



NEW ZEALAND
CRICKET

UMPIRES & SCORERS
ASSOCIATION



The Player Umpires Companion



NEW ZEALAND
CRICKET

Incorporating the MCC Laws of Cricket 2000 code - 4th edition 2010

The Player Umpires Companion

Published by



in association with the



**UMPIRES & SCORERS
ASSOCIATION**

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Incorporating the 2010 - 4th edition amendments to the MCC 2000 code of Cricket Laws

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The books available include:

An introduction to umpiring
Cricket Umpiring – Getting started
The Player Umpires Companion
The Umpires Companion
Cricket Scoring – the basics
Cricket Scoring – Getting started
The Scorers Companion
The Turf Managers Companion

The Laws of Cricket 2000 code – 4th edition 2010

These items are available from NZCUSA Regional Training Officers

Some of the above, and other items may be downloaded from the NZC Web-site
www.blackcaps.co.nz/content/grassroots/umpires-and-scorers/default.aspx

The *New Zealand Cricket Umpires & Scorers Association* is dedicated to the training of and assisting both umpires and scorers to become the best they can be.

As we study and practice to reach our full potential and by taking the time to learn the Laws, our pleasures help create the history of the game that benefits players, coaches and spectators alike.

The type of people we seek as members, are compassionate, dedicated and level-headed, willing to put in that effort.

Only through dedication to one's vocation, can anyone expect to achieve the recognition they deserve. If our publications provide that, then your time spent in reading them cannot be considered wasted.

New Zealand Cricket and the Board of the *New Zealand Cricket Umpires & Scorers Association*, acknowledges and thanks Graeme Lowrie of Timaru for his dedication over many years producing the training resources that makes New Zealand a world leader in the field.

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Foreword

When youngsters first start playing cricket, they discover there is so much to learn. As we get older, and wiser, we too discover that our learning never stops.

In the world of cricket, the Marylebone Cricket Club (MCC) in England, hold the world-wide copyright to the Laws.

Over the centuries, The Laws of Cricket have been subject to numerous amendments; this edition incorporates the 2010 - 4th edition amendments to the 2000 code.

New Zealand, along with many other countries and regions are affiliated to the International Cricket Council (ICC). Each member of the ICC is the custodian of the Laws within its own borders & territories and all are permitted to vary the Laws by way of Regulations or Playing Conditions to suit their own competitions. This means that most matches, including Test matches, are played under Regulations that vary the Laws.

All cricket played in New Zealand is administered by local cricket associations under the guidance of **New Zealand Cricket**. This ensures a consistency of Law interpretations.

Many local matches are played under agreements made between captains, before the toss. The scorers must ensure they are made aware of these agreements, as they can often affect their duties.

In all cases, if match regulations are silent on any matter, Cricket Law prevails.

This book, The Player Umpires Companion, has been produced to assist umpires towards the **Level 2** umpire Certificate examinations. It goes into more detail than Cricket Umpiring – Getting started, but not to the standards expected of **Level 3** umpires.

Having assimilated the contents, readers may seek more information, perhaps towards becoming a qualified umpire. The *New Zealand Cricket Umpires & Scorers Association* has published several training manuals designed to assist umpires and scorers, who like all players, wish to become just the best they can.

For those umpires who wish to develop their skills further, there is available The Umpires Companion that leads to the **Level 3** and **Level 4** examinations of the *New Zealand Cricket Umpires & Scorers Association*.

There are many people, who, for various reasons, are unable to take their place on the field, either as a player or as an umpire. If you, the reader, have an interest in umpiring or scoring, what better way of being involved in the game could there be for you to be part of the third team in a match?

Throughout the world there are skilled training officers attached to their local umpires and scorers association, all willing to help explain those situations that inevitably happen.

GWL

Be ready for every ball of the match

Never be watching without seeing

Never be listening without hearing

Never be concentrating without taking it all in

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Level 1 Umpire syllabus

Required study

Cricket Umpiring – getting started

Competency At **Level 1**, umpires are expected to be competent to officiate in Junior grade club cricket as an umpire in which they may be playing.

Module 1.1	(56 slides)
Introduction	Spirit of cricket; Terminology; Field-of-play; Square; Pitch; Creases; Wickets
Pre-match duties	Arrival; Inspect boundary, creases & wickets, Nomination of players; Protecting young bodies; Conference with captains, hours of play including intervals
Pre play duties	Practice on the field; Mode of delivery; Taking guard; Which side to move
Umpire signals	Start of Play, Dead-ball, No-ball, Wide, Short runs, Byes & Leg-byes; Boundaries, Revoke, Out
Batsman's ground	Which; The wicket is down; How to break the wicket
Start of play	Umpires' duties prior to the call of PLAY
Cessation of play	Call of TIME; When; Who makes the call; Lifting of bails
Dead-ball	When does the ball come into play; When does the ball become dead automatically; When must an umpire call & signal DEAD-BALL
Code of Conduct	Guidelines
Obtaining a result	Declaring a result; Runs, Wickets, Tie, Draw
Module 1.2	(42 slides)
Extras	No-ball foot faults; Defining a Wide
Dismissals	Bowled, Caught, LBW, Run-out, Stumped, Which umpire has jurisdiction; Possible off a No-ball or Wide; Brief summary of other methods
Fair & unfair play	Protected area; Illegal fielding; Ball contacting helmet on the ground; Dangerous & unfair bowling, Beamers & Bouncers
Scorers' duties	Umpires responsible; Accept; Obey; Record runs, wicket & overs bowled
Examination	A written or oral examination; 80% pass mark required

Level 2 Umpire syllabus

Required study

Player Umpire's Companion

Cricket Scoring – getting started

Competency

At **Level 2**, umpires are expected to be competent to officiate in High school grade cricket as an umpire in matches in which they may be playing.

Module 2.1

(63 slides)

Introduction

Syllabus; Terminology; Player-Umpires Companion; Cricket Law; Umpires should know; Spirit of cricket; Protecting young bodies

Pre-match duties

Syllabus; Terminology; Player-Umpires Companion; Cricket Law; Umpires should know; Spirit of cricket

Artificial pitches

The turf verge; No return crease; No-ball or Wide; Wickets used; Foot-wear; Regulations or agreement with captains

The bat

Size & width; When held by a batsman

Umpires

Where to stand, bowler's end, striker's end

Dead-ball

Automatically; Umpire to call & signal.

Unfair play

The ball; The batsmen; The wicket-keeper; Illegal fielding; Fielder moving; Obstruction & Distraction of a batsman; Time-wasting

Module 2.2

(56 slides)

Mode of delivery

Balls of the over; Under-arm bowling; Definition of a fair delivery

The wicket is down

Thrown; The right & wrong way to break the stumps; Remaking the wicket; Dispensing with bails

Boundaries

Examples; Sight-screen; Over-throws

A batsman innings

Starts; Stops

A batsman's ground

Out of his ground; batsman with a runner

Module 2.3

(56 slides)

Out or Dismissed

Bowled; Timed-out; Caught; Handled the ball; Hit the ball twice; Hit-wicket; Obstructing the field; Obstructing a catch; LBW

A batsman retiring

Batsman retires; Resumes his innings

Fielder leaving the field

Informing the umpires; His return; Consent required

Limited over matches

Field markings; Fielding restrictions; Bowling restrictions

Techniques

Umpiring Techniques; Why do you want to umpire; Enjoying the game; Integrity; Criticisms & Compliments; Decisions; Answering questions; Switching up & down; Concentration; Conflict situations

Scoring

Cricket Scoring - getting started; What the laws require of scorers; Solo scorers; Do's & don'ts; Scoring symbols

Examination

A written examination; 80% pass mark required

All involved in cricket want umpires to get their decisions right most of the time, hence the high pass marks required in the NZCUSA examinations.

ATTRIBUTES of umpires & scorers

What are the attributes of a good umpire and a good scorer?

This list may provide your answers.

A **Attention** to detail and a good **attitude** towards players are the principle requirement of every umpire and scorer. Scorers must be **accurate** as they record the events of a match in the scorebook.

T During a match, umpires will be subject to scrutiny of their on-field decisions. Scorers have their pressure too. An even **temperament** is essential.

T A **tidy** appearance. When they arrive at a match venue and during the day, umpires must always look the part. A **tidy** appearance suggests a **tidy** mind. Scorers must maintain a **tidy** scorebook free from errors.

R Personal **respect** for oneself and for others. The ability to have instant **recall** of the Laws and of the Regulations. Without **respect**, our participation is meaningless.

I **Intelligence** and **integrity**. These two epitomise the highest ideals that every individual should have. Without them an umpire will never command the respect of cricketers.

B A healthy and fit **body**. The rigors of umpiring and scoring can be demanding. An easily maintained walking programme will keep you mentally and physically fit.

U The ability to make **unbiased** decisions irrespective of who the players or the teams are. The word **umpire** freely translated from the Latin *Nompere* means *Man above all*.

T As most cricket matches are played to **time**, **time** keeping becomes an important element to a match. Umpires must have the ability to mentally **turn-on** & **turn-off** throughout the day.

E Good **eyesight** is imperative with or without spectacles. **Enthusiasm** for our sport and **enthusiasm** to do just the best you can and the will to pass **examinations** that will lead to higher honours.

S **Study** of the Laws and Regulations will, in time, become part of your everyday thinking. The ability to handle the **stresses** of the day. The ability to work with the **scorers**, without whom the result would never be known.

These are the same attributes of every good citizen.

Part 1 – Introduction

Before play starts

A few things often overlooked, are listed here:

- Are you ready for a day's cricket? Your kit, not just your bat, gloves, pads etc but your own person clothing.
- Are your whites clean? Ensure this is done the evening before the match. A clean, tidy player often has a clean tidy mind, uncluttered, ready for the day ahead.
- Take the time to read **The Spirit of Cricket**, on page 16. It will help ensure you have a good day on the field.

- Who is going to score the match? If it is likely to be yourself, make sure you have fine tip pens or pencils and of course, the scorebook.
- Arrive early having had a good breakfast. If you have to rush, you are bound to forget something and this may be on your mind instead of the cricket ahead.

The captains must toss for innings **in the presence of one of the umpires** (15 – 30 minutes before the agreed start time) that is inside the boundary, not necessarily on the pitch itself. **The winner must inform his opponent and the umpires of his decision to bat or field immediately.**

If play is delayed because of weather or light, these provisions can be delayed.

If there are Official umpires they will:

- Check the pitch & pitch markings.
- Check that the wickets are properly pitched.
- Check the boundary.
- Ask for a list of each team list – more or less than eleven if agreed and ensure the scorers have a copy.
- Discuss with you all relevant matters about the match.
- Take possession of the match balls.

If there are no Official umpires, captains have some extra duties.

- Check the pitch & pitch markings.
- Check the boundaries & markings.
- Ensure the wickets are properly pitched.
- Discuss the hours of play etc.
- Before the toss, give your opposing captain a list of your players.

Remember that cricket is a sport played first and foremost for pleasure. Do all you can to make it an enjoyable, if competitive day for all.

If you are the host team, be good hosts.

Captain's check-list

Before the match

- Read the Spirit of Cricket. Captains are responsible for the conduct of their team.
- No practice is permitted on the square. An offending bowler can be suspended for up to one hour.
- Nominate the team in writing to the umpires before the toss.
- Toss for innings on the field 15 – 30 minutes before play is scheduled to start; the winner must inform his opponent of his intentions to bat or field first, **immediately**.
- Umpires must approve and take possession of the match balls.
- After the toss the umpires are in charge of the pitch & outfield.

During the match

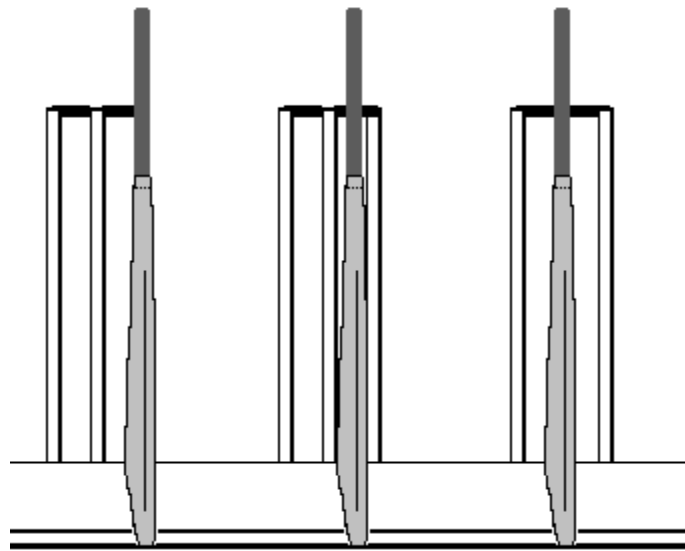
- Players must inform the umpires before leaving or returning to the field. Changing items of clothing on the field is prohibited.
- Runners must wear similar external protective gear and carry a bat.
- The umpires are the final arbiters of Ground, Weather & Light.
- The umpires are the sole judges of Fair & Unfair play.
- The umpires are required to consult whenever necessary.
- Scorers must promptly acknowledge each separate signal.
- The umpires take possession of the match ball on the fall of a wicket and at each interval.
- Intervals are of agreed length, irrespective of when the interval started.
- A captain may forfeit either innings.
- The boundary is the inner edge of the line closest to the pitch or the base line of any building or fence.
- Once a result has been reached in an agreed one-innings match, the match cannot be extended to a further result.
- Wides are tighter than previously - a ball above head-height. NO-BALL.
- A delivery bouncing more than twice or rolling along the pitch. NO-BALL.
- A delivery stopping in front of the striker. - Free-hit is not permitted. DEAD-BALL / NO-BALL.
- The penalty for No-balls & Wides is 1 run **plus** any runs scored otherwise.
- Batsmen cannot be dismissed without an Appeal.
- Incoming batsman must be **ready to play** within 3 minutes of a dismissal or be dismissed Timed-out.
- Fielders are not permitted to wear gloves or external protection.
- Wicket-keeper's gloves must conform to the Laws.

