

TSCL 20-OVERS PLAYING CONDITIONS

5TH EDITION (2018) – AMENDMENTS PER LAWS OF CRICKET:
CODE 2017

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The Preamble – Spirit of Cricket

[Law 1 – The players](#)

[Law 2 – The umpires](#)

[Law 3 – The scorers](#)

[Law 4 – The ball](#)

[Law 5 – The bat](#)

[Law 6 – The pitch](#)

[Law 7 – The creases](#)

[Law 8 – The wickets](#)

[Law 9 – Preparation and maintenance of the
playing area](#)

[Law 10 – Covering the pitch](#)

[Law 11 – Intervals](#)

[Law 12 – Start of play; cessation of play](#)

[Law 13 – Innings](#)

[Law 14 – The follow-on](#)

[Law 15 – Declaration and forfeiture](#)

[Law 16 – The result](#)

[Law 17 – The over](#)

[Law 18 – Scoring runs](#)

[Law 19 – Boundaries](#)

[Law 20 – Dead ball](#)

[Law 21 – No ball](#)

[Law 22 – Wide ball](#)

[Law 23 – Bye and Leg bye](#)

[Law 24 – Fielder's absence; substitutes](#)

[Law 25 – Batsman's innings; runners](#)

[Law 26 – Practice on field](#)

[Law 27 – The wicket-keeper](#)

[Law 28 – The fielder](#)

[Law 29 – The wicket is down](#)

[Law 30 – Batsman out of his/her ground](#)

[Law 31 – Appeals](#)

[Law 32 – Bowled](#)

[Law 33 – Caught](#)

[Law 34 – Hit the ball twice](#)

[Law 35 – Hit wicket](#)

[Law 36 – Leg before wicket](#)

[Law 37 – Obstructing the field](#)

[Law 38 – Run out](#)

[Law 39 – Stumped](#)

[Law 40 – Timed out](#)

[Law 41 – Unfair play](#)

[Law 42 – Players' conduct](#)

[Appendix A – Definitions and explanations of
words and phrases not defined in the text.](#)

[Appendix B – See Law 5](#)

[Appendix C – Laws 6 \(The pitch\) and 7 \(The
creases\)](#)

[Appendix D – Law 8 \(The wickets\)](#)

[Appendix E – Wicket-keeping gloves](#)

THE PREAMBLE – THE SPIRIT OF CRICKET

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

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

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct, and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes, and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

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

The players, umpires and scorers in a game of cricket may be of any gender, and the Laws apply equally. The use, throughout the text, of pronouns expressing a binary he/she is as inclusive as practicable, whilst retaining clarity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to all persons, regardless of gender.

LAW 1 THE PLAYERS

1.1 Number of players

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

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

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

A minimum number of 7 players per team are required in order to begin a match.

1.2 Nomination and replacement of players

Each captain shall nominate his/her playing 11 (or number agreed otherwise) to the Neutral Umpire in writing to one of the umpires before the toss. No player may be replaced after the nomination without the consent of the opposing captain. No changes to the nomination are allowed once the umpire calls for PLAY (signal for the 1st ball of the day).

A person of any age or affiliation to another club/team may act as a substitute fielder during a match.

In addition, a substitute fielder shall be deemed as representing the team he is fielding for in that instance. Hence, all applicable penalties (incl. Code of Conduct) shall apply to the team utilizing his services.

1.3 Captain

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

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

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

1.4 Responsibility of captains

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

LAW 2 THE UMPIRES

2.1 Appointment and attendance

2.1.1 Before the start of each match, at least one TSCL qualified Neutral Umpire (NU) shall be designated by the TSCL Executive Committee (EC) as part of the tournament schedule. This umpire shall be present at the ground at least 15 minutes before the scheduled start of a match. Additionally, a batting team's player shall act as the striker's end umpire (called leg-umpire) assisting the NU throughout the match unless specified otherwise.

Umpires are expected to show up on time. They receive a grace period beginning with scheduled toss time (15 minutes before scheduled start time) for up to 30 minutes. After this period a 10 point deduction from the team will be implemented for up to 30 more minutes. After which will result in 10 more point deduction (i.e. as if the umpire did not show up)

For e.g. if scheduled start time is 10:30 am, the umpire is expected to be present for the toss at 10:15 am.

Umpire shows up 10:15 to 10:29 am - \$5 deduction per team

Umpire shows up 10:30 to 10:44 am – 5 points and \$5 umpiring fee deduction per team

Umpire shows up 10:45 to 11:14 am – 10 points and \$10 umpiring fee deduction per team Umpire shows up after 11:15 am – 20 points and \$10 umpiring fee deduction per team

2.1.2 A second NU may be appointed to conduct a match at the discretion of the EC. The two NUs shall be appointed, one for each end, to control the game as required by the laws, with absolute impartiality. Umpires shall alternate their positions at the start of every over in case of bowling being from only one end.

2.2 Change of umpire

A NU shall not be changed during the match, other than in exceptional circumstances, unless he/she is injured or ill. Batting team's players shall assume the role of the NU, in such an event. Any change of a scheduled umpire is to be expressly communicated to the TSCL-EC and the captains involved prior to the beginning of a match (1st delivery of the day). The replacement umpire shall preferably be a TSCL Qualified Umpire.

2.3 Consultation with captains

Before the toss the umpires shall

2.3.1 Meet with the captains and shall determine;

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

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

2.3.1.3 Which clock or watch and back-up time piece is to be used during the match.

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

2.3.1.5 (Shall not apply).

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

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

2.4 The wickets, creases and boundaries

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

2.4.1 The wickets are properly pitched. See Law 8 (The wickets)

2.4.2 The creases are correctly marked. See Law 7 (The creases).

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

2.4.4 The ground and pitch conditions follow conditions as laid out by TSCL in its by-laws

2.5 Conduct of the match, implements and equipment (edited 2.5.2.3)

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

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

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

2.5.2.1 Law 4 (The ball).

2.5.2.2 Externally visible requirements of Law 5 (The bat) and Appendix B (as modified).

2.5.2.3 Either Laws 8.2 (Size of stumps) and 8.3 (The bails).

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

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

2.6 Fair and unfair play

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

2.7 Fitness for play

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

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

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

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

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

2.7.4 If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.

2.8 Suspension of play in dangerous or unreasonable circumstances

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

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

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

2.9 Position of umpires

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

Subject to this over-riding consideration, the NU shall stand at the bowler's end throughout the game and in a position so as not to interfere with either the bowler's run-up or the striker's view.

