.2 (When out of their ground).

38.2.1.2 The ball, delivered by the bowler, has not made contact with a fielder before the wicket is fairly broken.

38.2.2 The striker is not out Run out in any of the circumstances in 38.2.2.1 and 38.2.2.2.

38.2.2.1 The striker is out Stumped. See Laws 25.6.5 (Dismissal and conduct of a batter and their runner) and 39.1.2 (Out Stumped).

38.2.2.2 No ball has been called

- and the striker is out of their ground not attempting a run
- and the wicket is fairly broken by the wicket-keeper without the intervention of another fielder.

However, if the striker has a runner and the runner is out of their ground, then only 38.1 applies.

38.3 Non-striker leaving their ground early

38.3.1 If the non-striker is out of their ground at any time from the moment the ball comes into play until the moment the bowler's arm reaches the highest point of their normal bowling action in the delivery swing, the non-striker is liable to be Run out. In these circumstances, the non-striker will be out Run out if they are out of their ground when the wicket is broken by the bowler throwing the ball at the wicket or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.

38.3.1.1 Even if the non-striker had left their ground before the moment the bowler's arm reaches the highest point of their normal bowling action in the delivery swing, once the bowler has reached that point it is no longer possible for the bowler to run out the non-striker under this Law.

38.3.2 If the ball is not delivered,

- if there is an appeal, the umpire shall make their decision on the Run out.
- if there is no appeal, or if the decision is not out, the umpire shall call and signal Dead ball as soon as possible.
- the ball shall not count as one in the over.

38.3.3 If the ball is delivered and there is an appeal,

- the umpire shall make their decision on the Run out.
- if the non-striker is not dismissed, the ball remains in play and Law 21.6 (Bowler breaking wicket in delivering ball) shall apply.
- if the non-striker is dismissed, the ball shall not count as one in the over.

38.4 Which batter is out

The batter out in the circumstances of 38.1 is the one whose ground is at the end where the wicket is fairly broken. See Laws 25.6 (Dismissal and conduct of a batter and their runner) and 30.2 (Which is a batter's ground).

38.5 Runs scored

If either batter is dismissed Run out, the run in progress when the wicket is broken shall not be scored, but any runs completed by the batters shall stand, together with any runs for penalties awarded to either side. See Laws 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batter is dismissed).

If, however, when a striker has a runner, the striker is dismissed Run out and runs are completed by the runner and the other batter before the wicket is broken, the umpire shall:

- Disallow all runs to the batting side
- Return any not out batter to their original end
- Signal No ball or Wide ball to the scorers if applicable
- Award any 5-run Penalty that is applicable.

See Law 25.6 (Dismissal and conduct of a batter and their runner).

38.6 Bowler does not get credit

The bowler does not get credit for the wicket.

LAW 39 STUMPED

39.1 Out Stumped

39.1.1 The striker is out Stumped, except as in 39.3, if a ball which is delivered is not called No ball

and the striker is out of their ground, other than as in 39.3.1

and the striker has not attempted a run

when the striker's wicket is fairly broken by the wicket-keeper without the intervention of another fielder. Note, however Laws 25.6.2 and 25.6.5 (Dismissal and conduct of a batter and their runner) and 27.3 (Position of wicket-keeper).

39.1.2 The striker is out Stumped if all the conditions of 39.1.1 are satisfied, even though a decision of Run out would be justified.

39.2 Ball rebounding from wicket-keeper's person

If the wicket is broken by the ball, it shall be regarded as having been broken by the wicket-keeper if the ball:

rebounds on to the stumps from any part of the wicket-keeper's person or equipment

or has been kicked or thrown on to the stumps by the wicket-keeper.

39.3 Not out Stumped

39.3.1 The striker will not be out Stumped if, after having received the delivery, they have left their ground in order to avoid injury.

39.3.2 If the striker is not out Stumped they may, except in the circumstances of Law 38.2.2.2 (Batter not out Run out), be out Run out if the conditions of Law 38.1 (Out Run out) apply.

39.4 Runs Scored

When a striker is dismissed Stumped from a Wide ball, the one-run penalty shall stand. Note Laws 12.9 (Conclusion of match), 16.6 (Winning hit or extras) and 22.2 (Call and signal of Wide ball) mean that if the penalty for a Wide concludes the match, then a stumping is not possible, but the one-run penalty for the Wide remains.

LAW 40 TIMED OUT

40.1 Out Timed out

40.1.1 After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be ready to receive the ball, or for the other batter to be ready to receive the next ball within 3 minutes of the dismissal or retirement. If this requirement is not met, the incoming batter will be out, Timed out.

40.1.2 In the event of an extended delay in which no batter comes to the wicket, the umpires shall adopt the procedure of Law 16.3 (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.

40.2 Bowler does not get credit

The bowler does not get credit for the wicket.

41.1 Fair and unfair play – responsibility of captains

The captains are responsible for ensuring that play is conducted within The Spirit of Cricket, as described in The Preamble – The Spirit of Cricket, as well as within the Laws.

41.2 Unfair actions

41.2.1 The umpires shall be the sole judges of fair and unfair play. If an umpire considers that any action by a player, not covered in the Laws, is unfair, that umpire shall call and signal Dead ball, if appropriate, as soon as it becomes clear that the call will not disadvantage the non-offending side, and report the matter to the other umpire.

41.2.1.1 If this is a first offence by that side, the bowler's end umpire shall then

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

41.2.1.2 If this is a second or subsequent offence by that side, the bowler's end umpire shall then

- summon the offending player's captain and inform them that there has been a further such offence.
- award 5 Penalty runs to the opposing side

41.2.1.3 The umpires together shall report the incident as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

41.3 The match ball – changing its condition

41.3.1 The umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in 41.3.2.

41.3.2 It is an offence for any player to take any action which changes the condition of the ball.

Except in carrying out the normal duties of a batter, a batter is not allowed to wilfully damage the ball. See also Law 5.5 (Damage to the ball).