After the match

- The Result cannot be overturned after the match has concluded, even if a mistake is found in the score-sheets.

Remember to thank the umpires & scorers for their role in your match.

Taking guard



Leg-stump

Two legs, or
middle & leg

Middle stump

These are three normal guard positions for a right-handed striker.
These are reversed for a left-handed striker.

These guard positions apply to a right-handed striker and should be reversed for a left-handed batsman.

When looking at the stumps from the bowler's end, they are named as follows:

Left-stump	Off-stump
Middle-stump	Middle-stump
Right-stump	Leg-stump

The position between stumps are:

Off and middle stump	Middle and Off
Leg and middle stump	Two legs

On occasions a striker will hold the bat flat across the stumps.

The three most commonly used guard positions shown above are:

- Middle-stump.
- Two-legs or Middle & leg.
- Leg-stump or One-leg.

Players should politely ask the bowler's end umpire for Guard.

Use the toe of the bat as the mark point on the popping crease; then confirm the mark.

Do not do so again unless the mark is obliterated.

Repetition is time wasting and irritating to all participants.

Law 3.14 - Umpire's signals



DEAD-BALL
Signalled when the ball is in-play or dead



NO-BALL
Signalled when the ball is in-play



Bye
Signalled when the ball is dead
PLAY
Signalled when play is about to start



Boundary 4
Signalled when the ball is dead



5 runs
Signalled when the ball is dead
Not penalties



WIDE
Signalled when the ball is in-play or dead



*** Out ***
Signalled when the ball is in-play or dead



SHORT-RUN/s
Signalled when the ball is dead



Boundary 6
Signalled when the ball is dead



5 Penalty runs to the batting side
Signalled when the ball is dead



Leg-bye
Signalled when the ball is dead



LAST-HOUR
Signalled when the ball is dead



New ball
Signalled when the ball is dead



Revoke
Signalled when the ball is dead to cancel all previous signals



5 Penalty runs to the fielding side
Signalled when the ball is dead

Umpires must signal events in the order they occurred – Penalty run signals precede all others. CAPITALISED signals are made first with a CALL for the players' benefit, then when the ball is dead, with the exception of Out, **the bowler's end umpire must re-signal to the scorers** Underlined signals do not apply in Limited-over matches

The bowler's end umpire must wait until **the scorers acknowledge each separate signal** before permitting play to proceed

If on appeal, a batsman is Not-out the umpire shall call NOT-OUT

The shaking of the head to signify Not-out, is **not** a requirement of Law

Part 2 – The Laws

This section should be read in conjunction with the Laws of Cricket

The Spirit of Cricket

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the Spirit of the Game. Any action, which is seen to abuse this spirit, causes injury to the game itself.

The major responsibility for ensuring the spirit of fair play rests with the captains.

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

Responsibility of captain

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

Players' conduct

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

2. **Fair and Unfair play**

According to the Laws the umpires are the sole judges of Fair and Unfair play.

The umpires may intervene at any time, and it is the responsibility of the captain to take action where required.

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

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

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

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

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

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

6. **Violence**

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

7. **Players**

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

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

Batsman retiring

A batsman may retire at any time provided the ball is dead. He must give his reason to the bowler's end umpire. He may return to continue his innings on another retirement or on the fall of another wicket, provided:

If the reason was for sickness or injury - no consent is necessary.

If for any other reason; the opposing captain must consent.

Fielder returning without permission

If a fielder returns to the field without consent and comes in contact with the ball in-play, the ball becomes automatically dead, the runs completed are scored including a NO-BALL or WIDE (if applicable) and 5 Penalty runs must be awarded to the batting side. This is a Reportable offence.

Law 3 The umpires

The Laws require two umpires to be appointed to a match and act completely impartially.

Sometimes, players must act as umpires, usually when their team is batting. If so, during this time, they must be completely impartial.

Before the toss, the umpires are required to discuss with the captains any matter relating to the conduct of the match. This could be the hours of play, intervals for Drinks, Lunch etc.

The umpires must inspect the match balls, the external visible requirements of all bats, and the stumps. **At least one of the umpires must supervise the toss.**

The umpires must ensure the field markings and wickets are correct, and the implements used (balls, bats, stumps & bails and wicket-keepers' gloves) conform to the Laws and take possession of the balls during each interval and on the fall of each wicket.

During each interval the umpires should consult with the scorers on relevant matters.

The umpires are the sole judges of Fair & Unfair play and make all final decisions relating to Ground, Weather & Light. They may suspend play only if conditions are dangerous or unreasonable. Conditions should not be regarded as dangerous or unreasonable merely because they are not ideal. (Light is no longer offered to the batsmen).

With the exception of the signal, Out; the bowler's end umpire must repeat all signals to the scorers when the ball is dead.

All signals are to be made by the bowler's end umpire except that for **Short run**, which may be signalled by the striker's end umpire. However, the bowler's end umpire must assume responsibility both for the final signal of Short run to the scorers followed by a signal informing them as to the **number of runs to be recorded**.

Example: The batsmen ran 3 – one run was short – Signal 2 runs to be scored.

The umpires are the **final arbiters** of the correctness of the score, and if necessary can call the players back on the field if a mistake is found after stumps (and before TIME).

With the sole exception of Penalty runs, all signals to scorers must be made in the order of events. See page 13.



Law 4 The scorers

The Laws require two scorers to be appointed to a match. Often this is not possible and players must score for their team and for their opponents. Players should have in their kit, fine tip pens or pencils etc suitable for the purpose.

Scorers must accept all instructions given by an umpire and promptly acknowledge each separate signal made by an umpire.

Scorers must consult with the umpires whenever required, usually when they leave the field.

The implements of cricket

Before a match starts the umpires are required to inspect the balls to be used, all the bats, the stumps & bails, and the wicket-keepers' gloves. Law 3.6

Law 5 The ball

The Laws specify the dimensions etc of the ball; this is principally for the benefit of manufacturers.

The umpires (captains - if there are no official umpires) must approve the match balls before play.

The balls remain in the umpires' possession during each interval and at the fall of each wicket.

In a match of more than one-day, the fielding captain may take a new ball after that country's prescribed **minimum** number of overs have been bowled with the old one (but not less than 75 overs).

The umpires are permitted to replace a ball if it becomes lost or unsuitable for play. The replacement ball must be of comparative use.

NZC requires that a **minimum** of 80 overs must be bowled with an old ball before a replacement may be made.

Law 6 The bat

The Laws specify the dimensions etc of the bat; this is principally for the benefit of manufacturers. If a bat is made by a reputable manufacturer, it will comply.

Bats are required to be graded, Type A, B & C. Type A may be used at any levels; Type B & C bats may be used only as determined by the Governing body for their particular competition.

Governing bodies may exempt the use of ungraded bats until the end of their natural life.

The blade of the bat must be made solely of wood and may have a protective covering. The covering must be less than 1.5 mm thick and not be of a material that could cause damage to the ball.

Cloth tape used to repair/protect the blade is only permitted on Type C bats.

During play, should a bat break and part break his stumps, the striker can be dismissed.

The umpires should try to inspect a broken bat to ascertain if it contains any illegal materials. If either umpire suspects this could be the case, a Report should be furnished to the Governing body.

The hand or glove of the batsman is considered part of the bat provided it is contact with the bat.



Law 7 The pitch

The selection of the pitch (and outfield) vests with the Ground authority.

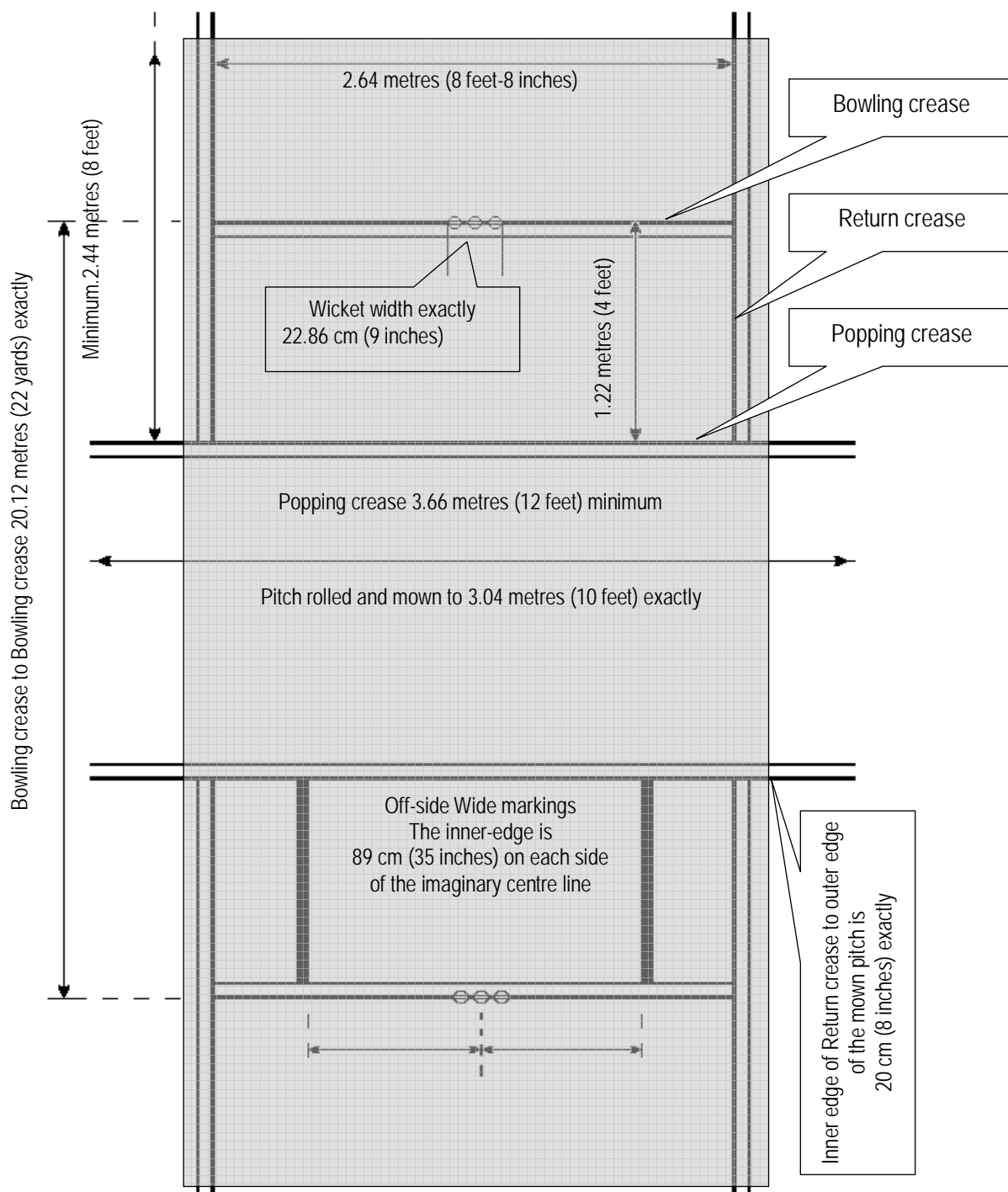
The Laws detail the pitch dimensions.

The umpires are the final arbiters of the fitness of the pitch for play (if no official umpires, the captains must assume and share this responsibility) – they must agree. If they cannot, if play is in progress it shall continue, if not, play will not start.

After the match has actually started, the pitch can be changed provided the umpires consider it unsuitable or dangerous for play, but only with the consent of both captains. A changed pitch must be within the pre-agreed boundaries.

The Laws define the requirements of artificial pitches. See Page 52

Turf pitch dimensions



Off-side wide markings

The off-side wide markings shown at the bottom half of this picture applies in **Limited-over matches**.

The inside edge of each of each line must be 43.2 cm (17 inches) inside each Return crease marking - or 89 cm (35 inches) from an imaginary centre-line.

Law 8 The wickets

The Laws specify the dimensions etc of the wickets; this is principally for the benefit of manufacturers. The wickets and bails must be made of wood.

The actual pitching of the wickets and their final measurements is critical (see below).

In adverse weather conditions the umpires can agree to dispense with the bails (at both ends) however they must replace them as soon as conditions permit.

On occasions, groundsmen pitch the wickets, however most umpires (or teams) are required to do so themselves.

When pitched a ball must not be able to pass between the stumps.