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

The Umpires (Both NU and batting team's representative) should not coach players at any time and keep their interactions with the players on field professional. (E.g.: Giving pointers to batsmen during play is forbidden)

2.10 Umpires changing ends

The umpires shall change ends after each side has had one completed innings. See Law 13.3 (Completed innings) provided a game has 2 NUs officiating the match.

2.11 Disagreement and dispute

Where there is disagreement or dispute about any matter, the umpires together shall make the final decision provided the game has 2 NUs officiating the match. Else, the NU's decision shall be final. See also Law 31.6 (Consultation by umpires).

2.12 Umpire's decision

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

2.13 Signals (edited)

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

2.13.1.1 Signals made while the ball is in play

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

- No ball - by extending one arm horizontally.
- Out - by raising an index finger above the head. (If not out, the umpire shall call Not out.)
- Wide - by extending both arms horizontally.

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

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

- Boundary 4 - by waving an arm from side to side finishing with the arm across the chest.
- Boundary 6 - by raising both arms above the head.
- Bye - by raising an open hand above the head.
- Commencement of last hour - by pointing to a raised wrist with the other hand.
- Five Penalty runs awarded to the batting side - by repeated tapping of one shoulder with the opposite hand.
- Five Penalty runs awarded to the fielding side - by placing one hand on the opposite shoulder.
- Leg bye - by touching a raised knee with the hand.
- New ball - by holding the ball above the head.
- Revoke last signal - by touching both shoulders, each with the opposite hand.
- Short run - by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.

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

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

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

2.14 Informing the umpires

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

2.15 Correctness of scores

Consultation between umpires and scorers on doubtful points is essential. The umpires shall, throughout the match, satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled. They shall agree these with the scorers at least at every interval, other than a drinks interval, and at the conclusion of the match. See Laws 3.2 (Correctness of scores), 16.8 (Correctness of result) and 16.10 (Result not to be changed).

LAW 3 THE SCORERS

3.1 Appointment of scorers

One official scorer per team shall be appointed by TSCL-EC to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

The batting team shall be responsible to appoint a scorer at every instant of the game to coordinate with the umpires. He/she shall record all the actions necessary to keep complete details using the scoring app selected by TSCL-EC at the beginning of the season. Captains shall ensure that player names are preceded by the players' TSCL number.

CricHQ has been officially contracted for scoring. The home team is responsible for loading the accurate scorecard on to the CricHQ site.

3.2 Correctness of scores

The scorers shall frequently check to ensure that their records agree. They shall agree with the umpires, at least at every interval, other than drinks intervals, and at the conclusion of the match, the runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled. See Law 2.15 (Correctness of scores).

3.3 Acknowledging signals

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

LAW 4 THE BALL

4.1 Weight and size

The ball, when new, shall weigh not less than 5.5 ounces/155.9 g, nor more than 5.75 ounces/163 g, and shall measure not less than 8.81 in/22.4 cm, nor more than 9 in/22.9 cm in circumference.

4.2 Approval and control of balls

TSCL-EC shall provide new cricket balls of an approved standard before the start of the tournament to each team. Spare used balls used during a match shall be of the same brand and type.

The umpires shall retain possession of the match ball(s) before the toss and throughout the duration of the match when play is not actually taking place. During play, the NU shall periodically and irregularly inspect the condition of the balls.

4.3 New ball

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

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

(Shall not apply)

4.5 Ball lost or becoming unfit for play

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

4.6 Specifications (edited)

The specifications as described in 4.1 shall apply.

LAW 5 THE BAT

5.1 The bat

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

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

5.2 The handle

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

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

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

5.3 The blade

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

5.3.2 The blade shall consist solely of wood.

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

5.4 Protection and repair

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

5.4.1 Solely for the purposes of

- Either protection from surface damage to the face, sides and shoulders of the blade
- or repair to the blade after surface damage,

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

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

5.4.2.1 Solid material may be inserted into the blade.

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

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

5.5 Damage to the ball

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

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

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

5.6 Contact with the ball

In these Laws,

5.6.1 Reference to the bat shall imply that the bat is held in the batsman's hand or a glove worn on his/her hand, unless stated otherwise.

5.6.2 Contact between the ball and any of 5.6.2.1 to 5.6.2.4

5.6.2.1 The bat itself

5.6.2.2 The batsman's hand holding the bat

5.6.2.3 Any part of a glove worn on the batsman's hand holding the bat

5.6.2.4 Any additional materials permitted under 5.4

Shall be regarded as the ball striking or touching the bat or being struck by the bat.

5.7 Bat size limits

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

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

Width: 4.25in / 10.8 cm

Depth: 2.64in / 6.7 cm

Edges: 1.56in / 4.0cm.

Furthermore, it should also be able to pass through a bat gauge as described in Appendix B.8.

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

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

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

5.8 Categories of bat

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

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

5.8.3 The specifications for Type D bats are described in Appendix B.7 and are for use by junior players in junior cricket only.

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

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

LAW 6 THE PITCH

6.1 Area of pitch (edited)

The pitch is a rectangular area of the ground 22 yards/20.12 m in length and 6 ft/1.83 m width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 5 ft/1.52 m from it. If the pitch is next to an artificial pitch which is closer than 5 ft/1.52 m from the middle stumps, the pitch on that side will extend only to the junction of the two surfaces. See Laws 8.1 (Description, width and pitching) and 7.2 (The bowling crease).

6.2 Fitness of pitch for play

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

6.3 Selection and preparation

(Shall not apply)

6.4 Changing the pitch

(Shall not apply)

6.5 Non-turf pitches

In the event of a non-turf pitch being used, the artificial surface shall conform to the following measurements:

Length – a minimum of 66 ft/20.11 m

Width – a minimum of 6 ft/1.83 m

See Law 9.8 (Non-turf pitches).

LAW 7 THE CREASES

7.1 The creases

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

7.2 The bowling crease

The bowling crease, which is the back edge of the crease marking, is the line that marks the end of the pitch, as in Law 6.1 (Area of pitch). It shall be full width of the creases at minimum.