A fielder may, however

41.3.2.1 polish the ball on their clothing provided that no artificial substance is used, that the only natural substance used is sweat, and that such polishing wastes no time.

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

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

41.3.3 The umpires shall consider the condition of the ball to have been unfairly changed if any action by any player does not comply with the conditions in 41.3.2.

41.3.4 If the umpires consider that the condition of the ball has been unfairly changed by a member or members of either side, they shall ask the captain of the opposing side if they would like the ball to be replaced. If necessary, in the case of the batting side, the batters at the wicket may deputise for their captain.

41.3.4.1 If a replacement ball is requested, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.

41.3.4.2 Regardless of whether a replacement ball has been chosen to be used, the bowler's end umpire shall

- award 5 Penalty runs to the opposing side.
- if appropriate, inform the batters at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action.
- inform the captain of the batting side as soon as practicable of what has occurred.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

41.3.5 If the umpires agree that in the match there has been any further instance by that team of unfairly changing the condition of the ball, they shall

41.3.5.1 repeat the procedure in 41.3.4.1 and 41.3.4.2.

If the further offence is committed by the fielding side, additionally the bowler's end umpire shall

41.3.5.2

- direct the captain of the fielding side to suspend immediately from bowling the bowler who delivered the preceding ball; that bowler shall not be allowed to bowl again in the match.
- inform the batters at the wicket and, as soon as practicable, the captain of the batting side of the reason for the action.
- if necessary, 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.

41.4 Deliberate attempt to distract or obstruct striker

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

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

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

Neither batter shall be dismissed from that delivery and the ball shall not count as one of the over. However, if either umpire had reason to call and signal No ball, this call shall stand regardless of the attempt to distract or obstruct the striker.

Together with the other umpire report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

41.5 Deliberate distraction, deception or obstruction of batter

41.5.1 In addition to 41.4, it is unfair for any fielder wilfully to attempt, by word or action, to distract, deceive or obstruct either batter after the striker has received the ball.

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

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

41.5.4 Neither batter shall be dismissed from that delivery.

41.5.5 If an obstruction involves physical contact, the umpires together shall decide whether or not an offence under Law 42 (Players' conduct) has been committed.

41.5.5.1 If an offence under Law 42 (Players' conduct) has been committed, they shall apply the relevant procedures in Law 42 and shall also apply each of 41.5.7 to 41.5.9.

41.5.5.2 If they consider that there has been no offence under Law 42 (Players' conduct), they shall apply each of 41.5.6 to 41.5.10.

41.5.6 The bowler's end umpire shall

- Signal No ball or Wide to the scorers, if applicable,
- award 5 Penalty runs to the batting side,
- inform the captain of the fielding side of the reason for this action and as soon as practicable inform the captain of the batting side.

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

41.5.8 Any runs completed by the batters 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 batters had already crossed at the instant of the offence.

41.5.9 The batters at the wicket shall decide which of them is to face the next delivery. See Law 18.13.

41.5.10 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

41.6 Bowling of dangerous and unfair short deliveries

41.6.1 The bowling of short deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on the striker. The fact that the striker is wearing protective equipment shall be disregarded.

41.6.2 The bowler's end umpire may consider that the bowling of short deliveries, although not dangerous under 41.6.1,

is unfair if they repeatedly pass above head height of the striker standing upright at the crease. See also Law 22.1.3 (Ball bouncing over head height of striker).

41.6.3 As soon as the umpire decides that the bowling of short deliveries has become dangerous under 41.6.1, or unfair under 41.6.2, that umpire shall call and signal No ball.
When the ball is dead, the umpire shall caution the bowler, indicating that this is a first and final warning, and inform the other umpire, the captain of the fielding side and the batters of what has occurred.
This caution shall apply to that bowler throughout the innings.

41.6.4 Should there be any further such delivery by the same bowler in that innings, the umpire shall
- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The suspended bowler shall not be allowed to bowl again in that innings.
If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
- The umpire shall inform the batters and, as soon as practicable, the captain of the batting side.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

41.6.5 The warning sequence in 41.6.3 and 41.6.4 is independent of the warning and action sequence in 41.7.

41.7 Bowling of dangerous and unfair non-landing deliveries

41.7.1 Any delivery, which passes or would have passed, without landing, above waist height of the striker standing upright at the popping crease, is unfair. Whenever such a delivery is bowled, the umpire shall call and signal No ball.

41.7.2 The bowling of a delivery as defined in 41.7.1 is also dangerous if the bowler's end umpire considers that there is a risk of injury to the striker. In making that judgement the umpire shall:
- disregard any protective equipment worn by the striker
- be mindful of:
  - the speed, height and direction of the delivery
  - the skill of the striker
  - the repeated nature of such deliveries.

41.7.3 If the umpire considers a non-landing delivery, or a series of non-landing deliveries, to be dangerous under 41.7.2, when the ball is dead, the umpire shall repeat the No ball signal to the scorers and then caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batters of what has occurred. This caution shall apply to that bowler throughout the innings.

41.7.4 Should there be any further dangerous such delivery by the same bowler in that innings, the umpire shall
- call and signal No ball

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

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

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

Additionally, the umpire shall

- inform the batters and, as soon as practicable, the captain of the batting side.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

41.7.5 The warning and action sequences in 41.7.3 and 41.7.4 are independent of those in 41.6.

41.7.6 If the umpire considers that a bowler deliberately bowled a non-landing delivery, deemed to be unfair as defined in 41.7.1, then the caution and warning in 41.7.3 shall be dispensed with. The umpire shall

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

The suspended bowler shall not be allowed to bowl again in the match.

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.