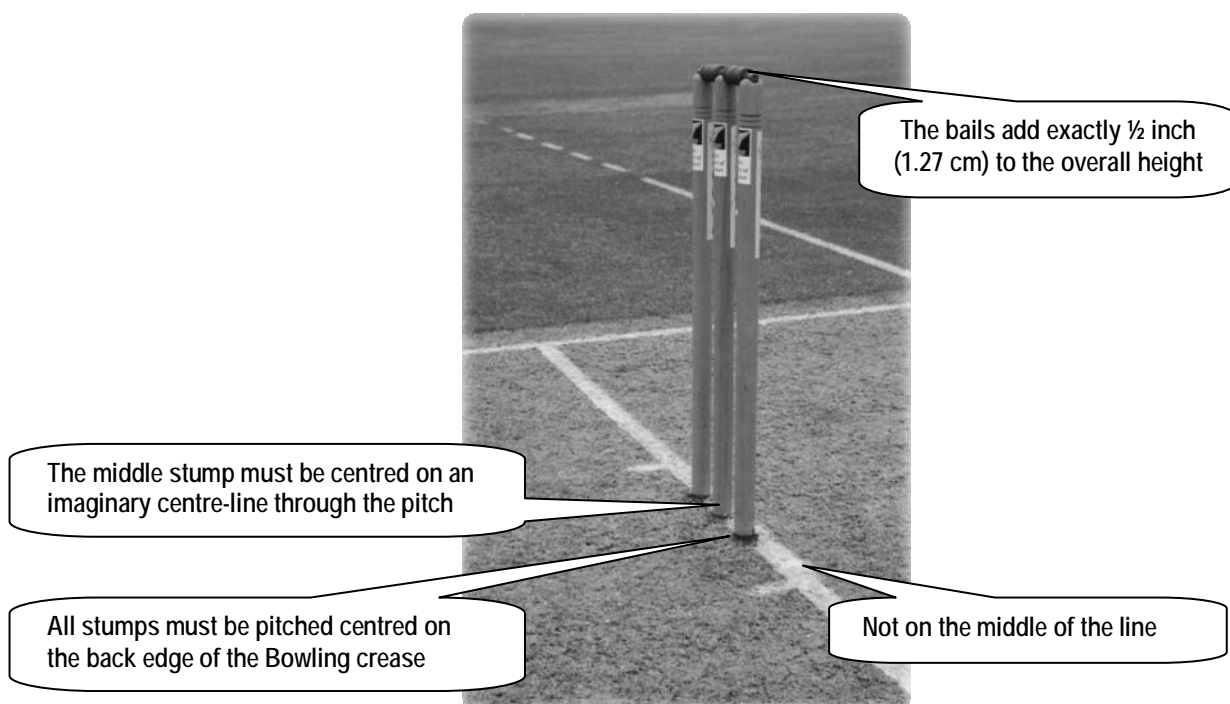
The wickets are pitched, with the middle stump centred on an imaginary centre line through the pitch, on the centre of the **back edge** of the Bowling crease - that is, where the edge of the painted marking is closest to the umpire.

When in place, the wickets must be exactly:

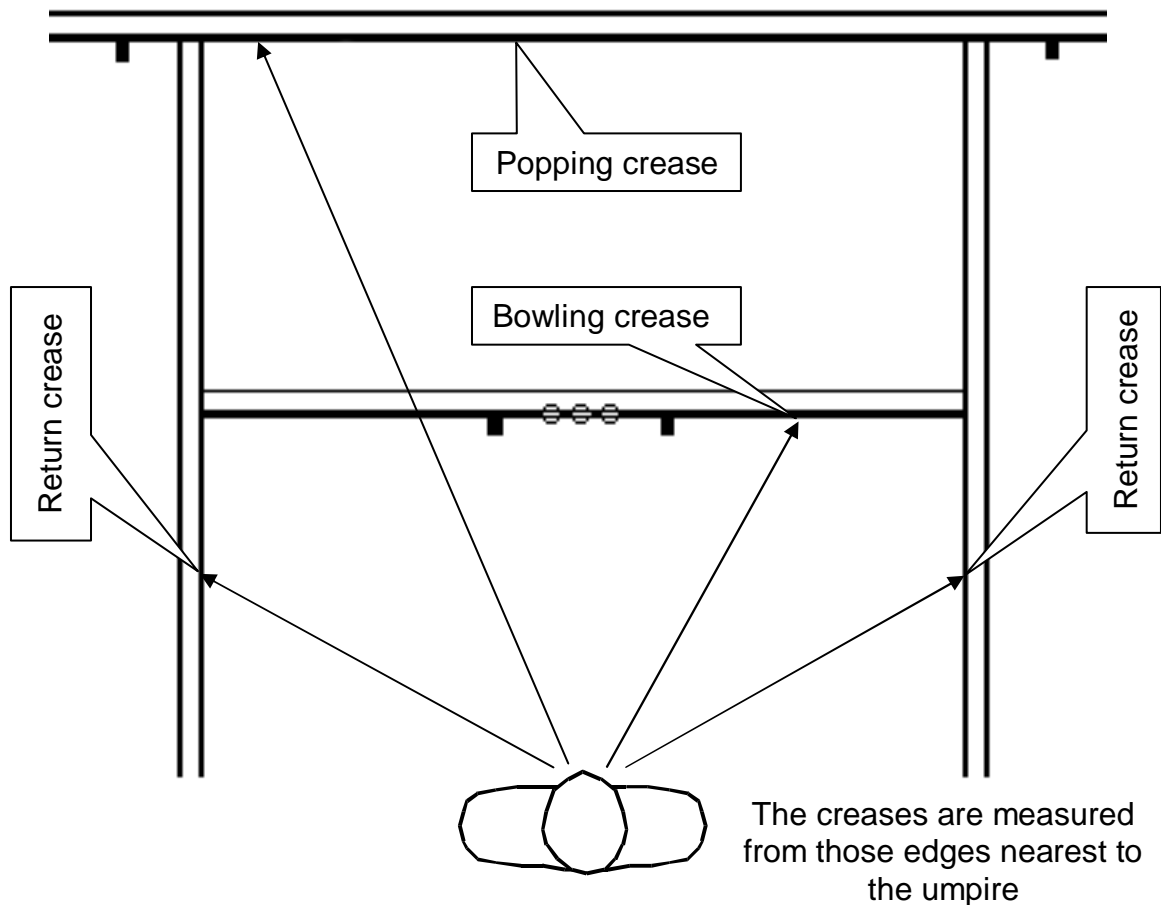
9 inches (22.86 cm) wide, and ...

28 ½ inches (72.4 cm) high with the bails fitted; that is ...

28 inches (71.1 cm) high without the bails fitted



Law 9 The creases



Notes

Creases lines shall be marked in white; lines 20–25 mm wide

The actual measurements are the edges of the markings closest to where the umpire stands.

Bowling crease to Popping crease = Exactly 1.22 metres (4 feet)

Return crease to Return crease = Exactly 2.64 metres (8 feet 8 ins)

Return crease overall length = Minimum of 2.44 metres (8 feet)
3 - 4 metres is ideal

Pitch length measured from the back edge of the **Bowling crease** to the **Bowling crease** at the other end of the pitch exactly 20.12 metres (22 yards)

Just as the **Boundary line** is the inner edge of the boundary line closest to the umpire, the actual line of each crease is **the edge of that line closest to the umpire**.

The Popping crease

This crease is often incorrectly called the Batting crease. A batsman can be dismissed if he does not have some part of **his bat in hand** (or person) **grounded behind** the Popping crease. That is **the edge of the line closest to the umpire**.

The crease must measure 1.83 metres (6 feet) from each side of the imaginary centre line joining the middle stumps at each end, and is 1.22 metres (4 feet) in front of the Bowling crease.

The Bowling crease

This crease is now redundant and is used solely to position the stumps. Note that the stumps are placed on the **back edge** of the crease closest to the umpire.

The Return creases

These creases relate solely to bowling.

The crease must be marked 1.22 metres (4 feet) on each side of the imaginary centre line and they extend back away from the centre of the pitch 1.22 metres (4 feet) from the Bowling crease.

Law 10 Preparation & maintenance of the playing area

Rolling

During a match, rolling is limited to 7 minutes.

Rolling after the toss (before the first innings commences) is only permitted if play has been delayed and if the umpires agree that the pitch condition has deteriorated since the scheduled start time.

Rolling is permitted between innings and at the start of each day's play.

If the pitch is rolled before the start of a day's play, it must be completed no later than 30 minutes before the time to start play.

If there is insufficient time for rolling (between innings and before play is scheduled to restart), the time lost for that rolling must be taken out of the balance of the normal playing time.

If there is a choice of rollers available, the batting captain has that choice.

Sweeping

The pitch shall be swept (to remove debris) before rolling.

It shall be completed no later than 30 minutes before the time to start play; between innings; during intervals for meals.

Sweeping is not permitted if the umpires consider it detrimental to the pitch, in which case debris shall be lifted by hand.



Mowing

Prior to the toss, all responsibility for mowing vests with the Ground authority. All subsequent mowing is under the jurisdiction of the umpires and subject to weather conditions.

The pitch must be mowed daily before play and shall be completed no later than 30 minutes before the time to start play.

The outfield must be mowed daily before play and shall be completed no later than 15 minutes before the time to start play.



Watering

Watering the pitch on any day during a match is prohibited.

Remarking creases

The pitch creases shall be re-marked (if necessary) at every opportunity while the players are off the field.

Repair of foot-holes

During a match of more than one-day, wherever possible bowler foot-holes shall be dried, repaired and filled using turf or quick-sealing fillings.

During play, sawdust may be used.



Law 11 Covering the pitch

Before the match, the Ground authority may cover the **entire pitch area**.

During the match on any scheduled days play and in inclement weather, (unless the Regulations state otherwise) **only the bowler's run-ups may be covered** up to 1.52 metres (5 feet) in front of the Popping crease.

The covers must be removed as soon as possible in the morning or during the day to enable play to start or resume promptly.

This provision is often superseded by Local regulations.



Conditions of play

Law 12 The innings

By agreement, a match can be played as either a two-innings match or a single-innings match.

A single innings match cannot be extended after that agreement.

Either innings can be of an agreed duration of time or overs.

Any such agreement shall apply to both teams.

The above is usually superseded by Regulations.

Unless there is a Forfeiture of an innings or a Follow-on, both teams shall bat alternatively.

An innings is complete if the batting team is:

All-out, or

There are further balls to be bowled but no batsman available to come in, or

The Batting captain Declares his innings closed, or

Either captain Forfeits an innings, or

The agreed number of overs has been reached, or

Time has been reached.

The toss for innings

The captains shall **toss for innings on the field of play** no earlier than 30 minutes and no later than 15 minutes before the scheduled or rescheduled time for play **in the presence of one of the umpires.**

The winner of the toss must inform the loser of the decision to bat or bowl **immediately.**

Once communicated that decision cannot be changed.

Law 13 The Follow-on

If the team that batted first has a lead of more than the runs listed below, when the team batting second has closed its innings, the first captain may ask (instruct) their opponents to Follow-on their innings and bat again.

The lead must be:

In a one-day match..... 75 runs

In a two-day match 100 runs

In a three or four-day match . 150 runs

In a five-day match 200 runs

The Fielding captain must inform the Batting captain and the umpires in time to permit any sweeping & rolling of the pitch.

If the first day's play is lost and no play takes place at all, the duration of the match is reduced by one day. If there is no play on the first two days of a match, the duration of the match is reduced by two days etc.

If play has taken place on the first day (no matter how little), then the duration of the match is unchanged.

A question often asked: *“How many runs do we need to score to avoid the Follow-on?”*

Take Team 1's score, subtract the Follow-on figure (above), and then add 1 run.

Penalty runs, if awarded after the conclusion of an innings, cannot affect the Follow-on. All declarations are made in good faith, if Penalty runs are added after the conclusion of the innings, it is immaterial.

Law 14 Declaration & Forfeitures

The captain of the side batting may declare an innings closed, when the ball is dead, at any time during the innings. If there has not been any play, the innings is Forfeited.

In a two-innings match, either captain may Forfeit an innings. A Forfeited innings is a completed innings.

The captain making the decision must do so in time to permit any sweeping & rolling.

In a single-innings match, Regulations may prevent a captain from Declaring his innings closed.

All declarations are made in good faith. If Penalty runs are added after the conclusion of the innings it is immaterial, and cannot affect the Follow-on.

Law 15 Intervals

Before the toss, the playing time must be agreed including any intervals.

The following are scheduled intervals; the normal times are:

Lunch40 minutes

Tea20 minutes

Drinks breaks5 minutes

Change of innings..... 10 minutes

Over-night

Any other interval agreed before the toss

During an interval the playing time ceases - that is, the clock stops for the calculation of innings minutes.

In a single-innings match, the agreed time for Tea can be varied to take place at the conclusion of the first innings.

The duration for Drinks shall be as short as possible **but no more than 5 minutes**. Drinks cannot be taken during the Last-hour of a match.

If an innings closes or there is a Declaration within 10 minutes of the close of play, play shall cease for the day.

If a captain Declares or Forfeits his innings during Lunch or Tea, and this does not permit sufficient time for sweeping or rolling, the additional time required shall be taken out of the day's playing time.