7.3 The popping crease

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

7.4 The return creases

The return creases, which are the inside edges of the crease markings, shall be at right angles to the popping crease at a distance of 4 ft 4 in/1.32 m either side of the imaginary line joining the centres of the two middle stumps. Each return crease shall be marked from the popping crease to a minimum of 8 ft/2.44 m behind it and shall be considered to be unlimited in length.

LAW 8 THE WICKETS

8.1 Description, width and pitching

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

8.2 Size of stumps

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

8.3 The bails

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

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

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

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

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

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

8.4 Junior cricket

(Shall not apply)

8.5 Dispensing with bails

The NUs may agree to dispense with the use of bails, if necessary. If they so agree then no bails shall be used at either end. The use of bails shall be resumed as soon as conditions permit. See Law 29.4 (Dispensing with bails).

LAW 9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

9.1 Rolling

(Shall not apply)

9.2 Clearing debris from the pitch (as edited)

9.2.1 The pitch shall be cleared of any debris

9.2.1.1 before the start of each day's play. This shall be after the completion of mowing, not earlier than 30 minutes nor later than 10 minutes before the time or any rescheduled time for start of play.

9.2.1.2 between innings.

9.2.1.3 at all intervals for meals.

9.2.2 The clearance of debris in 9.2.1 shall be done by sweeping, except where the umpires consider that this may be detrimental to the surface of the pitch. In this case the debris must be cleared from that area by hand, without sweeping.

9.2.3 In addition to 9.2.1, debris may be cleared from the pitch by hand, without sweeping, before mowing and whenever either umpire considers it necessary.

9.3 Mowing

9.3.1 Responsibility for mowing

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

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

9.3.2 The pitch and outfield (as edited)

In order that throughout the match the ground conditions should be as nearly the same for both sides as possible.

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

9.3.3 Timing of mowing

9.3.3.1 (Shall not apply)

9.3.3.2 Mowing of the outfield on any day shall be completed not later than 15 minutes before the time scheduled or rescheduled for play to begin on that day. Further, no mowing is allowed during the match in order to maintain the same outfield for both innings of a match.

Grass Height: The grass height shall not be more than the height of the ball when laying on the ground with the seam parallel to the ground. The neutral umpire shall be responsible for measuring it before the toss.

9.4 Watering the pitch

(Shall not apply)

9.5 Re-marking creases

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

9.6 Maintenance of foot holes

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

In matches of more than one day's duration, the umpires shall allow, if necessary, the re-turfing of foot holes made by the bowlers in their delivery strides, or the use of quick-setting fillings for the same purpose.

9.7 Securing of footholds and maintenance of pitch

During play, umpires shall allow the players to secure their footholds by the use of sawdust provided that no damage to the pitch is caused and that Law 41 (Unfair play) is not contravened.

9.8 Non-turf pitches

The provisions set out in 9.1 to 9.7 shall apply.

Penalties

Home teams are responsible to ensure proper ground conditions are maintained for the game. A failure to meet the standards as set by the TSCL can result in up to 5 points in penalties. This assessment is conducted by the NU prior to start of play.

LAW 10 COVERING THE PITCH

(Shall not apply)

LAW 11 INTERVALS (edited)

11.1 An interval

11.1.1 The following shall be classed as intervals:

- Intervals between innings for a period no longer than 15 minutes
- Intervals for drinks after the 10th over shall not exceed 5 minutes.
- Any other agreed interval.

11.1.2 Only these intervals shall be considered as scheduled breaks for the purposes of Law 24.2.6.

11.2 Duration of intervals

11.2.1 An interval between innings shall be a 15 minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

11.2.2 (Shall not apply)

11.3 Allowance for interval between innings

(Shall not apply)

11.4 Changing agreed times of intervals

If, at any time during the match,

either Playing time is lost through adverse conditions of ground, weather or light or in exceptional circumstances,

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

the time of the interval may be changed if the NU(s) and both captains so agree, providing the requirements of 11.2 and 11.5 and 11.8.3 are not contravened.

11.5 Changing agreed time for lunch interval

11.5.1 (Shall not apply)

11.5.2 (Shall not apply)

11.5.3 (Shall not apply)

11.5.4 (Shall not apply)

11.5.5 (shall not apply)

11.6 Changing agreed time for tea interval

(Shall not apply)

11.7 Lunch or tea interval – 9 wickets down

(Shall not apply)

11.8 Intervals for drinks

11.8.1 If the NUs determine that there shall be an additional interval for drinks, under conditions of extreme or an exceptionally wholesome reason acceptable to the NUs, the option to take such drinks shall be available to either side. Each interval shall be kept as short as possible and in any case shall not exceed the standard 5 minutes.

11.8.2 Unless, as permitted in 11.9, the captains agree to forgo it, a drinks interval shall be taken at the end of the over in progress when the agreed time is reached. If, however, a wicket falls or a batsman retires within 5 minutes of the agreed time then drinks shall be taken immediately.

No other variation in the timing of drinks intervals shall be permitted except as provided for in 11.8.3.

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

11.8.4 (Shall note apply)

11.9 Agreement to forgo intervals

At any time during the match, the captains may agree to forgo any of the drinks intervals. The umpires shall be informed of the decision.

When play is in progress, the batsmen at the wicket may deputize for their captain in making an agreement to forgo a drinks interval in that session.

11.10 Scorers to be informed

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

LAW 12 START OF PLAY; CESSATION OF PLAY

12.1 Call of Play

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

12.2 Call of Time

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

12.3 Removal of bails

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

12.4 Starting a new over

Another over shall always be started at any time during the match, unless an interval is to be taken in the circumstances set out in 12.5.2, if the umpire, walking at normal pace, has arrived at the position behind the stumps at the bowler's end before the time agreed for the next interval, or for the close of play, has been reached.

12.5 Completion of an over

Other than at the end of the match,

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

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

either a batsman is dismissed or retires

or the players have occasion to leave the field

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

12.6 Last hour of match – number of overs

(Shall not apply)

12.7 Last hour of match – interruptions of play

(Shall not apply)

12.8 Last hour of match – intervals between innings

(Shall not apply)

12.9 Conclusion of match (edited)

12.9.1 The match is concluded

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

12.9.1.2 as soon as the minimum number of overs are completed or unless a result is reached earlier.