- inform the batters and, as soon as practicable, the captain of the batting side.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

41.8 Bowling of deliberate front-foot No ball

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

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

The suspended bowler shall not be allowed to bowl again in the match.

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.

- inform the batters and, as soon as practicable, the captain of the batting side.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate

against the captain, any other individuals concerned and, if appropriate, the team.

41.9 Time wasting by the fielding side

41.9.1 It is unfair for any fielder to waste time.

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

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

The bowler's end umpire shall then

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

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

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

The bowler's end umpire shall then

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 immediately from bowling.

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

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

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

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

41.10 Batter wasting time

41.10.1 It is unfair for a batter to waste time. In normal circumstances, the striker should always be ready to take strike when the bowler is ready to start their run-up.

41.10.2 Should either batter 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 their run-up or when the ball becomes dead, as appropriate, the umpire shall

- warn both batters and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batter.
- inform the other umpire of what has occurred.
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.10.3 If there is any further time wasting by any batter in that innings, the umpire shall, at the appropriate time while the ball is dead

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

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

41.11 The protected area

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

41.12 Fielder damaging the pitch

41.12.1 It is unfair to cause deliberate or avoidable damage to the pitch. A fielder will be deemed to be causing avoidable damage if either umpire considers that the fielder's presence on the pitch is without reasonable cause.

41.12.2 If a fielder causes deliberate or avoidable damage to the pitch, other than as in 41.13.1, at the first instance either umpire shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then

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

41.12.3 If, in that innings, there is any further instance of deliberate or avoidable damage to the pitch, by any fielder, either umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then

- signal No ball or Wide to the scorers, if applicable.
- award 5 Penalty runs to the batting side.
- award any other 5-run Penalty that is applicable.
- inform the fielding captain of the reason for this action.
- inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

41.13 Bowler running on protected area

41.13.1 It is unfair for a bowler to enter the protected area in their follow-through without reasonable cause, whether or not the ball is delivered.

41.13.2 If a bowler contravenes this Law, at the first instance and when the ball is dead, the umpire shall

- caution the bowler and inform the other umpire of what has occurred. This caution shall apply to that bowler throughout the innings.
- inform the captain of the fielding side and the batters of what has occurred.

41.13.3 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.

41.13.4 If, in that innings, the same bowler contravenes this Law a third time, when the ball is dead, the umpire shall,

- direct the captain of the fielding side to suspend the bowler immediately from bowling. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. The suspended bowler shall not be allowed to bowl again in that innings.
- inform the other umpire of the reason for this action.
- inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

41.14 Batter damaging the pitch

41.14.1 It is unfair to cause deliberate or avoidable damage to the pitch. If the striker enters the protected area in playing or playing at the ball, the striker must move from it immediately thereafter. A batter will be deemed to be causing avoidable damage if either umpire considers that their presence on the pitch is without reasonable cause.

41.14.2 If either batter causes deliberate or avoidable damage to the pitch, other than as in 41.15, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall then

- warn both batters 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 batter.
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.14.3 If there is any further instance of deliberate or avoidable damage to the pitch by any batter in that innings, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence.

The bowler's end umpire shall

- disallow all runs to the batting side
- return any not out batter to their original end
- signal No ball or Wide to the scorers if applicable.
- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

41.15 Striker in protected area

41.15.1 The striker shall not adopt a batting position in the protected area or so close to it that frequent encroachment is inevitable.
The striker may make a mark on the pitch, for the purpose of indicating their batting position, provided that no mark is unreasonably close to the protected area.

41.15.2 If there is breach of any of the conditions in 41.15.1 by the striker, if the bowler has not entered their delivery stride, either umpire shall immediately call and signal Dead ball, otherwise, that umpire shall wait until the ball is dead and then inform the other umpire of the occurrence.
The bowler's end umpire shall then

- warn the striker that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform the non-striker and each incoming batter.
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.15.3 If there is any further breach of any of the conditions in 41.15.1 by any batter in that innings, the umpire seeing the contravention shall, if the bowler has not entered their delivery stride, immediately call and signal Dead ball, otherwise, that umpire shall wait until the ball is dead and then inform the other umpire of the occurrence.
The bowler's end umpire shall then

- disallow all runs to the batting side
- return any not out batter to their original end
- signal No ball or Wide to the scorers if applicable.
- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team

41.16 Batters stealing a run

It is unfair for the batters to attempt to steal a run during the bowler's run-up. Unless the bowler attempts to run out the non-striker – see Law 38.3 (Non-striker leaving their ground early) – either umpire shall

- call and signal Dead ball as soon as the batters cross in such an attempt.
- inform the other umpire of the reason for this action.

The bowler's end umpire shall then

- disallow the attempted run.
- return the batters to their original ends
- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable.
- inform the batters, the captain of the fielding side and, as soon as practicable, the captain of the batting side, of the reason for this action.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

41.17 Penalty runs

41.17.1 When Penalty runs are awarded to either side, when the ball is dead the umpire shall signal the Penalty runs to the scorers. See Law 2.13 (Signals).

41.17.2 Penalty runs shall be awarded in each case where the Laws require the award, up until the umpires leave the field at the end of the match, even if a result has already been achieved. See Law 16.6 (Winning hit or extras). Note that if the award of Penalty runs means that a result has no longer been achieved, the match continues.

Where more than one award of Penalty runs is required during the same delivery, the umpires shall award them in the order that the offences took place.

Note, however, that the restrictions on awarding Penalty runs, in Laws 23.3 (Leg byes not to be awarded), 25.7 (Restriction on the striker's runner), 28.3 (Protective helmets belonging to the fielding side) and 34.4 (Runs permitted from ball lawfully struck more than once) will apply.