Provided **playing time has been lost** both captains and the umpires can agree to change the time for Lunch or Tea.

If an innings ends **within 10 minutes of Lunch**, the interval shall be taken immediately and **shall include the time for the change of innings**.

If an innings ends **within 30 minutes of Tea**, the interval shall be taken immediately and **shall include the time for the change of innings**.

Both captains can agree to forgo Tea, at any time during the session of play immediately preceding Tea. They must inform the umpires who will inform the scorers (however, many Regulations prohibit this).

9 wickets down

If 9 wickets are down at the time for Tea, the interval shall be delayed for 30 minutes **or** until the 10th wicket falls.

If a batsman has retired during that innings, because he may resume his innings, in this instance, his retirement should not be taken as the equivalent of the fall of a wicket.

If there are any changes to the times for intervals, the scorers must be informed.

Law 16 Start of play - Cessation of play

Play starts when the bowler's end umpire calls PLAY - the match clock starts.

If the umpire is into position at the bowler's end before Time, that next over must start.

If a wicket falls, or a batsman retires within two minutes of Time, then TIME shall be called **immediately except at the conclusion of the match**, in which case **the over shall be completed**.

Play stops for that session when the bowler's end umpire calls TIME - the bails must be removed - the clock stops and no appeals can be considered after that call.

The Last-hour of a match

The Last-hour consists of a **minimum** of 20 overs. (N \mathbf{ZC} = 15 overs)

If players have to leave the field because of adverse weather conditions, one over for every three minutes lost **shall be deducted from the overs to be bowled**. (N \mathbf{ZC} = 4 minutes)

If there is a change of innings during the **Last-hour**, two calculations must be made to determine the **minimum number** of overs to be bowled.

Deduct 10 minutes for the change of innings:

Calculate the number of overs remaining to be bowled if the previous innings had not closed and round up to a complete over.

Calculate the overs remaining allowing 3 minutes for each over or part (it must be a complete over). (N \mathbf{ZC} = 4 minutes)

The greater number of overs of the two calculations becomes the minimum number of overs to be bowled.

If there is a subsequent loss of play causing players to leave the field, (weather or change of innings) the overs remaining shall be calculated using the same criteria.

The match is concluded when:

A Result has been reached, or

The **minimum number of overs have been bowled**, or

Time has been reached.

The Last-hour shall be played out unless:

A Result has been achieved, or

The players are required to leave the field and are unable to return before Time, because of weather conditions.

The time taken to bowl the Last-hour often takes longer. The number of overs to be bowled is a **minimum**.

If time permits the bowling of more, more must be bowled until Time is reached.

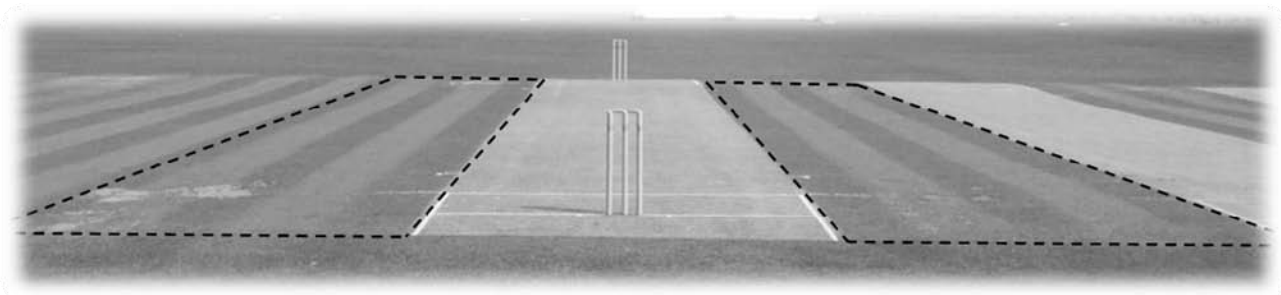


Law 17 Practice on the field

No practice is permitted on the pitch to be used or on the adjoining strips on either side (batting, fielding or bowling) at anytime on any day of the match.

This ban extends to the area 10 feet (3.06 metres) on each side of the pitch in use,
i.e. the areas within the dotted-lines.

Practice is permitted on the fall of a wicket but must cease when the incoming batsman reaches the square.



Practice is not permitted on the **Pitch** or on any part of the strips on either side of it

All forms of practice are permitted on the outfield before the start of play or after the close of play on any day or 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.

Such practice must not continue later than 5 minutes before the time for play to commence or to resume.

If any player breaches these provisions, he shall not be allowed to bowl until at least one hour has elapsed or there has been at least 30 minutes of playing time since the contravention, whichever is sooner.

If the contravention is by the bowler during an over, he shall not be allowed to complete that over. The over shall be completed by another bowler, who shall neither have bowled any part of the previous over nor be allowed to bowl any part of the next over.

The bowler is prohibited from having a trial run-up after the call of PLAY, if the umpire considers it Time-wasting - Law 42.9

If, during his trial run-up the bowler uses the ball and it makes contact with the ground, the umpire must consider this to be a breach of Law 42.3 (The match ball – changing its condition)

Scoring & Extras

Law 18 Scoring runs

Runs are scored when:

Both batsmen cross and make good their ground from end to end, or
A boundary is scored, or

Penalties or extras are awarded for:

Bowling extras (NO-BALLS & WIDES), and
Fielding extras (Byes & Leg-byes), and
Lost-ball (must be lost **on the field of play**), and
Penalty runs for unfair play.

The umpires are required to disallow runs scored for:

Illegal Leg-byes.
Unfair play.

If the batsmen have crossed while running they shall stay at that end **unless**:

A boundary is scored, or
Runs are disallowed.
Unfair play.

Runs are scored if the runs **are completed before** a batsman is dismissed:

Run-out.
Handled the ball.
Obstructing the field (not a catch).

No runs are scored and the non-striker must return to the wicket he has left if the striker is dismissed:

Caught.
Handled the ball.
Hit the ball twice.
Hit-wicket (his own).
LBW.
Obstructing a catch being taken (even if the non-striker is the offender).

When running for a second (or subsequent run) if either batsman fails to ground either himself or his bat behind that Popping crease it becomes a SHORT-RUN and that run is not scored.

The following run, even though started short, if completed, is scored.

The bowler's end umpire must re-signal the SHORT-RUN to the scorers and when that signal has been confirmed, signal the number of runs TO be scored.

Example: The batsmen ran three, two runs were short. Signal 1 run.

If either batsman **deliberately** run-short, when the ball becomes dead, the umpire must advise his colleague, then return the batsmen to their original ends. No runs are to be scored.

The umpire must then issue a First & Final warning to both batsmen; each incoming batsman must also be informed and award 5 Penalty runs to the Fielding side..

All runs from that delivery apart from any other Penalties.

If any batsman subsequently offends in that innings, in addition to the above, the umpire must award 5 Penalty runs to the Fielding side; it becomes a Reportable offence. See pages 54 & 55



Law 19 Boundaries & Sightscreens

Before the toss the boundary must be agreed. It can be:

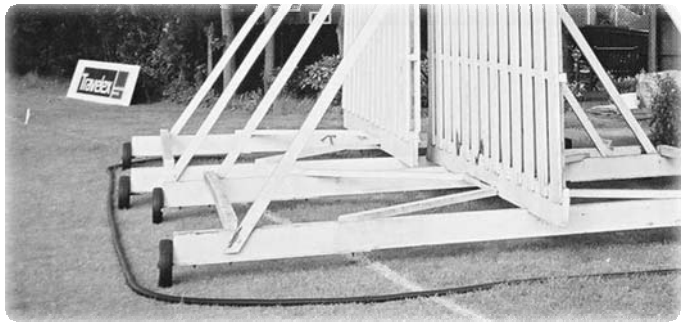
A white line painted on the ground, or
A rope (or flexible equivalent) laid on the ground, or

A fence, building or board (where the structure meets the ground), or

Flags or posts in the ground
positioned on the outer edge of the boundary line, or

any combination of the above.

An obstacle or person within the boundary is not a boundary, unless decided otherwise before the toss.



Boundary 4 is scored when the ball reaches or crosses the boundary irrespective if it has made contact with a fielder or umpire.

Boundary 6 is scored (only off the bat or hand holding the bat) if the ball crosses the boundary without touching the ground or a fielder or umpire, within the boundary, or if it hits the boundary rope or fence **on the full**.

If the first contact with the ball is by a fielder either with some part of his person grounded a ball may be caught, or fielded after it has crossed the boundary, provided that the first contact with the ball is by a fielder either with some part of his person grounded within the boundary, or whose final contact with the ground before touching the ball was within the boundary.

Neither the ball, nor any fielder in contact with the ball, touches or is grounded beyond, the boundary at any time during the act of making the catch or of fielding the ball.

The act of making the catch, or of fielding the ball, shall start from the time when the ball first comes into contact with some part of a fielder's person and shall end when a fielder obtains complete control both over the ball and over his own movement and has no part of his person touching or grounded beyond the boundary.

The boundary allowance can be added to a bowling or fielding extra.



If a fielder makes a **wilful attempt** to aid the ball going over the boundary, or if the ball is overthrown, the boundary allowance is added to the runs scored **provided** the batsmen have crossed at the instant of the act.

Law 20 Lost-ball

If a ball is in play and lost **on the field of play** or becomes irrecoverable any fielder may call “**Lost-ball.**”

This is a rare event in the modern game – the ball must become lost within the field of play.

The ball becomes immediately dead.

The batsmen must return to their closest wicket.

The ball shall be replaced with one of comparative use.

The runs scored shall count including the run in progress provided they have crossed at the instant of the call **or 6 runs whichever is the greater.**

Runs shall be credited to either:

The striker (if off the bat), or

To appropriate extras.

Law 21 The result

A Result can be achieved by:

One team scoring a total of more runs than their opponents.

A Forfeited innings, or a Declared innings is a complete innings.

A single innings match cannot be extended for a further result.

Upon a Result being achieved or the conclusion of the allocated overs the bowler’s end umpire will call **TIME** and the bails must be lifted.

The umpires can Award the match to the non-offending team if:

Both batsmen leave the field without the agreement of the umpires (other than for a Declaration), or

One team refuses to play, or

A team conceded defeat, or

A team fails to return to the field after an interruption or interval.

In special circumstances the umpires can Abandon Play and / or call the match off.

A Result is defined by:

Wickets: if the team batting second achieves its win without having to complete its innings.

Runs: if the team batting first dismisses their opponents before they have scored enough runs to win.

A win can also be by an innings and runs.

A Tie: if the scores are equal at the end of the match, provided the team batting last are All-out; even if more balls can be delivered.

A Draw: if none of the above apply.

By Penalty runs: if 5 Penalty runs are awarded to the batting side for a fielding offence and the batting side are All-out.

If 1 run is required for victory then:

When the batsmen have completed 1 run, the match is over and only 1 run is scored.

If the striker hits a boundary, the boundary allowance shall be scored. However, if the batsmen complete the winning run **before** the ball reaches the boundary, the run completed is scored and **the boundary is not.**

If the winning run comes from bowling or fielding extras, Penalties or a Boundary they shall be scored.

If upon leaving the field, a mistake has been found in the scoring, and time permits the match to resume, play shall restart until the result has been achieved as above.

If Time has passed, or the prescribed number of overs have been bowled, or if the side batting last is All-out, the umpires shall after consultation with both captains amend the scorebooks and the Result – this shall stand.

When the umpires have agreed on the Result being achieved, and informed the captains, the result cannot be overturned. The captains have no voice on this matter.

Law 22 The over

An Over consists of six (6) **fair** deliveries, each over shall be bowled from alternative ends.

An Over starts when the bowler starts his run-up or bowling action, and concludes on the call of OVER.

If an umpire miscounts the balls of an over, the count stands.

A ball is either counted as a ball of the over or it is not

Those balls that **are counted** are deliveries where the striker has a legitimate opportunity to play at the ball and to score runs. A ball, to be counted as one of the 6 balls of the over, must be:

Delivered, and

Reach the striker, and

Be a fair delivery – not a No-ball or Wide.

Balls that are not counted

Any ball that does not meet the criteria above of being counted is not counted. These are

Bowling extras - No-balls & Wides.

When the umpire calls & signals DEAD-BALL **before** the striker has had the opportunity to face and play at the delivery.

When an umpire calls & signals NO-BALL then DEAD-BALL because the ball has **come to rest in front of the striker**.

That ball must be re-bowled.

Unless the innings has concluded, those that are not counted must be re-bowled.

For clarity of thought, this **should not** be interpreted as an additional ball of the over – the offending ball is re-bowled - to state otherwise would breach the provisions of law.

Bowler changing ends

A bowler may change ends as often as required **but may not bowl in consecutive overs**.

Except at the conclusion of an innings, before TIME has been called, the original bowler shall complete the over in progress when play resumes, unless he:

Is ill or injured, or

Has been ordered-off for Unfair play.

In such circumstances, another bowler shall complete the unfinished over.

Law 23 Dead-ball

At any time after the call of PLAY, the ball comes into play, when the bowler starts his run-up or his bowling action.

The ball becomes automatically dead when:

Either batsman is dismissed.

A boundary is scored.