12.9.1.3 (Shall not apply)

12.9.2 The match is concluded if, without a conclusion having been reached under 12.9.1, the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible and a minimum of 6 overs was played by both sides.

12.10 Completion of last over of match

(Shall not apply)

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

(Shall not apply)

Start and Cessation times:

There shall be two sessions, of 1 hours & 40 minutes each, separated by a 15-minute interval between innings.

Minimum over rates:

The minimum over rates to be achieved is 12 overs per hour. The actual over rate shall be reviewed by the neutral umpire(s) twice during each innings; once during the drinks interval and again at the end of the innings.

If a side is bowled out within the time determined for that innings, then the fielding side shall be deemed to have complied with the required minimum over rate.

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LAW 13 INNINGS

13.1 Number of innings

13.1.1 All matches will consist of one innings per side. Each innings being limited to a maximum of 20 overs.

13.1.2 (Shall not apply)

13.1.3 All matches shall be one day's scheduled duration. Every effort is made to complete the match on the scheduled day with any necessary reduction in overs taking place. If the match is unable to be completed during the scheduled day, the participating teams may agree to play it on a rescheduled date and communicate it expressly with details to EC.

13.2 Alternate innings

Each side shall take their innings alternately.

13.3 Completed innings

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

13.3.1 The side is all out.

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

13.3.3 (Shall not apply)

13.3.4 (Shall not apply)

13.3.5 The prescribed number of overs has been bowled

13.4 The toss

The captains shall toss a coin for the choice of innings, on the field of play and in the presence of one or both of the NUs, not later than 15 minutes before the scheduled or any rescheduled time for the start of play. Note, however, the provisions of Law 1.3 (Captain).

13.5 Decision to be notified

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

13.6 Length of Innings:

Each fielding team must ensure completion of 20 overs within 1 hours & 40 minutes from start time of a match (including 1 drinks breaks of 5 minutes). However, on an extremely hot day, the Umpire may call for an additional drinks break for no more than 5 minutes. In such a situation, the time taken shall be deducted from the innings break.

If a team fielding first bowls less than 20 overs in the stipulated time, then the number of overs remaining to be bowled shall be deducted from their batting innings for the same chasing total.

E.g., If Team A fields first and completes only 16 overs in 1hrs & 40mins, then they shall be allotted only 16 overs to score the total number of runs made by Team B.

If team fielding second bowls less than 20 overs in the stipulated time, then the runs scored by that team (during 1st innings) in those many over(s) bowled by them in 2nd innings, shall be deducted from the total score and a revised target shall be in effect for the team batting.

E.g., If Team A fields second and completes only 18 overs in 1hrs & 40mins, then Team B shall chase a lesser target based on reducing Team A's total score by the total runs scored by them in overs 19 and 20.

13.7 Number of overs per bowler:

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

In a delayed or interrupted start where the overs are reduced for both teams, no bowler may bowl more than one-fifth of the total overs allowed. The quota for a bowler in an innings reduced to 10 overs or less shall not be less than 1 overs.

Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

LAW 14 THE FOLLOW-ON

(Shall not apply)

LAW 15 DECLARATION AND FORFEITURE

(Shall not apply)

LAW 16 THE RESULT

16.1 A Win – two-innings match

(Shall not apply)

16.2 A Win – one-innings match

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

16.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 16.2), a result can be achieved only if both teams have had the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs.

16.2.3 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 16.2), all matches in which both teams have not had an opportunity of batting for a minimum of 10 overs, shall be declared a No Result.

16.2.4 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 16.2), all matches in which both teams have had an opportunity of batting for a minimum of 10 overs, winners shall be declared based on Net Run Rate (NRR). In the event that the second half of the innings is rained out after 10 overs of the 2nd innings has been played, the winner shall be decided based on the NRR comparison between the two teams. The team with the higher NRR shall be declared the winner.

16.3 Umpires awarding a match

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

16.3.1 A match shall be lost by a side which

16.3.1.1 Concedes defeat

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

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

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

- Playing time lost shall be counted from the start of the action until play recommences, subject to Law 11.4 (Changing agreed times for intervals).
- The time for end of match shall be extended by this length of time, subject to Law 2.8 (Suspension of play in dangerous or unreasonable conditions).

16.4 Matches in which there is an agreement under Law 13.1.2

(Shall not apply)

16.5 All other matches – A Tie or Draw

16.5.1 A Tie

The result of a match shall be a Tie when all innings have been completed (minimum of 10 overs per team) and the scores are equal. No account shall be taken of the number of wickets which have fallen, and a Super Over will decide the winner. (Please see appendix for the procedure for the super over).

16.5.2 A Draw

(Shall not apply)

16.6 Winning hit or extras

16.6.1 As soon as a result is reached as defined in 16.1, 16.2, 16.3, 16.4 or 16.5.1, the match is at an end. Nothing that happens thereafter, except as in Law 41.18.2 (Penalty runs), shall be regarded as part of it. Note also 16.9.

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

16.6.3 If a boundary is scored before the batsmen have completed sufficient runs to win the match, the whole of the boundary allowance shall be credited to the side's total and, in the case of a hit by the bat, to the striker's score.

16.7 Statement of result

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

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

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

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

16.8 Correctness of result

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

16.9 Mistakes in scoring

If, after the players and umpires have left the field in the belief that the match has been concluded, the umpires discover that a mistake in scoring has occurred which affects the result then, subject to 16.10, they shall adopt the following procedure.

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

either the number of overs to be bowled in that innings has not been completed

or the end of the innings has not been reached

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

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

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

16.10 Result not to be changed

Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match – see Laws 2.15 (Correctness of scores) and 3.2 (Correctness of scores) – the result cannot thereafter be changed.

LAW 17 THE OVER

17.1 Number of balls

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

17.2 Start of an over

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

17.3 Validity of balls

17.3.1 A ball shall not count as one of the 6 balls of the over unless it is delivered, even though, as in Law 41.16 (Non-striker leaving his/her ground early) a batsman may be dismissed or some other incident occurs without the ball having been delivered.

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

17.3.2.1 If it is called dead, or is to be considered dead, before the striker has had an opportunity to play it. See Law 20.6 (Dead ball; ball counting as one of over).