41.17.3 When 5 Penalty runs are awarded to the batting side,

- they shall be scored as Penalty extras and shall be in addition to any other penalties.
- they are awarded when the ball is dead and shall not be regarded as runs scored from either the immediately preceding delivery or the immediately following delivery, and shall be in addition to any runs from those deliveries.
- the batters shall not change ends solely by reason of the 5-run penalty.

41.17.4 When 5 Penalty runs are awarded to the fielding side, 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.

41.17.5 When Penalty runs are awarded, except under Law 28.3 (Protective helmets belonging to the fielding side), the umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

41.17.6 Whether Penalty runs are awarded or not, if either umpire deems that any item of equipment used by any player is unfair or illegal, the umpires shall:

- if practicable, prevent the player from using the illegal or unfair equipment
- report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

LAW 42 PLAYERS' CONDUCT

42.1 Unacceptable conduct

42.1.1 The umpires shall act upon any unacceptable conduct. Four Levels of offence and the corresponding actions by the umpires are identified as Level 1, Level 2, Level 3 and Level 4 offences in 42.2 to 42.5.

42.1.2 If either umpire considers that the conduct of a player, at any time during the match, is unacceptable, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.

42.1.3 The umpire concerned shall report the matter to the other umpire and together they shall decide whether misconduct has occurred. If so, they shall determine into which of the Levels the conduct falls, as set out in 42.2 to 42.5 below, and then apply the related sanctions.

42.1.4 Any call of No ball or Wide before the offence shall stand.

42.1.5 For each Level 1 to 4, if the offence is by a batter, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this Law, the batters at the wicket may not deputise for their captain.

42.1.6 For each Level 1 to 4,

- Playing time shall be counted as lost from the call of Time to the call of Play, excluding intervals (Law 11) and suspensions of play (Law 2.8).
- the time for close of play on that day shall be extended by this length of time.
- if applicable, no overs shall be deducted during the Last hour of the match solely on account of this time.

42.2 Level 1 offences and action by umpires

42.2.1 Any of the following actions by a player shall constitute a Level 1 offence:

- wilfully mistreating any part of the cricket ground, equipment or implements used in the match
- showing dissent at an umpire's decision by word or action
- using language that, in the circumstances, is obscene, offensive or insulting
- making an obscene gesture
- appealing excessively
- advancing towards an umpire in an aggressive manner when appealing
- any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence.

42.2.2 If such an offence is committed, 42.2.2.1 to 42.2.2.6 shall be implemented as appropriate, according to whether or not it is the first offence at any Level.

42.2.2.1 The umpire shall call Time, if necessary.

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

42.2.2.3 If the Level 1 offence is the first offence, at any Level, by that team, the umpire shall

42.2.2.3.1 issue a first and final warning which shall apply to all members of the team for the remainder of the match.

42.2.2.3.2 warn the offending player's captain that any further Level 1 offence by any member of their team shall result in the award of 5 Penalty runs to the opposing team.

42.2.2.4 If the Level 1 offence follows an offence, at any Level, by that team, the umpire shall award 5 Penalty runs to the opposing team.

42.2.2.5 As soon as practicable the umpire shall call Play.

42.2.2.6 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

42.3 Level 2 offences and action by umpires

42.3.1 Any of the following actions by a player shall constitute a Level 2 offence:

- showing serious dissent at an umpire's decision by word or action
- making inappropriate and deliberate physical contact with another player
- throwing the ball at or near a player, umpire or another person in an inappropriate and dangerous manner
- using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a seriously insulting nature
- or any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence.

42.3.2 If such an offence is committed, 42.3.2.1 to 42.3.2.6 shall be implemented.

42.3.2.1 The umpire shall call Time, if necessary.

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

42.3.2.3 The umpire shall award 5 Penalty runs to the opposing team.

42.3.2.4 The umpire shall warn the offending player's captain that any future Level 1 offence by any member of their team shall result in the award of 5 Penalty runs to the opposing team.

42.3.2.5 As soon as practicable the Umpire shall call Play.

42.3.2.6 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

42.4 Level 3 offences and action by umpires

42.4.1 Either of the following actions by a player shall constitute a Level 3 offence:

- intimidating an umpire by language or gesture
- threatening to assault a player or any other person except an umpire. See 42.5.1.

42.4.2 If such an offence is committed, 42.4.2.1 to 42.4.2.5 shall be implemented.

42.4.2.1 The umpire shall call Time, if necessary.

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

42.4.2.3 The umpires shall direct the captain to remove the offending player immediately from the field of play for a period in accordance with the following:

42.4.2.3.1 In a match where the innings are not limited to a number of overs, the player shall be suspended from the field of play for 10 overs. Any balls remaining in the over in progress at the time of suspension shall not count towards the overs for which the player is suspended.

42.4.2.3.2 In a match where the innings are limited to a number of overs, the player shall be suspended for one fifth of the number of overs allocated to the current innings at its commencement. If, in calculating the length of the suspension, a part-over results, it shall be considered as a whole over. Any balls remaining in the over in progress at the time of suspension shall not count towards the overs for which the player is suspended.

42.4.2.3.3 If the offending player is a fielder, no substitute shall be allowed for that fielder. The offending player may return to the field of play after serving the period of suspension. Penalty time can neither accrue, nor be served, while a player is suspended.

42.4.2.3.4 If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall they bowl the next over.

42.4.2.3.5 If the offending player is a member of the batting side, who has not been dismissed, that player may bat or return to bat after having served the suspension, only at the fall of a wicket. If the offending player is suspended while batting, they shall be replaced by another member of their team. If no batter is available to bat during a batter's suspension, the innings is completed. If the offending player was suspended while batting and does not continue their innings for whatever reason, that batter is to be recorded as 'Retired – not out'.

42.4.2.3.6 If the offending player is a dismissed member of the batting side, the period of suspension will not commence until the start of the next innings. Furthermore, in

these circumstances, the offending player may not act as a runner during the innings in which they were suspended.