It is **finally settled** in the hands of the bowler or wicket-keeper, (when this happens is for the umpire alone to decide).

When the players cease to regard it in play (the exact moment in time when this happens is for the umpire alone to decide).

It becomes **trapped** between the striker's bat & person.

It **lodges** in the clothing or equipment of a batsman or umpire.

It **lodges** in the helmet worn by a fielder.

It **touches** a helmet placed on the field or a **discarded** item of fielder's equipment.

It **makes contact** with an item thrown by a fielder.

An absent fielder returns and fields the ball.

An umpire calls OVER or TIME.

On the call of "**Lost-ball.**"

The ball is not dead on the call of NO-BALL or WIDE.

An umpire must call & signal DEAD-BALL when:

As often as required above.

He intervenes in the case of Unfair play.

He leaves his normal position to talk to his colleague or player.

He is satisfied that the striker is **not ready to receive a delivery.**

The striker is **distracted** while receiving a delivery.

A fielder makes a **significant movement** while the striker is facing a delivery.

The bowler accidentally **drops the ball** before delivery.

The **ball is not delivered.**

A player or umpire is injured.

To disallow illegal Leg-byes.

A bail drops from the striker's wicket before receiving a delivery.



If either umpire calls & signals DEAD-BALL **before** the striker receives a delivery it is not one of the over and must be re-bowled.

Law 24 No-ball

A No-ball is Bowling extra that is debited to the bowler that either umpire considers to be Unfair while the ball is being delivered - e.g.

A bowler fails to inform the umpire of his **Mode of delivery** or **change of mode** before he delivers the ball.

A bowler **throwing the ball** as opposed to bowling the ball.

A bowler's **foot faults**.

A bowler delivers a **fast short-pitched ball** above **head-height** (of the striker when standing upright at the crease).

The bowler delivers a **fast high full-tossed ball** above **waist-height** (of the striker standing upright at the crease).

The bowler delivers a **slow high full-tossed ball** above **shoulder-height** (of the striker standing upright at the crease).

The bowler delivers a **deliberate high full-pitched ball** above **waist-height** (of the striker standing upright at the crease).

The ball bounces **more than twice** before reaching the striker.

The ball **comes to rest in front** of the striker's **wicket without making contact** with him - DEAD-BALL - no free hit is permitted.

The wicket keeper **encroaches** in front of his wicket.

More than **2 fielders stationed behind square-leg**.

A fielder **encroaches onto the pitch**.

The fielder's shadow is not considered part of his person. The fielder (and his shadow) must not move while the striker is receiving the delivery.



The penalty for a No-ball is:

One run scored in **addition** to any runs scored or completed otherwise.

The ball must be re-bowled.

No-ball negates a call of WIDE.

A batsman cannot be dismissed off a No-ball:

Bowled

Timed-out

Caught

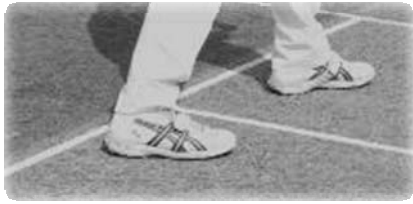
Hit-wicket

LBW

Stumped

Law 24.5 Bowler foot-faults

During the delivery stride the bowler's **back foot** must not land on, or be outside the Return crease. Some part of the **front foot**, grounded or raised, must land behind the Popping crease **and** be inside the imaginary centre-line between the two middle stumps.



Fair

Both feet are inside the creases

Fair
Both feet are inside the creases



Fair

Part of the front foot is behind the Popping crease

Fair
Part of the front foot is behind the Popping crease



Fair

The front foot is behind the Popping crease

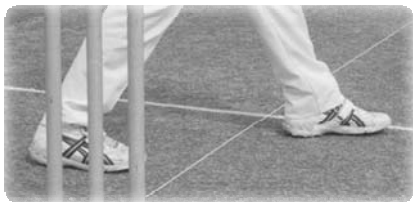
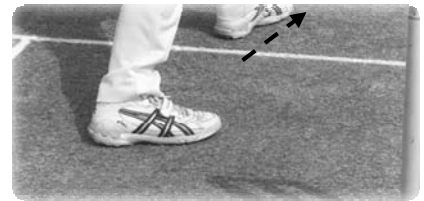
Fair
Part of the front foot is behind the Popping crease



Fair

Part of the front foot is behind the Popping crease

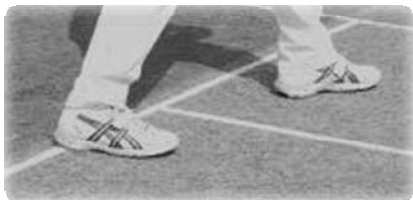
Fair
The front foot landed behind the Popping crease before sliding over



NO-BALL

The front foot is landed over the imaginary centre-line. If landed on, or raised over that line - **Fair**

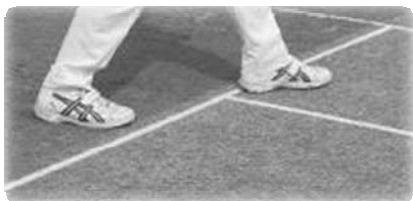
NO-BALL
The front foot is in front of the Popping crease



NO-BALL

The back foot is landed on the Return crease

NO-BALL
No part of the front foot is behind the Popping crease



NO-BALL

The back foot is landed outside the Return crease

NO-BALL
The back foot is landed on the Return crease



If the bowlers end umpire is **not entirely satisfied** these provisions have been met, he must call & signal **NO-BALL** at the instant of infringement.

Law 25 Wide-ball

A WIDE is Bowling extra that is debited to the bowler that the bowler's end umpire considers to be Unfair because the ball was too wide of the striker to play a normal stroke at it.

That is, while the striker is standing in a normal guard position.

What is the difference between a WIDE and a Bye?

The black balls (right) are out of the striker's reach.

The white balls are within his reach.

If the ball passes the striker outside his reach ...

when the ball becomes dead, the umpire must call & signal WIDE.

Any additional runs resulting from that delivery are also scored as WIDES.

The penalty for bowling a WIDE ball is:

One run scored in **addition** to any runs scored or completed otherwise.

The ball must be re-bowled.

The stature of the striker must be considered

Not all batsmen are the same height; therefore they all have a different reach (right)

A tall batsman can reach further than a shorter batsman.

An identical delivery could be deemed a Wide to a shorter batsman but not to a taller batsman.

Moving to create a wide

If the striker has moved back away from a normal guard position (right) and in doing so permits the ball to pass outside his reach; he negates a wide call.

Bringing the ball within his reach

If the striker moves to bring the ball within his reach (right) and by doing so he is able to play a normal stroke at the ball; he negates a wide call.

This provision may not apply where 'Wide-lines' are painted on the pitch.



A high WIDE

If the ball is so high (right) to make it impossible for the striker to hit it, **NZC** requires this ball to be called & signalled WIDE.

This applies even if the ball was bowled accidentally.



Law 26 Byes & Leg-byes

Byes & Leg-byes are deliveries from which runs are scored – they are Fielding extras and are not debited against the bowler.

The striker cannot gain credit for a Fielding extra.

There is no additional penalty for a Fielding extra.

Byes

A delivery that passes the striker **without making contact** with him or his bat and runs are scored

Provided that does not meet the criteria of a Wide.



Leg-byes

A delivery that makes **contact with the striker** (unintentionally) and one or more runs are scored **provided the striker:**

Attempted to hit the ball with his bat, and / or

Moved to avoid injury.

Upper right - Playing a stroke

Right – Playing a stroke?



Illegal Leg-byes

If the striker pads the ball away or, in the umpire's opinion, fails to make a genuine attempt to play the ball, the umpire will wait until either the batsmen have completed one run, or the ball reaches the boundary, (to enable a possible run-out) before he calls & signals DEAD-BALL.

The batsmen must then resume their original ends; no runs are scored.

Lower right – Not playing a stroke



Appeals etc

Law 27 Appeals

A batsman cannot be dismissed without an appeal.

A batsman may leave his wicket being dismissed without an appeal.

If the batsman leaves under the impression that he has been properly dismissed:

If the dismissal is valid, it stands.

If the dismissal is not valid, the umpire must recall the batsman to resume his innings.

The umpire must call & signal DEAD-BALL and recall the batsman **before he leaves the field of play**.

An appeal must be made before:

The bowler starts his run-up or bowling action for the next delivery, or

The call of TIME.

The correct words for an appeal is “How's-that” and covers all ways of dismissal. The appeal is not required to be directed at any umpire.

The bowler's end umpire answers appeals for:

Bowled

Timed-out (after consultation with his colleague)

Caught

Handled the ball

Hit the ball twice

L B W

Obstructing the field

Run-out at his end

Retired-out

The striker's end umpire answers appeals for:

Hit-wicket

Stumped

Run-out at his end

An umpire is required to consult with his colleague on any decision within his jurisdiction, when he may be in a better position to see. If any doubt remains, the batsman is **NOT-OUT**.

A captain may withdraw his appeal and the umpire shall revoke his decision, provided:

The umpire consents, and

The dismissed batsman has not left the field.

An umpire may reconsider his decision to dismiss, provided the batsman has not crossed the boundary; this apart, the umpire's decision is final.

Law 28 The wicket is down

The **wicket is down** if a bail is removed from the top of the stumps or a stump is removed from the ground by:

The ball, or

A fielder's hand/s or arm, provided the ball is in that hand, or

The striker's person or equipment provided he is receiving a delivery.

A minor disturbance of a bail **does not constitute complete removal** if it remains in the stump grooves.

If one bail is already removed, **it is sufficient** to remove the remaining bail - as described above.

If a bail is not in place, **it is permissible** for a fielder to **replace it** before **subsequent removal** - as described above.

If no bails are in place a fielder must **strike and completely remove** a standing wicket from the ground - as described above.

If all of the stumps at that end are out of the ground, **it is permissible** for a fielder to **replace one in a vacant wicket hole** to effect the striking from the ground - as described above.

In adverse weather conditions, the umpires may dispense with the bails without consent, **at both ends of the pitch**. If the bails have been removed:

It is for the **umpire alone** to decide if the bails; (had they been in place) have properly been removed and the wicket properly put down.

The bails must be replaced as soon as conditions permit.

If the wicket is not properly put down, a batsman cannot be dismissed.

The umpire does not re-make the wicket until the ball is dead, however any fielder may do so.



Law 29 Batsman out of his ground

A batsman is considered **out of his ground** if he does not have part of his person or bat in hand **grounded behind** the Popping crease **at that end**.

A batsman may leave his ground for the sole purpose of avoiding injury and cannot be dismissed.

The umpire must ensure the wicket is correctly broken **before** ascertaining that the batsman is in or out of his ground.

If a batsman is **out of his ground** when **his wicket is put down**, on appeal he must be dismissed.

Whose ground is it?

As only one batsman can occupy a ground, **whose ground is it?**

If a batsman **has left his ground**, it belongs to the batsman **nearest to it**. When they cross (between Popping creases at each end of the pitch) while running they change grounds (ends).

If **they are level**, then the ground belongs to the batsman that left it. **The batsmen have to actually cross** – if they are level, they have not crossed.

These batsmen (right) have not crossed.

If one batsman leaves his ground and reaches the other's ground without crossing, **it remains the original occupier's ground and the empty ground belongs to the traveller**.

If a batsman leaves his ground momentarily then returns and the batsmen **do not cross** and he is then joined by the other batsman, it **belongs to the non-travelling batsman**.



Runners

If there is a runner for an injured batsman, the same rules above apply. A runner and his injured colleague are considered to be two parts of the same person.

If an injured batsman leaves his safe ground, he becomes subject to these rules and to dismissal. He cannot decide to dispense with his runner having received permission to have one. Having left his ground and a wicket is put down - no runs are scored.

It can be seen that **the actual act of crossing is crucial**. If the batsmen have actually crossed, **they change ends** and take ownership of the other's ground.

This is particularly important if a batsman is dismissed:

- Caught
- Handled the ball
- Hit the ball twice
- Obstructing the field
- Run-out

Position of the non-striker

When the ball is being delivered, the non-striker **should occupy that side of the crease opposite the bowler**, unless the umpire requests otherwise.

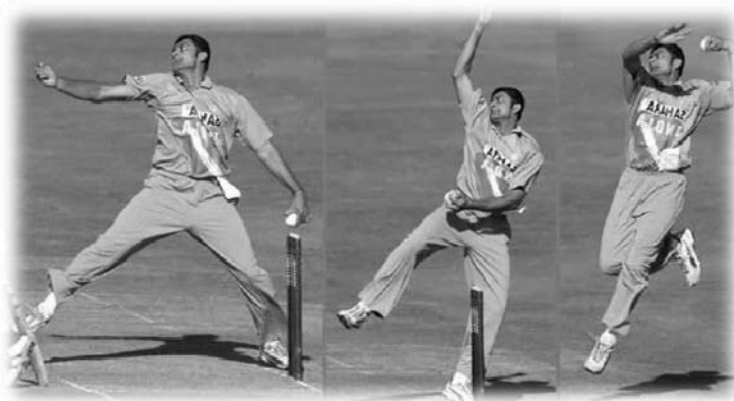
Running out the non-striker before delivery

The bowler is permitted to run-out the non-striker, but only before he has entered his delivery stride.