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

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

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

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

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

17.4 Call of Over

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

17.5 Umpire miscounting

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

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

17.6 Bowler changing ends

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

17.7 Finishing an over

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

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

17.8 Bowler incapacitated or suspended during an over

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

LAW 18 SCORING RUNS

18.1 A run

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

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

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

18.1.3 When Penalty runs are awarded. See 18.6.

18.2 Runs disallowed

Wherever in these Laws provision is made for the scoring of runs or awarding of penalties, such runs and penalties will be subject to any provisions that may be applicable for the disallowance of runs or for the non-award of penalties.

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

18.3 Short runs

18.3.1 A run is short if a batsman fails to make good his/her ground in turning for a further run.

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

18.4 Unintentional short runs

Except in the circumstances of 18.5,

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

18.4.2 If, after either or both batsmen run short, a boundary is scored the umpire concerned shall disregard the short running and shall not call or signal Short run.

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

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

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

18.5 Deliberate short runs

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

18.5.2 The bowler's end umpire shall

- disallow all runs to the batting side
- return any not out batsman to his/her original end
- signal No ball or Wide to the scorers, if applicable
- award 5 Penalty runs to the fielding side
- award any other 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side)
- inform the scorers as to the number of runs to be recorded
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

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

18.6 Runs awarded for penalties

Runs shall be awarded for penalties under 18.5, and Laws 24.4 (Player returning without permission), 26.4 (Penalties for contravention), 21 (No ball), 22 (Wide ball), 28.2 (Fielding the ball), 28.3 (Protective helmets belonging to the fielding side), 41 (Unfair play) and 42 (Players' conduct). Note, however, the restrictions on the award of Penalty runs in Laws 23.3 (Leg byes not to be awarded), 25.7 (Restriction on the striker's runner), 28.3 (Protective helmets belonging to the fielding side) and 34 (Hit the ball twice).

18.7 Runs scored for boundaries

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

18.8 Runs scored when a batsman is dismissed

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

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

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

18.8.2 If a batsman is dismissed Run out, the batting side shall also score any runs completed before the wicket was put down.

If, however, a striker who has a runner is himself/herself dismissed Run out under Law 25.6.5 (Dismissal and conduct of a batsman and his/her runner), any runs completed by the runner and the other batsman shall be disallowed.

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

When the ball becomes dead for any reason other than the fall of a wicket, or is called dead by an umpire, unless there is specific provision otherwise in the Laws, any runs for penalties awarded to either side shall be scored. Note however the provisions of Laws 23.3 (Leg byes not to be awarded) and 28.3 (Protective helmets belonging to the fielding side).

Additionally the batting side shall be credited with,

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

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

18.10 Crediting of runs scored

Unless stated otherwise in any of the Laws,

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

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

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

18.10.3 the bowler shall be debited with:

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

18.11 Batsman returning to original end

18.11.1 When the striker is dismissed in any of the circumstances in 18.11.1.1 to 18.11.1.6, the not out batsman shall return to his/her original end.

18.11.1.1 A dismissal in the circumstances of Law 25.6.4 or 25.6.5 (Dismissal and conduct of a batsman and his/her runner).

18.11.1.2 Bowled.

18.11.1.3 Stumped.

18.11.1.4 Hit the ball twice.

18.11.1.5 LBW.

18.11.1.6 Hit wicket.

18.11.2 The batsmen shall return to their original ends in any of the cases of 18.11.2.1 to 18.11.2.3.

18.11.2.1 A boundary is scored.

18.11.2.2 Runs are disallowed for any reason.

18.11.2.3 A decision by the batsmen at the wicket to do so, under Law 41.5 (Deliberate distraction, deception or obstruction of batsman).

18.12 Batsman returning to wicket he/she has left

18.12.1 When a batsman is dismissed in any of the ways in 18.12.1.1 to 18.12.1.3, the not out batsman shall return to the wicket he/she has left but only if the batsmen had not already crossed at the instant of the incident causing the dismissal. If runs are to be disallowed, however, the not out batsman shall return to his/her original end.

18.12.1.1 Caught.

18.12.1.2 Obstructing the field.

18.12.1.3 Run out other than under Law 25.6.4 or 25.6.5 (Dismissal and conduct of a batsman and his/her runner).

18.12.2 If, while a run is in progress, the ball becomes dead for any reason other than the dismissal of a batsman, the batsmen shall return to the wickets they had left, but only if they had not already crossed in running when the ball became dead. If, however, any of the circumstances of 18.11.2.1 to 18.11.2.3 apply, the batsmen shall return to their original ends.

LAW 19 BOUNDARIES

19.1 Determining the boundary of the field of play

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

19.1.2 (Shall not apply)

19.2 Identifying and marking the boundary

19.2.1 Wherever practicable, the boundary shall be marked by means of marking flags/cones or by an object in contact with the ground.

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

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

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

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

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

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

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

19.2.7 A person or animal coming onto the field of play while the ball is in play shall not be regarded as a boundary unless the umpires determine otherwise at the time that contact between the ball and such a person or animal is made. The decision shall be made for each separate occurrence.

19.3 Restoring the boundary

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

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

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

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

19.4 Ball grounded beyond the boundary

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

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

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

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

19.5 Fielder grounded beyond the boundary

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

- The boundary or any part of an object used to mark the boundary;
- The ground beyond the boundary;
- Any object that is in contact with the ground beyond the boundary;

- Another fielder who is grounded beyond the boundary, if the umpire considers that it was the intention of either fielder that the contact should assist in the fielding of the ball.

19.5.2 A fielder who is not in contact with the ground is considered to be grounded beyond the boundary if his/her final contact with the ground, before his/her first contact with the ball after it has been delivered by the bowler, was not entirely within the boundary.

19.6 Boundary allowances

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

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

19.7 Runs scored from boundaries

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

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

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

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

19.7.3.1 The allowance for the boundary

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

19.7.4 When the runs in 19.7.3.2 exceed the boundary allowance they shall replace the boundary allowance for the purposes of Law 18.12.2 (Batsman returning to wicket he/she has left).

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

19.8 Overthrow or wilful act of fielder

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

any runs for penalties awarded to either side

and the allowance for the boundary

and the runs completed by the batsmen, together with the run in progress if they had already crossed at the instant of the throw or act.

Law 18.12.2 (Batsman returning to wicket he/she has left) shall apply as from the instant of the throw or act.