42.4.2.3.7 Warn the offending player's captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team.

42.4.2.3.8 Any overs remaining to be served from a suspension shall be carried forward to the next and subsequent innings of the match. A part over at the end of the innings shall not count towards the overs for which the player is suspended.

42.4.2.4 As soon as practicable, the umpire shall

- signal the Level 3 offence to the scorers
- award 5 Penalty runs to the opposing team
- call Play.

42.4.2.5 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

42.5 Level 4 offences and action by umpires

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

- threatening to assault an umpire
- making inappropriate and deliberate physical contact with an umpire

- physically assaulting a player or any other person
- committing any other act of violence.

42.5.2 If such an offence is committed, 42.5.2.1 to 42.5.2.5 shall be implemented.

42.5.2.1 The umpire shall call Time, if necessary.

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

42.5.2.3 The umpires shall direct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:

42.5.2.3.1 If the offending player is a fielder, no substitute shall be allowed for that fielder. The offending player to be recorded as 'Retired – out' at the commencement of any subsequent innings in which their team is the batting side.

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

42.5.2.3.3 If the offending player is a batter they should be recorded as 'Retired – out' in the current innings, unless previously dismissed under any of Laws 32 to 39, and at the commencement of any subsequent innings in which their team is the batting side. If no further batter is available to bat, the innings is completed.

42.5.2.3.4 Warn the offending player's captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team.

42.5.2.4 As soon as practicable, the umpire shall

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

42.5.2.5 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

42.6 Captain refusing to remove a player from the field

42.6.1 If a captain refuses to carry out an instruction under 42.4.2.3 or 42.5.2.3, the umpires shall invoke Law 16.3 (Umpires awarding a match).

42.6.2 If both captains refuse to carry out instructions under 42.4.2.3 or 42.5.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded as in Law 12.9 (Conclusion of match) and there shall be no result under Law 16 (The result).

42.7 Additional points relating to Level 3 and Level 4 offences

42.7.1 If a player, while acting as wicket-keeper, commits a Level 3 or Level 4 offence, Law 24.1.2 (Substitute fielders) shall not apply, meaning that only a nominated player may act as wicket-keeper, even if another fielder becomes injured or ill and is replaced by a substitute.

42.7.2 A nominated player who has a substitute or has a runner will suffer a penalty for any Level 3 or Level 4 offence committed by that substitute or by that runner.

42.7.2.1 When the offence is committed by a substitute, the nominated player and substitute will each suffer the penalty defined in 42.4.2.3 or in 42.5.2.3 as appropriate. Only the substitute and captain will be reported as in 42.4.2.5 or 42.5.2.5.

42.7.2.2 When the offence is committed by a runner, the batter who has the runner and the runner will each suffer the penalty defined in 42.4.2.3 or in 42.5.2.3 as appropriate. The penalty for a Level 4 offence (see 42.5.2.3) will apply to the runner for the remainder of the match, but in only the current innings to the batter for whom the runner acted. Only the runner and captain will be reported as in 42.4.2.5 or 42.5.2.5.

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

A.1 The match

A.1.1 **The game** is used in these Laws as a general term meaning the Game of Cricket.

A.1.2 **A match** is a single encounter (or contest) between two sides (or teams), played under the Laws of Cricket.

A.1.3 **The toss** is the toss for choice of innings.

A.1.4 **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.

A.1.5 **Before the match** is at any time before the toss, not restricted to the day on which the toss is to take place.

A.1.6 **During the match** is at any time after the toss until the conclusion of the match, whether play is in progress or not.

A.1.7 **Playing time** is any time between the call of Play and the call of Time. See Laws 12.1 (Call of Play) and 12.2 (Call of Time).

A.1.8 **Conduct of the match** includes any action relevant to the match at any time on any day of the match.

A.2 Implements and equipment

A.2.1 **Implements used in the match** are the bat, the ball, the stumps and bails.

A.2.2 **External protective equipment** is any visible item of apparel worn for protection against external blows.
For a batter, 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.2.3 **A protective helmet** is headwear made of hard material and designed to protect the head, neck and/or the face. For the purposes of interpreting these Laws of Cricket, such a description will include faceguards, grilles and neck guards.

A.2.4 **Equipment** - a batter's equipment is their bat as defined above, together with any external protective equipment worn by that batter.
A fielder's equipment is any external protective equipment that they are wearing.

A.2.5 **The bat** - the following are to be considered as part of the bat:

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

A.2.6 **Held in batter's hand** - contact between a batter's hand, or glove worn on their hand, and any part of the bat shall constitute the bat being held in that hand.

A.2.7 **Held in fielder's hand** - to be considered held in the fielder's hand or hands, the ball must be held with complete control in the fielder's palm or fingers, or in the palm or fingers of a wicket-keeper's glove.

A.2.8 **Complete control over the ball** means that, assuming no contact with any other person or object, the fielder could continue to hold the ball for as long as they choose, or to dispose of it wherever they choose.

A.3 The playing area

A.3.1 **The field of play** is the area contained within the boundary.

A.3.2 **The square** is a specially prepared area of the field of play within which the match pitch is situated.

A.3.3 **The outfield** is that part of the field of play between the square and the boundary.

A.4 Positioning

A.4.1 **Behind the popping crease** at one end of the pitch is that area of the field of play, including any other marking, objects and persons therein, that is on that side of the popping crease that does not include the creases at the opposite end of the pitch. **Behind,** in relation to any other marking, object or person, follows the same principle. See the diagram in A.13.

A.4.2 **In front of the popping crease** at one end of the pitch is that area of the field of play, including any other marking, objects and persons therein, that is on that side of the popping crease that includes the creases at the opposite end of the pitch. **In front of,** in relation to any other marking, object or person, follows the same principle. See the diagram in A.13.

