

Cricket Unknown Rules

1. A batsman can be out 'Handled the ball' if they touch the ball with their hand without the bowler's permission.
2. If the ball gets stuck in a fielder's clothing, it is still in play.
3. A batsman can be out 'Hit wicket' if they accidentally dislodge the bails while playing a shot or starting a run.
4. If a fielder uses a cap, helmet, or clothing to stop the ball, it results in a penalty of five runs.
5. If a new batsman takes more than three minutes to arrive at the crease, they can be declared timed out.
6. Overthrows can allow unlimited runs if the ball remains in play.
7. If the ball hits the helmet kept on the ground by the fielding side, five penalty runs are awarded to the batting team.
8. If a fielder deliberately distracts or deceives the batsman, it results in five penalty runs.
9. A batsman can be given out obstructing the field even if they accidentally interfere with a fielder.
10. If both bails are already off and a run-out is attempted, the fielder must uproot a stump while holding the ball.