LAW 20 DEAD BALL

20.1 Ball is dead

20.1.1 The ball becomes dead when

20.1.1.1 It is finally settled in the hands of the wicket-keeper or of the bowler.

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

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

20.1.1.4 Whether played or not it becomes trapped between the bat and person of a batsman or between items of his/her clothing or equipment.

20.1.1.5 Whether played or not it lodges in the clothing or equipment of a batsman or the clothing of an umpire.

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

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

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

20.1.2 The ball shall be considered to be dead when it is clear to the bowler's end umpire that the fielding side and both batsmen at the wicket have ceased to regard it as in play.

20.2 Ball finally settled

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

20.3 Call of Over or Time

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

20.4 Umpire calling and signalling Dead ball

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

20.4.2 Either umpire shall call and signal Dead ball when

20.4.2.1 Intervening in a case of unfair play.

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

20.4.2.3 Leaving his/her normal position for consultation.

20.4.2.4 One or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball.

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

20.4.2.6 The striker is distracted by any noise or movement or in any other way while preparing to receive, or receiving a delivery. This shall apply whether the source of the distraction is within the match or outside it. Note also 20.4.2.7.

The ball shall not count as one of the over.

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

20.4.2.8 The bowler drops the ball accidentally before delivery.

20.4.2.9 the ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker under Law 41.16 (Non-striker leaving his/her ground early).

20.4.2.10 satisfied that the ball in play cannot be recovered.

20.4.2.11 required to do so under any of the Laws not included above.

20.5 Ball ceases to be dead

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

20.6 Dead ball; ball counting as one of over

20.6.1 When a ball which has been delivered is called dead or is to be considered dead then, other than as in 20.6.2,

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

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

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

LAW 21 NO BALL

21.1 Mode of delivery

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

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

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

21.2 Fair delivery – the arm

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

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

Although it is the primary responsibility of the striker's end umpire to assess the fairness of a delivery in this respect, there is nothing in this Law to debar the bowler's end umpire from calling and signalling No ball if he/she considers that the ball has been thrown.

21.3 Ball thrown or delivered underarm – action by umpires

21.3.1 After the bowler has entered his/her delivery stride, if in the opinion of either NU the ball has been thrown or, unless permitted by agreement in 21.1.2, delivered underarm, that umpire shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call.

The bowler's end umpire shall then

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

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

The bowler's end umpire shall then

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

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

21.4 Bowler throwing towards striker's end before delivery

If the bowler throws the ball towards the striker's end before entering the delivery stride, either umpire shall call and signal No ball. See Law 41.17 (Batsmen stealing a run). However, the procedure stated in 21.3 of first and final warning, informing, action against the bowler and reporting shall not apply.

21.5 Fair delivery – the feet

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

21.5.1 The bowler's back foot must land within and not touching the return crease appertaining to his/her stated mode of delivery.

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

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

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

21.6 Bowler breaking wicket in delivering ball

Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under Law 41.16 (Non-striker leaving his/her ground early), the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his/her person and breaks the wicket. See Appendix A.12. Laws 20.4.2.8, 20.4.2.9 (Umpire calling and signalling Dead ball) and 21.12 will apply.

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

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

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

or

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

21.8 Ball coming to rest in front of striker's wicket

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

21.9 Fielder intercepting a delivery

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

21.10 Ball bouncing over head height of striker

See clause 22.1.1.2

21.11 Call of No ball for infringement of other Laws

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

Law 27.3 – Position of wicket-keeper

Law 28.4 – Limitation of on side fielders

Law 28.5 – Fielders not to encroach on pitch

Law 41.6 – Bowling of dangerous and unfair short pitched deliveries

Law 41.7 – Bowling of dangerous and unfair non-pitching deliveries

Law 41.8 – Bowling of deliberate front foot No ball.

21.12 Revoking a call of No ball

An umpire shall revoke the call of No ball if Dead ball is called under any of Laws 20.4.2.4 to 20.4.2.9 (Umpire calling and signalling Dead ball).

21.13 No ball to over-ride Wide

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

21.14 Ball not dead

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

21.15 Penalty for a No ball

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

21.16 Runs resulting from a No ball – how scored

The one run penalty shall be scored as a No ball extra and shall be debited against the bowler. If other Penalty runs have been awarded to either side these shall be scored as stated in Law 41.18 (Penalty runs). Any runs completed by the batsmen or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they shall also be scored as Byes or Leg byes as appropriate.

21.17 No ball not to count

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

21.18 Out from a No ball

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

21.19 Free Hit

- 21.19.1 In addition to the above, the delivery following a no ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.
- 21.19.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- 21.19.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:
- 21.19.3.1 There is a change of striker (the provisions of clause 41.2 shall apply), or
- 21.19.3.2 The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.
- 21.19.4 For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances clause 21.1 shall apply.
- 21.19.5 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

LAW 22 WIDE BALL

22.1 Judging a Wide

- 22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in 22.1.2, the ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position and the ball passes above the shoulder height of the striker standing upright at the popping crease.
- 22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke.
- 22.1.3 Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket

22.2 Call and signal of Wide ball

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

22.3 Revoking a call of Wide ball

- 22.3.1 The umpire shall revoke the call of Wide ball if there is then any contact between the ball and the striker's bat or person before the ball comes into contact with any fielder.
- 22.3.2 The umpire shall revoke the call of Wide ball if a delivery is called a No ball. See Law 21.13 (No ball to over-ride Wide).

22.4 Delivery not a Wide

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

either causes the ball to pass wide of him/her, as defined in 22.1.2

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

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

22.5 Ball not dead

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

22.6 Penalty for a Wide

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

22.7 Runs resulting from a Wide – how scored

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

22.8 Wide not to count

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

22.9 Out from a Wide

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

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LAW 23 BYE AND LEG BYE

23.1 Byes

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

23.2 Leg byes

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

either attempted to play the ball with the bat

or tried to avoid being hit by the ball.

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

23.2.2.1 If there is

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

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

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

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

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

23.3 Leg byes not to be awarded

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

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

The umpire shall then

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

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LAW 24 FIELDER'S ABSENCE; SUBSTITUTES

24.1 Substitute fielders

24.1.1 The umpires shall allow a substitute fielder

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

24.1.1.2 for any other wholly acceptable reason.

In all other circumstances, a substitute is not allowed.