A.4.3 **The striker's end** is the place where the striker stands to receive a delivery from the bowler only insofar as it identifies, independently of where the striker may subsequently move, one end of the pitch.

A.4.4 **The bowler's end** is the end from which the bowler delivers the ball. It is the other end of the pitch from the striker's end and identifies that end of the pitch that is not the striker's end as described in A.4.3.

A.4.5 **The wicket-keeper's end** is the same as the striker's end as described in A.4.3.

A.4.6 **In front of the line of the striker's wicket** is in the area of the field of play in front of the imaginary line joining the fronts of the stumps at the striker's end; this line to be considered extended in both directions to the boundary. See A.4.2.

A.4.7 **Behind the wicket** is in the area of the field of play behind the imaginary line joining the backs of the stumps at the appropriate end; this line to be considered extended in both directions to the boundary. See A.4.1.

A.4.8 **Behind the wicket-keeper** is behind the wicket at the striker's end, as defined above, but in line with both sets of stumps and further from the stumps than the wicket-keeper.

A.4.9 **Off side/on side** - see diagram in A.13

A.4.10 **Inside edge** is the edge on the same side as the nearer wicket.

A.5 Umpires

A.5.1 **Umpire** - where the description **the umpire** is used on its own, it always means 'the bowler's end umpire' though this full description is sometimes used for emphasis or clarity. Similarly **the umpires** always means

both umpires. **An umpire** and **umpires** are generalised terms. Otherwise, a fuller description indicates which one of the umpires is specifically intended. Each umpire will be bowler's end umpire and striker's end umpire in alternate overs.

A.5.2 **Bowler's end umpire** is the umpire who is standing at the bowler's end (see A.4.4) for the current delivery.

A.5.3 **Striker's end umpire** is the umpire who is standing at the striker's end (see A.4.3), to one side of the pitch or the other, depending on that umpire's choice, for the current delivery.

A.5.4 **Umpires together agree** applies to decisions which the umpires are to make jointly, independently of the players.

A.6 Batters

A.6.1 **Batting side** is the side currently batting, whether or not play is in progress.

A.6.2 **Member of the batting side** is one of the players nominated by the captain of the batting side, or any authorised replacement for such nominated player.

A.6.3 **The striker** is the batter who receives the ball delivered by the bowler.

A.6.4 **The non-striker** is the batter whose ground is at the bowler's end when the ball is delivered.

A.6.5 **A batter'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 batter.

A.6.6 **The batters have crossed,** while running between the wickets, only when the whole of one batter's person and bat have passed the whole of the other batter's person and bat.

A.6.7 **Original end** is the end where a batter was when the ball came into play for that delivery.

A.6.8 **Wicket they have left** is the wicket at the end where a batter was at the start of the run in progress.

A.6.8 **A batting position** is the position and posture adopted by the striker to receive a ball delivered by the bowler. **A normal batting position** is one from which a striker could be reasonably expected to defend their wicket.

A.6.10 For the purposes of these Laws, **waist height** is defined as the point at which the top of the batter's trousers would conventionally be when standing upright at the popping crease.

A.7 Fielders

A.7.1 **Fielding side** is the side currently fielding, whether or not play is in progress.

A.7.2 **Member of the fielding side** is one of the players nominated by the captain of the fielding side, or any authorised replacement or substitute for such nominated player.

A.7.3 **Fielder** is one of the 11 or fewer players who together represent the fielding side on the field of play. This definition includes not only both the bowler and the wicket-keeper but also nominated players who are legitimately on the field of play, together with players legitimately acting as substitutes for absent nominated players. It excludes any nominated player who is absent from the field of play, or who has been absent from the

field of play and who has not yet obtained the umpire's permission to return.

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

A.8 Substitutes, Replacements and Runners

A.8.1 **A Substitute** is a player who takes the place of a fielder on the field of play, but does not replace the player for whom they substitute on that side's list of nominated players. A substitute's activities are limited to fielding.

A.8.2 **A Replacement** is a player who takes the place of a nominated player and who, thereby, becomes a nominated player. A replacement's activities on the field of play are no more limited than those of any other nominated player.

A.8.3 **A Runner** is a nominated player who runs for another nominated player of their own side who is batting and is unable to run.

A.9 Bowlers

A.9.1 **Over the wicket/round the wicket** – if, as the bowler runs up between the wicket and the return crease, the wicket is on the same side as the bowler's bowling arm, that bowler is bowling over the wicket. If the return crease is on the same side as the bowler's bowling arm, the bowler is bowling round the wicket.

A.9.2 **Delivery swing** is the motion of the bowler's arm during which that bowler normally releases the ball for a delivery.

A.9.3 **Delivery stride** is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride. The stride after the delivery stride is completed when the next foot lands, i.e. when the back foot of the delivery stride lands again.

A.9.4 The **back foot** is the foot in the delivery stride that is the same side as the arm with which the bowler delivers the ball.

A.9.5 The **front foot** is the foot in the delivery stride that is the opposite side to the arm with which the bowler delivers the ball.

A.9.6 A bowler's foot **lands** at the moment some part of the foot first makes contact with the ground. Only the first point of contact with the ground is determined to be grounded at this point of landing.

A.10 The ball

A.10.1 **The ball is struck/strikes the ball** unless specifically defined otherwise, mean 'the ball is struck by the bat'/'strikes the ball with the bat'.

A.10.2 **Non-landing** describes a ball delivered by the bowler that reaches or passes the striker without having touched the ground.

A.11 Runs

A.11.1 **A run to be disallowed** is one that in Law should not have been taken. It is not only to be cancelled but the batters are to be returned to their original ends.

A.11.2 **A run not to be scored** is one that is not illegal, but is not recognised as a properly executed run. It is not a run that has been made, so the question of cancellation does not arise. The loss of the run so attempted is not a disallowance and the batters will not be returned to their original ends on that account.