Once he has entered his delivery stride (right), if he attempts to run out the non-striker, or fails to deliver the ball, the umpire must call & signal **DEAD-BALL**.

If he is successful, on appeal, the non-striker must be dismissed.

Successful or not, that ball is not counted as a ball of the over and must be re-bowled.



Dismissals

Laws 30 - 39 Dismissals

Each umpire may dismiss a batsman only **on appeal** for those decisions **within his own jurisdiction**. The Laws require him to seek clarification from his colleague if any doubt exists. If a doubt remains, the batsman must have the benefit of that doubt and the umpire must call NOT-OUT.

The bowler **gains credit** for:

- Bowled
- Caught
- Hit-wicket
- L B W
- Stumped

The bowler **gains no credit** for:

- Timed-out
- Handled the ball
- Obstructing the field
- Retired-out

The wicket-keeper **gains credit** for:

- Stumped

The striker cannot be dismissed off a No-ball:

- Bowled
- Caught
- Hit-wicket
- Stumped

It is **impossible** for a striker to be dismissed off a Wide:

- Bowled
- Caught
- Hit the ball twice
- L B W

The Laws **do not give a fielder any credit** for a batsman being dismissed

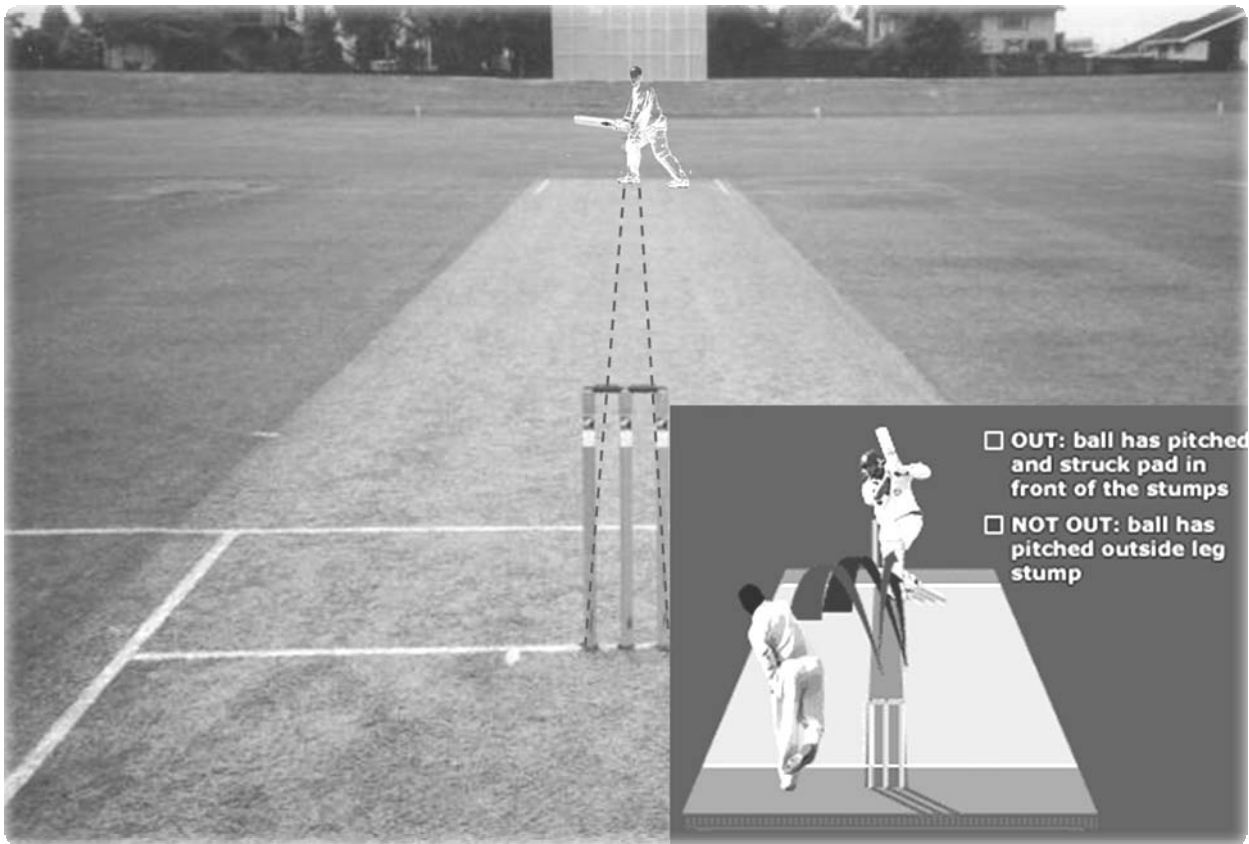
- Caught, or
- Run-out

However a convention exists to permit the recording of the name of the fielder affecting the throw leading to the dismissal.

Further details are listed in the tables on pages 56 & 57

Law 36 Leg Before Wicket

Shown here for a Right-handed striker - Mirror for a Left-handed striker



4 questions the umpire must answer YES ...

1. Did the ball pitch between wicket & wicket (in the zone) or on the off-side? YES
2. Was the first point of interception the striker person or equipment and not his bat? ... YES
3. Was the first point of interception between wicket & wicket (in the zone)? YES
4. But for that interception, (in the umpire's opinion) would the ball have hit the wicket? . YES

Out L B W

An intercepted full-toss ...

1. The umpire must accept that the ball would follow that trajectory and would not deviate

The striker not playing a legitimate stroke ... (in the umpire's opinion)

3. The first point of interception can be on the off-side

Law 38 Run-out

Either batsman can be Run-out while the ball is in play.

The batsman closest to the broken wicket is dismissed.

If they have **not crossed** the batsman running **from the wicket** is dismissed.

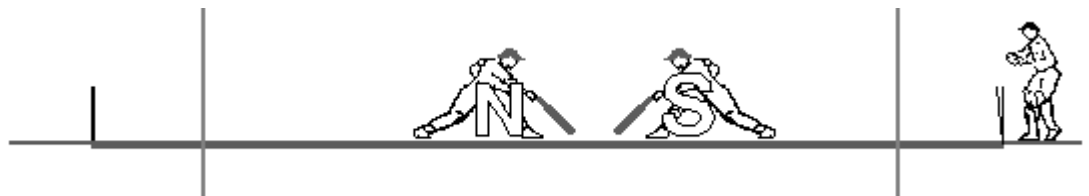
This batsman has one foot behind his popping crease – he is **in his ground** – **NOT-OUT**



This batsman has one foot **on** his popping crease marking – not behind it - he is **out of his ground** – on appeal - **Out**



This batsman does not have a foot on or behind his popping crease marking – he is **out of his ground** – on appeal - **Out**



If they **have crossed**, the batsman running **to the broken wicket** is dismissed.

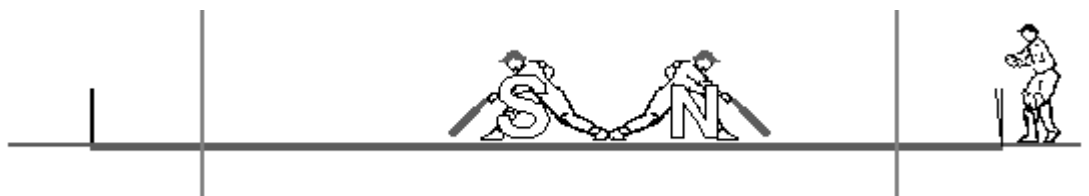
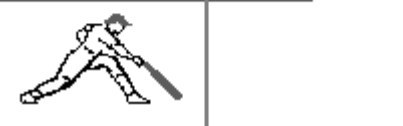
This batsman has his bat grounded behind his popping crease – he is **in his ground** – **NOT-OUT**



This batsman has his bat on his popping crease marking – not behind it - he is **out of his ground** – on appeal - **Out**



This batsman does not have his bat grounded on or behind his popping crease marking – he is **out of his ground** – on appeal - **Out**



The umpire must ensure the wicket is correctly broken **before** ascertaining that the batsman is in or out of his ground.

If a batsman is **out of his ground** when his wicket is put down, on appeal he must be dismissed.

The conduct of cricket

Law 40 The wicket-keeper

The wicket-keeper is the only fielder permitted to wear gloves & external pads.

Gloves must not have any webbing between the fingers. Any webbing between thumb & index finger **must not form a pouch**; however a single piece of non-stretch fabric for support may be used (to prevent the thumb being dislocated.)

The wicket-keeper must remain wholly behind the stumps until the ball has either:

- Passed the striker's wicket, or
- Touches the person or equipment of the striker, or
- The striker attempts a run.

If the wicket-keeper interferes by **word or deed** with the striker attempting to play the ball or to guard his wicket, the umpire must call & signal DEAD-BALL. The striker cannot be dismissed.

If the striker is making a **legitimate attempt** to guard his wicket and the wicket-keeper interferes with the wicket-keeper - NOT-OUT

If that act prevents a catch being made – the striker must be dismissed - Obstructing the field.



- Wicket-keeper in front of his stumps **NO-BALL**
- More than 2 fielder's behind Square-leg **NO-BALL**

Law 41 The fielders

A fielder may not wear external protective gear. Minor taping to protect damaged fingers etc is permitted, but only if the umpires consent.

A fielder **may not make any significant movement** while the bowler is delivering the ball - either umpire must call & signal DEAD-BALL

A fielder may only field the ball with his person, if he fields it otherwise:

The ball becomes automatically dead & 5 Penalty runs will be awarded to the Batting team. The umpires will invoke the tabled procedures. Pages 54 & 55

A fielder's helmet when not worn shall be placed on the ground behind the wicket-keeper. If the ball in play touches the helmet, the ball becomes automatically dead & 5 Penalty runs are awarded to the batting team. **The penalty procedures are not invoked.**

If the delivery would normally be called & signalled DEAD-BALL because the umpires disallowed illegal Leg-byes; Penalty runs are **not** awarded.

Law 42 Fair & Unfair play

Law 42 is the most complex of all, requiring careful study. The first two clauses are quoted in full.

Law 42.1 Fair & Unfair play - The responsibility of captains

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

Law 42.2 Fair & Unfair play - The responsibility of umpires

The umpires shall be the sole judges of Fair & Unfair play. If either umpire considers an action, not covered by these Laws, to be unfair, he shall intervene without appeal and, if the ball is in play, shall call & signal Dead-ball and implement the procedures set out in Law 42.18 below. Otherwise, the umpires shall not interfere with the progress of play, except as required to do so by these Laws.

These two clauses are considered by many to be the most important of all Laws and require no further explanation.

If players follow the Spirit of Cricket they have nothing to fear from the Laws and they have everything to gain, thus ensuring everyone has a good day game of cricket.

Breaches of this Law are at times punitive and are taken against the offender and/or his team.

In some instances the final sanction can be the suspension of a player, and/or the Reporting of the offender, his captain and/or his team and the awarding of 5 Penalty runs to the non-offending team.

Some clauses define Fair & Unfair play relating to specific incidents, while others develop the detailed steps that must be taken should an offence occur. Pages 54 & 55

Law 42.3 The match ball - changing its condition

A fielder may polish a ball:

Using natural substances provided it does not waste time, and
Dry a wet ball on a towel.

A fielder may remove mud from a ball provided it is done in-front of an umpire.

A fielder may not:

Rub the ball on the ground, or
Lift a seam or interfere with its surface in any way - except as detailed above.

The umpires are required to make frequent and irregular inspections of the ball.

If a fielder changes the conditions of the ball, the umpires must act and change the ball with one of comparative use, and

Follow the tabled procedures. Pages 54 & 55

Law 42.4 Deliberate attempt to distract the striker

A fielder **may not make any deliberate attempt** to distract the striker **by word or deed** while preparing and receiving a delivery

If an umpire considers an offence has occurred he shall:

Immediately call & signal DEAD-BALL and

Follow the tabled procedures. Pages 54 & 55

Law 42.5 Deliberate distraction or obstruction of a batsman

A fielder **may not** make any DELIBERATE attempt to distract or obstruct a batsman by **word or deed** after he has received a delivery

If an umpire considers an offence has occurred he shall:

Immediately call & signal DEAD-BALL, and

Follow the tabled procedures. Pages 54 & 55

Law 42.6 Dangerous & Unfair bowling

Fast short pitched deliveries are Unfair if:

Their line, length and height, **might** (but not necessarily) cause physical injury to the striker, or
A **fast** delivery that after pitching, passes or would have passed, over **head-height** of the striker when standing upright at the crease.

A **slow** delivery is **not** deemed as unfair.

High full-pitched (beamer) deliveries that **might**, but not necessarily cause physical injury to the striker are unfair if:

A **slow** delivery, that passes or would have passed above **shoulder-height** of the striker standing upright at the crease, or

A **fast** delivery, that passes or would have passed, over **waist-height** of the striker when standing upright at the crease.

A slow delivery below shoulder-height is **not** considered unfair.

NZC has decreed that **all full-tossed deliveries** (fast **or** slow) above waist-height are to be called & signalled NO-BALL.