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

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

24.2 Fielder absent or leaving the field of play

24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this Law, is he/she to be regarded as having left the field of play. A player is considered to be absent from the field of play if he is out of the field for 2 consecutive overs or more.

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

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

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

24.2.2.3 he/she shall not be permitted to bowl for the rest of that innings if he has been out of the field of play for more than 2 overs.

24.2.3 A player's unserved Penalty time shall be limited to a maximum of 12 overs or 5 wickets down.

24.2.4 Not applicable.

24.2.5 Not applicable.

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

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

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

24.2.7 Any unserved Penalty time shall be carried forward into the next innings of the match.

24.2.8 (Shall not apply)

24.2.9 (Shall not apply)

24.2.10 He/she is not allowed to bat in the subsequent innings of the same match until the end of the penalty time or until his team has lost 5 wickets, whichever sooner.

24.3 Penalty time not incurred

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

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

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

24.4 Player returning without permission

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

- The umpire shall award 5 Penalty runs to the batting side.
- Runs completed by the batsmen shall be scored together with the run in progress if they had already crossed at the instant of the offence.
- The ball shall not count as one of the over.
- The umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for this action.
- The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

LAW 25 BATSMAN'S INNINGS; RUNNERS

25.1 Eligibility to act as a batsman or runner

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

25.2 Commencement of a batsman's innings

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

25.3 Restriction on batsman commencing an innings

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

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

25.3.2.1 (Shall not apply)

25.3.2.2 In the event of an unscheduled stoppage, the stoppage time after the batsman notifies an umpire in person that he/she is able to participate shall count as Penalty time served.

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

25.4 Batsman retiring

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

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

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

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

25.5 Runners

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

25.5.1.1 that the batsman has sustained an injury that affects his/her ability to run and

25.5.1.2 that this occurred during the match.

In all other circumstances, a runner is not allowed.

25.5.2 A runner shall

25.5.2.1 be a member of the batting side.

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

25.5.2.3 be changed only with the consent of the umpires.

25.5.2.4 wear external protective equipment equivalent to that worn by the batsman for whom he/she runs and shall carry a bat.

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

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

25.6 Dismissal and conduct of a batsman and his/her runner

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

25.6.2 When a batsman who has a runner is the striker he/she remains subject to the Laws and will be liable to the penalties that any infringement of them demands. In the case of Run out and Stumped, however, special provisions, set out in 25.6.3, 25.6.4 and 25.6.5, apply to him/her as a striker who has a runner.

25.6.3 When a batsman who has a runner is the striker, his/her ground is always at the wicket-keeper's end.

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

25.6.5 If the striker who has a runner is out of his/her ground and the wicket at the wicket-keeper's end is fairly put down, the striker is liable to be out under Laws 38 (Run out) or 39 (Stumped). If the runner is also out of his/her ground at the wicket-keeper's end, then only Law 38 (Run out) can apply.

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

- disallow all runs to the batting side
- return any not out batsman to his/her original end
- award any 5-run Penalty that is applicable.

25.6.7 When a batsman who has a runner is not the striker, he/she

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

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

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

25.7 Restriction on the striker's runner

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

25.7.2 If the striker's end umpire considers the runner for an injured striker to be in breach of this restriction then, if the ball does not become dead for any other reason, he/she shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run. However, he/she shall delay the call of Dead ball to allow the opportunity for a catch to be completed.

The bowler's end umpire shall

- disallow all runs to the batting side
- return any not out batsman to his/her original end
- award any 5-run Penalty that is applicable except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).

LAW 26 PRACTICE ON THE FIELD

26.1 Practice on the pitch or the rest of the square

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

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

26.2 Practice on the outfield

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

- Before the start of play,
- After the close of play and
- During the lunch and tea intervals or between innings,

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

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

- Only the fielders as defined in Appendix A.7 participate in such practice.
- No ball other than the match ball is used for this practice.
- No bowling practice takes place in the area between the square and the boundary in a direction parallel to the match pitch.
- The umpires are satisfied that it will not contravene either of Laws 41.3 (The match ball – changing its condition) or 41.9 (Time wasting by the fielding side).

26.3 Trial run-up

A bowler is permitted to have a trial run-up provided the umpire is satisfied that it will not contravene either of Laws 41.9 (Time wasting by the fielding side) or 41.12 (Fielder damaging the pitch).

26.4 Penalties for contravention

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

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

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

26.4.1.1 If the contravention is by a batsman at the wicket, the umpire shall inform the other batsman and each incoming batsman that the warning has been issued. The warning shall apply to the team of that player throughout the match.

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

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

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

LAW 27 THE WICKET-KEEPER

27.1 Protective equipment

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

27.2 Gloves

- 27.2.1 If, as permitted under 27.1, the wicket-keeper wears gloves, they shall have no webbing between the fingers except joining index finger and thumb, where webbing may be inserted as a means of support.
- 27.2.2 If used, the webbing shall be a single piece of non-stretch material which, although it may have facing material attached, shall have no reinforcements or tucks.
- 27.2.3 The top edge of the webbing shall not protrude beyond the straight line joining the top of the index finger to the top of the thumb and shall be taut when a hand wearing the glove has the thumb fully extended. See Appendix E.

27.3 Position of wicket-keeper

- 27.3.1 The wicket-keeper shall remain wholly behind the wicket at the striker's end from the moment the ball comes into play until a ball delivered by the bowler
 - Touches the bat or person of the striker or
 - Passes the wicket at the striker's end or
 - The striker attempts a run.
- 27.3.2 In the event of the wicket-keeper contravening this Law, the striker's end umpire shall call and signal No ball as soon as applicable after the delivery of the ball.

27.4 Movement by wicket-keeper

- 27.4.1 After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters his/her position in relation to the striker's wicket, except for the following:
 - 27.4.1.1 Movement of a few paces forward for a slower delivery, unless in so doing it brings him/her within reach of the wicket.

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

27.4.1.3 Movement in response to the stroke that the striker is playing or that his/her actions suggest he/she intends to play. However, the provisions of Law 27.3 shall apply.

27.4.2 In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball.

27.5 Restriction on actions of wicket-keeper

If, in the opinion of either umpire, the wicket-keeper interferes with the striker's right to play the ball and to guard his/her wicket, Law 20.4.2.6 (Umpire calling and signalling Dead ball) shall apply.