A.12 The person

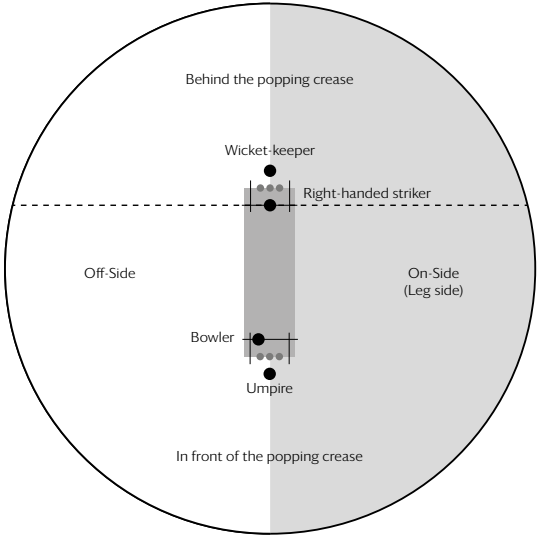
A.12.1 **Person**; A player's person is their physical person (flesh and blood) together with any clothing or legitimate external protective equipment that they are wearing except, in the case of a batter, their bat.
A hand, whether gloved or not, that is not holding the bat is part of the batter's person.
No item of clothing or equipment is part of the player's person unless it is attached to that player.
For a batter, a glove being held but not worn is part of their person.
For a fielder, an item of clothing or equipment held in their hand or hands is not part of their person.

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

"or wicket-keeper" removed - See A.2.7

A.12.3 **Hand** for batter shall include both the hand itself and the whole of a glove worn on the hand.

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



B.1 General guidance

B.1.1 Measurements - all provisions in sections B.2 to B.6 below are subject to the measurements and restrictions stated in the Law and this Appendix.

B.1.2 Adhesives - throughout, adhesives are permitted only where essential and only in minimal quantity.

B.1.3 Categories of bat - the specifications given below relate to Type A, B C and D bats unless specified otherwise.

B.2 Specifications for the handle

B.2.1 One end of the handle is inserted into a recess in the blade as a means of joining the handle and the blade. This lower portion is used purely for joining the blade and the handle together. It is not part of the blade but, solely in interpreting B.3 and B.4 below, references to the blade shall be considered to extend also to this lower portion of the handle where relevant.

B.2.2 The handle may be glued where necessary and bound with twine along the upper portion.
Providing Law 5.5 is not contravened, the upper portion may be covered with materials solely to provide a surface suitable for gripping. Such covering is an addition and is not part of the bat, except in relation to Law 5.6. The bottom of this grip should not extend below the point defined in B.2.4 below.
Twine binding and the covering grip may extend beyond the junction of the upper and lower portions of the handle, to cover part of the shoulders of the bat as defined in B.3.1.
No material may be placed on or inserted into the lower portion of the handle other than as permitted above together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.

B.2.3 Materials in handle - as a proportion of the total volume of the handle, materials other than cane, wood or twine are restricted to one-tenth for Types A and B and one-fifth for Type C and Type D. Such materials must not project more than 3.25 in/8.26 cm into the lower portion of the handle

B.2.4 Binding and covering of handle - the permitted continuation beyond the junction of the upper and lower portions of the handle is restricted to a maximum, measured along the length of the handle, of
2.5 in/6.35 cm in for the twine binding
2.75 in/6.99 cm for the covering grip.

B.3 Specifications for the blade

B.3.1 The blade has a face, a back, a toe, sides and shoulders

B.3.1.1 The face of the blade is its main striking surface and shall be flat or have a slight convex curve resulting from traditional pressing techniques. The back is the opposite surface.

B.3.1.2 The shoulders, sides and toe are the remaining surfaces, separating the face and the back.

B.3.1.3 The shoulders, one on each side of the handle, are along that portion of the blade between the first entry point of the handle and the point at which the blade first reaches its full width.

B.3.1.4 The toe is the surface opposite to the shoulders taken as a pair.

B.3.1.5 The sides, one each side of the blade, are along the rest of the blade, between the toe and the shoulders.

B.3.2 No material may be placed on or inserted into the blade other than as permitted in B.2.4, B.3.3, B.4.2, B.5 and Law 5.4 together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.

B.3.3 Covering the blade - Type A and Type B bats shall have no covering on the blade except as permitted in Law 5.4. Type C and Type D bats may have a cloth covering on the blade. This may be treated as specified in B.4 below.

The cloth covering permitted for Type C and D bats shall be of thickness not exceeding 0.012 in/0.3 mm before treatment as in B.4.1.

Any materials referred to above, in Law 5.4 and B.4 below, are to be considered as part of the bat, which must still pass through the gauge as defined in B.8.

B.4 Protection and repair

B.4.1 The surface of the blade may be treated with non-solid materials to improve resistance to moisture penetration and/or mask natural blemishes in the appearance of the wood. Save for the purpose of giving a homogeneous appearance by masking natural blemishes, such treatment shall not materially alter the colour of the blade.

B.4.2 Materials can be used for protection and repair as stated in Law 5.4 and are additional to the blade. Note however Law 5.6.

Any such material shall not extend over any part of the back of the blade except in the case of Law 5.4.1 and then only when it is applied as a continuous wrapping covering the damaged area.

The repair material shall not extend along the length of the blade more than 0.79 in/2.0 cm in each direction beyond the limits of the damaged area. Where used as a continuous binding, any overlapping shall not breach the maximum of 0.04 in/0.1 cm in total thickness.

The use of non-solid material which when dry forms a hard layer more than 0.004 in/0.01 cm in thickness is not permitted.

Additionally, for protection from damage, for Bat Types B, C and D, material may be inserted at the toe and/or along the sides, parallel to the face of the blade.