Law 42.7 Dangerous & unfair bowling - Umpire action

If an umpire considers an offence has occurred (as defined in Law 42.6 above) he shall:

Immediately call & signal NO-BALL, and

When the ball is dead,

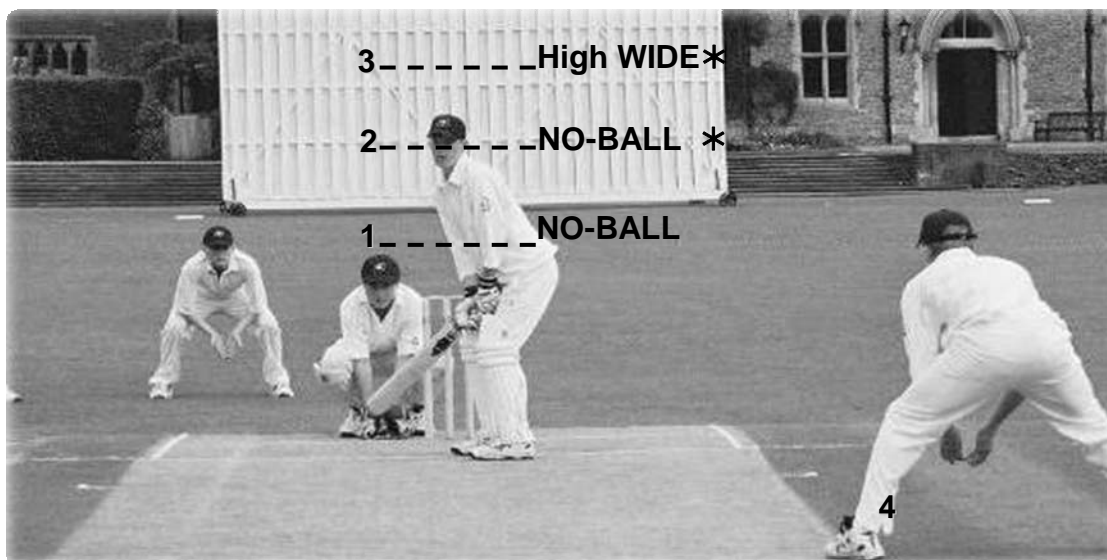
Follow the tabled procedures. Pages 54 & 55

Law 42.8 Deliberate bowling of High Full-pitched deliveries

The bowler's end umpire has the responsibility of calling & signalling all unfair deliveries.

If the umpire believes a **deliberate Fast Full** tossed delivery, that passes or would have passed above **waist-height** of the striker standing upright at the crease, the umpire must call & signal NO-BALL.

Then when the ball is dead direct the fielding captain to take the bowler off forthwith.



The striker must be standing upright at the crease ...

1. Full tossed delivery above waist-height (fast or slow) NO-BALL
2. Fast short pitched ball above shoulder-height NO-BALL *
3. Any delivery clearly above head-height (fast or slow) High WIDE *
If the striker makes any contact with this ball NO-BALL
4. Fielder standing on or over the pitch NO-BALL

* NZC permits 1 ball per over in Limited-over matches, 2 balls per over in Traditional matches above shoulder-height before NO-BALL is called & signalled.

These are EXEMPT No-balls. If a high EXEMPT No-ball is out of the striker's reach, it becomes a High WIDE.

Law 42.9 Time wasting by the Fielding team

If the fielding captain wastes time or allows any member of his team to do so, either umpire must call & signal DEAD-BALL and consult with his colleague, then if they agree:

Follow the tabled procedures. Pages 54 & 55

Law 42.10 Batsman wasting time

If a batsman wastes time by not being ready to receive a delivery when the bowler is ready, either umpire must call & signal DEAD-BALL, then

Consult his colleague, then if they agree:

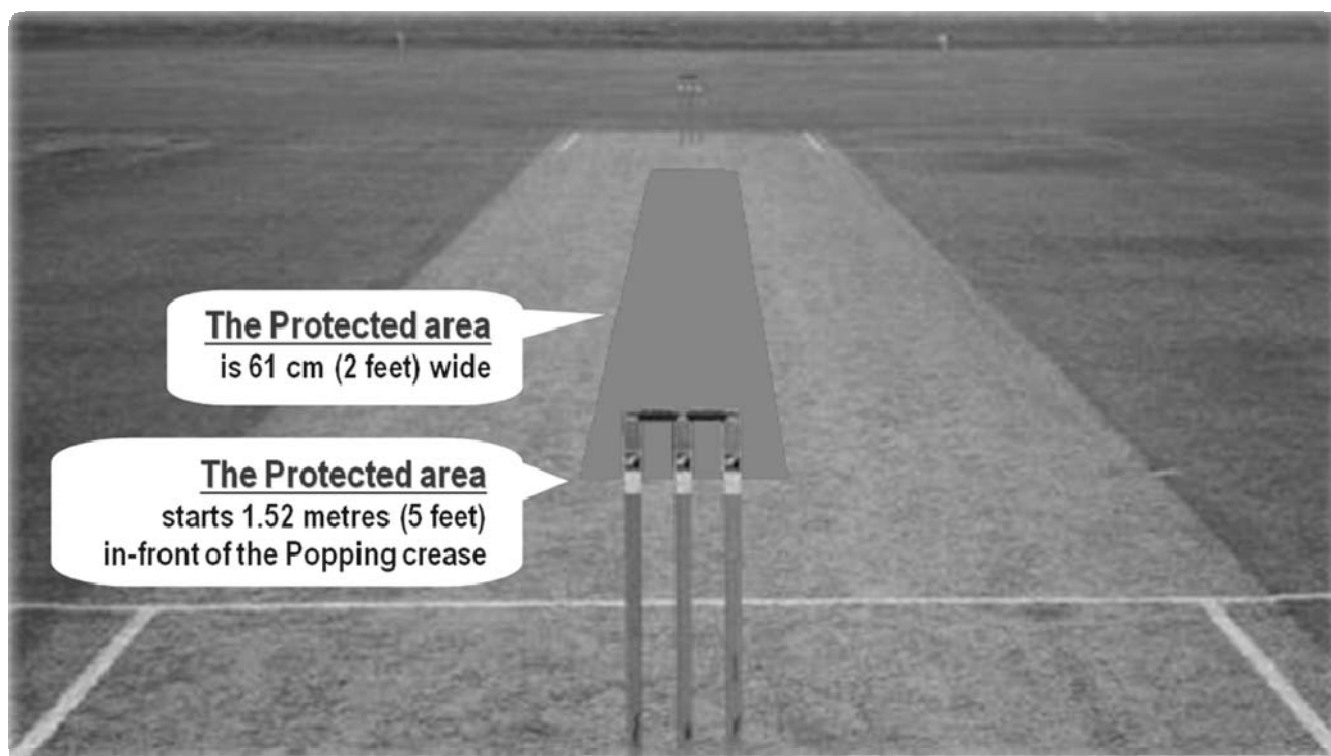
Follow the tabled procedures. Pages 54 & 55

Law 42.11 Damaging the pitch - The Protected area

The Protected area on the pitch is where damage must be avoided.

The whole Pitch including the Protected area must be protected at all times.

This applies to both turf & artificial pitches.



A bowler is not permitted to follow through onto the shaded area (which starts 1.52 metres, or 5 feet in front of the Popping crease) while delivering the ball even if he causes no damage.

Batsmen and Fielders are not permitted to cause any **avoidable** damage to the **Protected area**.

Apparent damage is not a prerequisite for action under this Law. If there is an infringement, the umpires have power to ...

Fielders: to award Penalty runs

Bowlers: to instruct the captain to take the bowler off for the rest of the innings

Batsmen: to forfeit the runs scored off that delivery and to award Penalty runs.

See the tabled procedures. Pages 54 & 55

Law 42.15 Bowler attempting to run-out the non-striker before delivery

Only **before** entering his delivery-stride may a bowler attempt to run-out the non-striker.

If the attempt is successful the non-striker is dismissed.

The ball becomes automatically dead.

If the bowler is unsuccessful:

The umpire shall call & signal DEAD-BALL.

That ball is not a ball of the over and must be re-bowled.

The delivery-stride is the stride during the delivery swing, whether the ball is delivered or not.

It starts when the bowler lands his back foot for that stride and ends when the front foot lands in the same stride.

Law 42.16 Batsmen stealing a run

During the bowler's run-up, it is Unfair for the batsmen to attempt to steal a run. Unless the bowler attempts to run-out a batsman (bowler throwing the ball towards the striker's wicket) the umpire shall:

Call & signal DEAD-BALL as soon as the batsmen have crossed.

Return the batsmen to their original ends - no runs are scored.

Follow the tabled procedures. Pages 54 & 55

Special note

Because of procedural complexities relating to the awarding of Penalty runs, many associations restrict player/umpires to awarding them except, when the ball in play, makes contact with a fielder's helmet placed on the ground.

The ball becomes automatically dead.

All runs completed before the incident are scored, including the run in progress - provided the batsmen have crossed.

The runs scored are credited to either the striker (if off the bat) and / or to appropriate extras.

5 Penalty runs are awarded **to** the batting team.

They are entered in the Penalty runs line of Fielding extras.

The Reporting procedure is **not** invoked.

Law 42.17 Penalty runs

Note the positive terms.

Penalty runs are awarded **to** the non-offending team, not against any specific delivery or team member, even though they caused the offence.

5 Penalty runs are awarded **to** the batting side if a fielder:

Returns to the field without an umpire's consent and fields a ball in play, or

Illegal fields the ball - i.e. throwing a glove at it, or

Changes the condition of the ball, or

Deliberately attempts to distract the striker while receiving a delivery, or

Deliberately distracts or obstructs either batsmen, or

Wastes time, or

Causes **avoidable damage** to the pitch -



Umpire (exaggerated)
tapping his other shoulder

If a fielder offends the umpire must:

Follow the tabled procedures pages 54 & 55

5 Penalty runs are also awarded to the batting side if:

The ball in play touches a fielder's helmet or glove etc placed on the field; however the

Reporting procedures are **not** invoked.

5 Penalty runs are awarded **to** the fielding if either batsman:

Deliberately runs short, or

Wastes time, or

Causes **avoidable** damage to the pitch, or

Attempts to steal a run before delivery.

If a batsman offends the umpire must:

Follow the tabled procedures pages 54 & 55



Umpire hand held on
his other shoulder

Law 42.18 Player conduct

If any player:

Breaches the Spirit of Cricket, or

Fails to comply with an instruction of an umpire, or

Criticises an umpire's decision by **word or deed**, or

Generally behaves in a manner that might bring the game into disrepute:

The umpires together are required to:

Inform the player and his captain of the offence, and

Warn him of its gravity, and

Instruct the captain to take action forthwith, and

Report the offence to the match authorities, who are required to take action against the offender, and/or his captain and/or his team.

Part 3 – Appendices

Artificial pitches

Artificial pitches come in two basic forms.

Roll-up removable (left) and **In-ground permanent** (right). Most are made longer than the Laws require, but are much narrower. In such cases, special provisions must apply.



The pitching of wickets

Some pitches have permanent holes which permit the fitting of conventional wickets, while others require purpose built models with bases. If these models are used, and if the Regulations are silent, the captains & umpires must agree, before the toss, on how the provisions of Law 28 – The wicket is down, should apply.

Should the base be considered part of the stumps?

If the wicket is broken because the base is disturbed, has the wicket been properly broken?



There is no Return crease

Often, no Return crease has been painted, and this requires special provisions to apply. Most Regulations have a clause included such as:

When bowling, the bowler must have at least one foot on the pitch in his delivery stride, or

When bowling, the bowler must have his front foot on the pitch, in his delivery stride.

In the absence of any Regulations, the captains & umpires must agree, before the toss, on one of these provisions.

The delivered ball pitches on the edge of the pitch

Yes, it can happen. Clearly such a delivery should be considered to be a WIDE. But what happens if the ball is deflected towards the striker? Can it still be called WIDE?

Most Regulations have a clause included such as:

If the ball pitches on the edge of the pitch, the bowler's end umpire shall call & signal NO-BALL.

This eliminates any potential problems, and provided both captains are aware of the Regulation, and then it is fair to both sides. In the absence of any local regulations, the captains & umpires must agree, on this provision, before the toss is taken.

Questioning an umpire

NZC has decreed:

It is unacceptable for a player or team official to ask any question of an umpire, connected with a decision to dismiss or not to dismiss a batsman, subject to a question by way of a legitimate clarification of the reason for the dismissal. e.g. LBW, caught at the wicket etc

Should any player or official offend, this constitutes a breach of Law 42.18 requiring the umpires to Report the breach to the Governing body.

Reports

It has often been said that the match is not over until the paper work is completed.

Umpires are required to confirm the score with the scorers.

Umpires may be required to complete:

Reports as detailed in Law 42, and / or

Reports on pitch and outfield conditions, and / or

Reports on ground facilities.

Scorers may be required to complete:

Reports for the media, and / or

Reports on player statistics, and / or

Reports on scoring facilities.

Captains may be required to complete:

Reports on umpires, and / or

Reports on pitch and outfield conditions, and / or

Reports on ground facilities.

In all cases, reports should be considered confidential to the recipient.

They should be factual and detailed to ensure the reader is able to fulfil their special obligations.

Footnote

Players seeking promotion have their scoresheets to confirm their individual performances.

Umpires seeking promotion rely on captains furnishing their unbiased **Captain's Reports on Umpires** to the Umpire Manager, or his nominee.

The Reporting procedures

The laws detail several offences that can occur, and the procedures that umpires must follow in each case. These are summarised below and detailed in the table on the next page.

Even if an umpire fails to follow the procedures exactly, this does not diminish the offence nor does it give an offender an excuse should the umpires decide that the incident does require reporting.

Captains have an overriding responsibility for ensuring that all their team members obey the Laws and follow the **Preamble - The Spirit of Cricket**.

If a fielder offends:

The umpires must:

- If necessary, call & signal DEAD-BALL, and
- Inform the fielding captain of the offence, and
- Inform the batsmen at the crease, and
- Issue the necessary Caution or Final warning, and
- If required, award 5 Penalty runs **to** the batting side.

Then as soon as possible:

- Inform the batting captain of the offence.
- Confirm the award with the scorers.

If Penalty runs are awarded, the umpires must:

- Report the offence to the offending side's executive, and
- Report the offence to the Governing body responsible for the match.
- They are required to take action against the offenders.

If a batsman offends:

The umpires must:

- If necessary, call & signal DEAD-BALL, and
- Inform the fielding captain of the offence, and
- Inform the batsmen at the crease, and
- Issue the necessary Caution or Final warning, and
- If required, award 5 Penalty runs **to** the fielding side.

Then as soon as possible:

- Inform the batting captain of the offence.
- Confirm the award with the scorers.

If Penalty runs are awarded, the umpires must:

- Report the offence to the offender's executive, and
- Report the offence to the Governing body responsible for the match.
- They are required to take action against the offenders.

If an official offends:

The umpires must:

- Report the offence to the Governing body responsible for the match.
- They are required to take action against the offenders

NZC has appointed Commissioners throughout the region to hear and adjudicate on all such reports.

Table of Offences & Penalties

Batting infringements	1st offence	2nd offence	
Deliberate short runs whilst the ball is in play	When the ball is dead - dismissed or not, return the batsmen to their original ends – Disallow all runs scored other than No-balls, Wides or other Penalties Each incoming batsman to receive the warning Issue first & final warning to both batsmen	By any batsmen. When the ball is dead – dismissed or not, return the batsmen to their original ends. Disallow all runs scored other than No-balls, Wides or other Penalties. Advise each incoming batsman of the final warning . Award 5 Penalty runs – Report.	
Time wasting - at any time	When the ball is dead - Each incoming batsman to receive the warning Issue first & final warning to both batsmen	When the ball is dead - Each incoming batsman to receive the final warning . Award 5 Penalty runs – Report.	
Batsman causing avoidable damage to the pitch	When the ball is dead - Each incoming batsman to receive the caution Issue first & final warning to both batsmen	When the ball is dead - disallow all runs scored other than No-balls & Wides. Advise each incoming batsman of the final warning . Award 5 Penalty runs – Report.	
Batsmen stealing a run before delivery - at any time	If the bowler, before entering his delivery stride, throws the ball and runs-out either batsman - NO-BALL. If the bowler does not make an attempt - DEAD-BALL as soon as the batsmen have crossed - Return the batsmen to their original ends. Award 5 Penalty runs – Report.		
Fielding infringements	1st offence	2nd offence	
Players returning to the field and coming in contact with the ball whilst in play	The ball becomes automatically dead – Inform the captain, batsmen & other umpire of the offence. Award 5 Penalty runs – Report. <input type="checkbox"/> Not a ball of the over – Bowl it again.	Replace the ball with one of comparative wear had there been no offence – Inform the batsmen. Captain to suspend the bowler who bowled the previous delivery. Award 5 Penalty runs – Report.	
Fielding the ball illegally whilst in play	Ball becomes automatically dead -Inform the captain, batsmen & other umpire of the offence. Award 5 Penalty runs – Report.		
The ball making contact with a helmet on the ground whilst ball in play	Ball becomes automatically dead. – li necessary, inform the captain (it is not an offence). Award 5 Penalty runs - Report is not required.		
Unfairly changing the condition of the ball whilst not in play	Consult & inform the captain of the offence. Replace the ball with one of comparative wear had there been no offence – Inform the batsmen. Award 5 Penalty runs – Report.	Consult & inform the captain of the offence. Replace the ball with one of comparative wear had there been no offence – Inform the batsmen. Captain to suspend the bowler who bowled the previous delivery. Award 5 Penalty runs – Report.	
Deliberate attempt to distract the striker while preparing to receive or receiving a ball whilst in play	DEAD-BALL – Inform the captain, batsmen & other umpire of the offence. Neither batsman can be dismissed from that delivery. Issue first & final warning. <input type="checkbox"/> Not a ball of the over – Bowl it again.	DEAD-BALL – Inform the captain, batsmen & other umpire of the offence. Neither batsman can be dismissed from that delivery. Award 5 Penalty runs – Report. <input type="checkbox"/> Not a ball of the over – Bowl it again.	
Deliberate distraction or obstruction of either batsman after receiving the ball whilst in play	DEAD-BALL - Inform the captain, batsmen & other umpire of the offence. Neither batsman can be dismissed from that delivery. The runs completed and being attempted are scored – The batsmen may choose who faces the next delivery. Award 5 Penalty runs – Report. <input type="checkbox"/> Not a ball of the over – Bowl it again.		
Time wasting - at any time	If necessary – DEAD-BALL – Inform the captain, batsman & other umpire of the offence. Issue first & final warning.	If during an over – If necessary – DEAD-BALL – Inform the captain, batsmen & other umpire of the offence - Captain to suspend the bowler – Report. If between overs – Inform the captain, batsmen & other umpire of the offence. Award 5 Penalty runs – Report.	
Fielder causing avoidable damage to the pitch - at any time	When the ball is dead – Inform the captain, batsmen & other umpire of the offence. Issue first & final warning.	When the ball is dead – Inform the captain, batsmen & other umpire of the offence. Award 5 Penalty runs – Report.	
Bowling infringements	1st offence	2nd offence	3rd offence
Practice on the field without umpire consent	Fielder - Inform the captain of the offence - the offender/s may not bowl for 1 hour after the offence or a maximum of 30 minutes playing time, whichever sooner. If necessary, another bowler shall complete an over in progress. Batsman – no penalty unless Time wasting - Law 42.10		
Unfair bowling action at either end	NO-BALL - When the ball is dead – Inform the captain, batsmen & other umpire of the offence. Issue first caution to the bowler.	NO-BALL - When the ball is dead – Inform the captain, batsmen & other umpire of the offence. Issue final warning to the bowler.	NO-BALL - When the ball is dead – Inform the captain, batsmen & other umpire of the offence. Captain to suspend the bowler – Report.
Fast short-pitched deliveries – above head-height	NO-BALL - When the ball is dead – Inform the captain, batsmen & other umpire of the offence.	NO-BALL – When the ball is dead – Inform the captain, batsmen & other umpire of the offence.	NO-BALL - When the ball is dead – Inform the captain, batsmen & other umpire of the offence.
High full-pitched deliveries Slow – above shoulder-height Any other speed - above waist-height N/ZC – any speed above waist	Issue first caution to the bowler.	Issue final warning to the bowler.	Captain to suspend the bowler – Report.
Deliberate high full-pitched deliveries – any speed	NO-BALL - When the ball is dead – Inform the captain, batsmen & other umpire of the offence Captain to suspend the bowler - Report		
Bowler running onto the Protected area after delivery	When the ball is dead – Inform the captain, batsmen & other umpire of the offence. Issue a first caution to the bowler.	When the ball is dead – Inform the captain, batsmen & other umpire of the offence. Issue a final warning to the bowler.	When the ball is dead – Inform the captain, batsmen & other umpire of the offence. Captain to suspend the bowler – Report.
Bowler attempting to run-out the non-striker before entering his delivery stride	If the attempt is unsuccessful - DEAD-BALL. Not a ball of the over – Bowl it again.		

Table of Dismissals

Method	Which umpire?	Credit to		Possible off a		Notes
		Bowler	Fielder	No-ball	Wide	
Bowled	Bowlers	Yes	No	No	Impossible	Bowled takes precedence over all other dismissals No runs are scored
Timed-out	Bowlers	No	No	No	No	An incoming batsman must be in position to play within 3 minutes of the previous batsman's dismissal A delivery is not required
Caught	Bowlers	Yes	Yes	No	Impossible	Caught takes precedence over all dismissals except Bowled No runs are scored Record Caught-Sub if caught by a substitute
Handled-the-ball	Bowlers	No	No	Yes	Yes	Either batsman can be dismissed Only runs completed before the incident are scored
Hit-the-ball-twice	Bowlers	No	No	Yes	Impossible	Only the striker is dismissed Runs can only be scored as overthrows or as Penalties
Hit-wicket	Strikers	Yes	No	No	Yes	The striker must break his stumps with his person or bat on receiving the ball or immediately after when starting his first run Any delay negates this dismissal
Leg Before Wicket	Bowlers	Yes	No	No	Impossible	Bowled if the ball contacts the stumps or his bat first then his stumps
Obstructing-the-field	Bowlers	No	No	Yes	Yes	If the obstruction prevents a catch the Striker is dismissed; the bowler does not get the credit & no runs are scored Either batsman can be dismissed otherwise Only runs completed before the incident are scored
Run-out	Respective	No	No	Yes	Yes	Either batsman can be dismissed Only runs completed before the dismissal are scored If an injured Striker is himself Run-out; no runs are scored
Stumped	Strikers	Yes	No	No	Yes	Only the Wicket-keeper can effect this dismissal Run-out if another fielder involved
Retired	Bowlers	No	No	Yes	Yes	Record first in pencil; he may resume his innings If not, when the innings has concluded record in ink either, Retired Not-out (if sick or injured) or Retired Out

Scoring entries

Event	Symbol	Cross-off the Tally	Notes
Captain	*		In the Batsmen's section enter * alongside the Captain's name
Wicket-keeper	ƒ		In the Batsmen's section enter ƒ alongside the Wicket-keeper's name
Wicket credited to the Bowler	w	None	In the Striker's line & Bowling analysis enter w No runs are scored except No-balls & Wides
The batsmen do not run	• Dot	None	In the Striker's line & Bowler's analysis enter a dot
No signal; The batsmen complete run/s	Numerals 1 2 3 etc	The run/s	In the Striker's line & Bowler's analysis enter a numeral for each run scored; Striker is credited with the runs, they came off the bat.
No-ball signalled; The batsmen do not run	○	1 for the No-ball	In the Striker's line & Bowler's analysis enter the No-ball symbol ○ One run is entered in the No-ball line of Bowling extras; Striker is not credited
No-ball signalled; The batsmen complete run/s	① ② ③ ④ or ⑤	1 for No-ball plus the run/s	In the Striker's line & Bowler's analysis enter the No-ball symbol ○ Insert a numeral in each symbol for each run scored; Striker is credited with the runs off bat One run plus the runs scored are entered in the No-ball line of Bowling extras
No-ball / Byes signalled; The batsmen complete run/s	☺ ☹ ☺ or ☹	1 for No-ball plus run/s	In the Striker's line & Bowler's analysis enter the No-ball symbol ○ Insert a dot in each symbol for each run scored; Striker is not credited with any runs One run plus the runs scored are entered in the No-ball line of Bowling extras
Wide signalled; The batsmen do not run	+	1 for the Wide	In the Striker's line & Bowler's analysis enter the Wide symbol + One run is entered in the Wide line of Bowling extras; Striker is not credited
Wide signalled; The batsmen complete run/s	+ ‡ ‡ or ‡	1 for the Wide plus run/s	In the Striker's line & Bowler's analysis enter the Wide symbol + Insert a dot in the quadrants of each symbol for each run scored One run plus the runs scored are entered in the Wide line of Bowling extras; Striker is not credited
Bye signalled; The batsmen complete run/s	△	The run/s	In the Striker's line & the Bowler's analysis enter the Bye symbol △ A dot may be inserted in each symbol for each run scored; Striker is not credited with any runs. Enter the runs scored in the Byes line of Bowling extras. Do not add numerals to this symbol
Leg-bye signalled; The batsmen complete run/s	▽	The run/s	In the Striker's line & the Bowler's analysis enter the Leg-bye symbol ▽ A dot may be inserted in each symbol for each run scored; Striker is not credited with any runs. Enter the runs scored in the Leg-byes line of Bowling extras. Do not add numerals to this symbol
Wide signalled Striker dismissed; Stumped or Hit-wicket	+ ^w	1 for the Wide	One run is entered in the Wide line of Bowling extras; Striker is not credited In the Bowling analysis and in the Striker's line enter the Wide symbol + & w for the wicket
Did not bat			At the conclusion of an innings, any team members who did not bat, record their names; enter Did not bat
Unable to bat			At the conclusion of an innings, any team member unable to bat because of injury or illness, enter Absent
Maiden over or Wicket Maiden	M or W		The Bowler concedes no runs; No-balls & Wides are runs conceded; Byes or Leg-byes are not
An acceptable alternative is to record in the Striker's line only the runs scored to his credit. Byes, Leg byes & No balls are balls faced; Wides are not balls faced			

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