B.4.3 Permitted coverings, repair material and toe guards, not exceeding their specified thicknesses, may be additional to the dimensions above, but the bat must still pass through the gauge as described in B.8.

B.5 Toe and side inserts - the wood used must not be more than 0.35 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.

B.6 Commercial identifications - these identifications may not exceed 0.008 in/0.02 cm 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 where the bottom of the grip as defined in B.2.2 and B.2.4, would finish.

B.7 Type D Bats

Type D bats, as defined, shall comply with the size specifications and restrictions in Law 5 and this Appendix. The blade in addition may be

B.7.1 laminated but using only wood and with no more than three pieces, with one single piece as the face of the blade

B.7.2 coloured, providing Law 5.5 is not contravened.

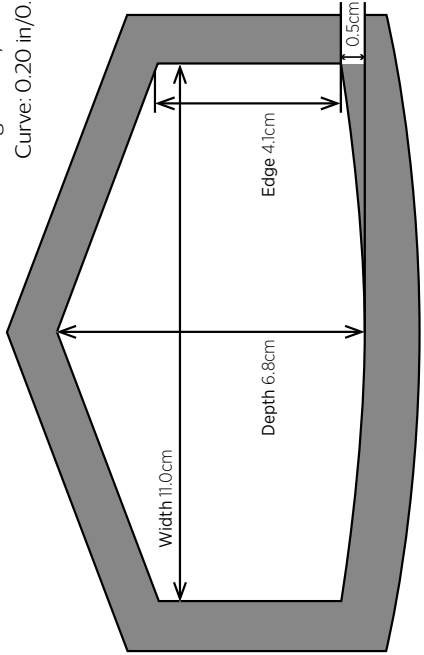
B.7.3 Type D bats may also have a cloth covering, material inserted at the toe and/or along the sides, parallel to the face of the blade, and a greater proportion of materials other than cane, wood or twine in the handle than Types A and B (see B.2.3).

B.8 Bat Gauge

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

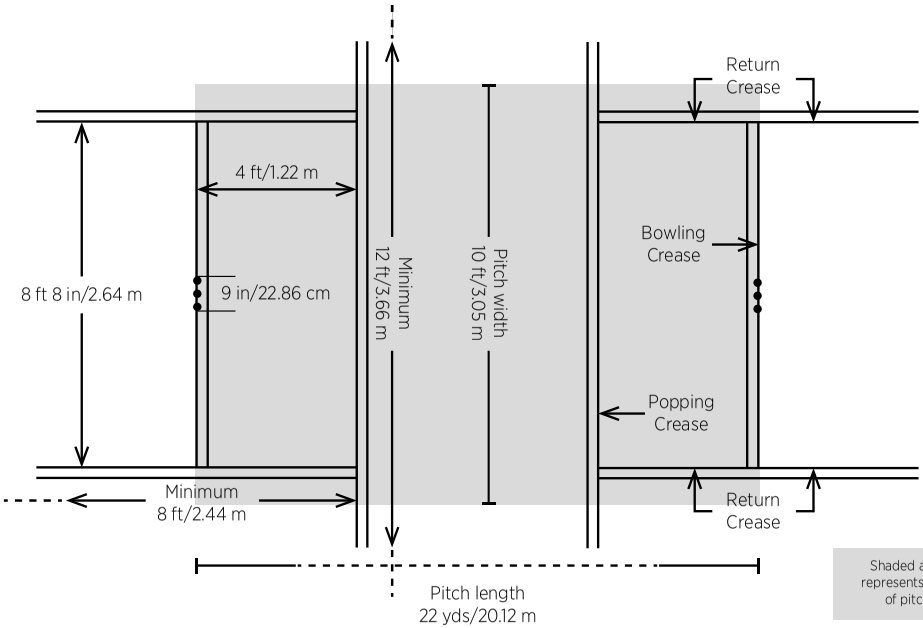
Bat Gauge Diagram (B.8)

Dimensions of aperture
Total depth: 2.68 in/6.8 cm
Width: 4.33 in/11.0 cm
Edge: 1.61 in/4.1 cm
Curve: 0.20 in/0.5 cm

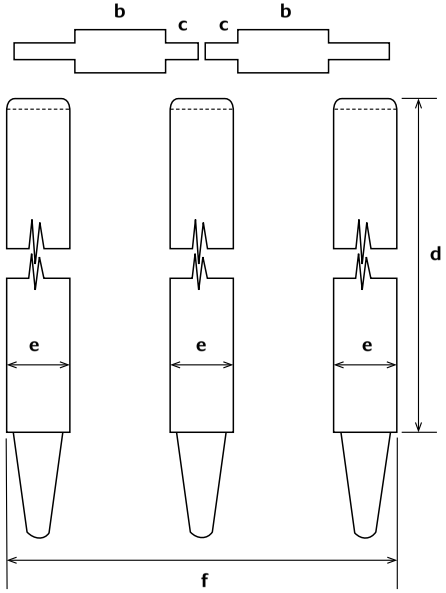


Note: The curve of the lower edge of the aperture is an arc of a circle of radius 12.0 in/30.5 cm, whose centre is on the vertical centre line of the aperture.

APPENDIX C LAWS 6 (THE PITCH) AND 7 (THE CREASES)



APPENDIX D LAW 8 (THE WICKETS)



Bails

For Senior Cricket

Overall: 4.31 in/10.95 cm

(a) 1.38 in/3.50 cm

(b) 2.13 in/5.40 cm

(c) 0.81 in/2.06 cm

Stumps

For Senior Cricket

(d) Height: 28 in/71.1 cm

(e) Diameter:

max. 1.5 in/3.81 cm

min. 1.38 in/3.50 cm

Overall width of wicket

(f) 9 in/22.86 cm

The above images show what is meant by:

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

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