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

27.6 Interference with wicket-keeper by striker

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

LAW 28 THE FIELDER

28.1 Protective equipment

No fielder other than the wicket-keeper shall be permitted to wear gloves or external leg guards. In addition, protection for the hand or fingers may be worn only with the consent of the umpires.

28.2 Fielding the ball

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

28.2.1.1 uses anything other than part of his/her person to field the ball.

28.2.1.2 extends his/her clothing with his/her hands and uses this to field the ball.

28.2.1.3 discards a piece of clothing, equipment or any other object which subsequently makes contact with the ball.

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

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

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

In addition the umpire shall

- award 5 Penalty runs to the batting side.

- inform the other umpire and the captain of the fielding side of the reason for this action.
- inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.

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

28.3 Protective helmets belonging to the fielding side

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

28.3.2 If the ball while in play strikes a helmet, placed as described in 28.3.1

28.3.2.1 the ball shall become dead

and, subject to 28.3.3,

28.3.2.2 an award of 5 Penalty runs shall be made to the batting side;

28.3.2.3 any runs completed by the batsmen before the ball strikes the protective helmet shall be scored, together with the run in progress if the batsmen had already crossed at the instant of the ball striking the protective helmet.

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

- permit the batsmen's runs as in 28.3.2.3 to be scored
- signal No ball or Wide ball to the scorers if applicable
- award 5 Penalty runs as in 28.3.2.2
- award any other Penalty runs applicable.

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

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

28.4 Limitation of on side fielders

At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his/her person whether grounded or in the air is in front of this line.

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

28.5 Fielders not to encroach on pitch

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

In the event of infringement of this Law by any fielder other than the wicket-keeper, the bowler's end umpire shall call and signal No ball as soon as possible after delivery of the ball. Note, however, Law 27.3 (Position of wicket-keeper).

28.6 Movement by any fielder other than the wicket-keeper

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

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

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

28.6.1.3 Movement by any fielder in response to the stroke that the striker is playing or that his/her actions suggest he/she intends to play.

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

28.6.3 In the event of such unfair movement, either umpire shall call and signal Dead ball.

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

28.7 Restriction of placement of fieldsmen

28.7.1 In addition to the restrictions contained in clause 28.4 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

28.7.2 The following fielding restrictions shall apply:

28.7.2.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer to paragraph 2 of Appendix C). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

28.7.2.2 at the instant of delivery:

28.7.2.2.1 Power play - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 1 to 6 inclusive. For all other overs in the innings, no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 6 to 20 inclusive

28.7.2.3 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Total Overs in innings	Number of Overs for which fielding restrictions in clauses 28.7.2 and 28.7.4 above will apply
10-11	3
12-14	4
15-18	5
19-20	6

28.7.2.4 If play is interrupted during an innings, the table in item 3 above applies, the Power play takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

28.7.2.5 Any time during the game, no more than (maximum) 5 fielders can be placed on-side of the batsman. This includes within and beyond the 30 yard circle/ infield.

28.7.2.6 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

LAW 29 THE WICKET IS DOWN

29.1 Wicket put down

29.1.1 The wicket is put down if a bail is completely removed from the top of the stumps, or a stump is struck out of the ground,

29.1.1.1 by the ball,

29.1.1.2 by the striker's bat if held or by any part of the bat that he/she is holding,

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

29.1.1.4 By the striker's person or by any part of his/her clothing or equipment becoming detached from his/her person,

29.1.1.5 by a fielder with his/her hand or arm, providing that the ball is held in the hand or hands so used, or in the hand of the arm so used.

29.1.1.6 The wicket is also put down if a fielder strikes or pulls a stump out of the ground in the same manner.

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

29.2 One bail off

If one bail is off, it shall be sufficient for the purpose of putting the wicket down to remove the remaining bail or to strike or pull any of the three stumps out of the ground, in any of the ways stated in 29.1.

29.3 Remaking wicket

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

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

29.4 Dispensing with bails

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

29.4.1 After a decision to play without bails, the wicket has been put down if the umpire concerned is satisfied that the wicket has been struck by the ball, by the striker's bat, person or items of his/her clothing or equipment as described in 29.1.1.2, 29.1.1.3 or 29.1.1.4, or by a fielder in the manner described in 29.1.1.5.

29.4.2 If the wicket has already been broken or put down, 29.4.1 shall apply to any stump or stumps still in the ground. Any fielder may replace a stump or stumps, in accordance with 29.3, in order to have an opportunity of putting the wicket down.

LAW 30 BATSMAN OUT OF HIS/HER GROUND

30.1 When out of his/her ground

30.1.1 A batsman shall be considered to be out of his/her ground unless some part of his/her person or bat is grounded behind the popping crease at that end.

30.1.2 However, a batsman shall not be considered to be out of his/her ground if, in running or diving towards his/her ground and beyond, and having grounded some part of his/her person or bat beyond the popping crease, there is subsequent loss of contact

between the ground and any part of his/her person or bat,
or between the bat and person,

provided that the batsman has continued movement in the same direction.

30.2 Which is a batsman's ground

30.2.1 If only one batsman is within a ground, it is his/her ground and will remain so even if he/she is later joined there by the other batsman.

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

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

30.2.4 If a ground belongs to one batsman then, unless there is a striker who has a runner, the other ground belongs to the other batsman, irrespective of his/her position.

30.2.5 When a batsman who has a runner is striker, his/her ground is always at the wicket-keeper's end. However, 30.2.1, 30.2.2, 30.2.3 and 30.2.4 will still apply, but only to the runner and the non-striker, so that that ground will also belong to either the non-striker or the runner, as the case may be.

30.3 Position of non-striker

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

LAW 31 APPEALS

31.1 Umpire not to give batsman out without an appeal

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

31.2 Batsman dismissed

A batsman is dismissed if he/she is

either given out by an umpire, on appeal

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

31.3 Timing of appeals

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

The call of Over does not invalidate an appeal made prior to the start of the following over, provided Time has not been called. See Laws 12.2 (Call of Time) and 17.2 (Start of an over).

31.4 Appeal "How's That?"

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

31.5 Answering appeals

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

When an appeal is made, each umpire shall answer on any matter that falls within his/her jurisdiction.

When a batsman has been given Not out, either umpire may answer an appeal, made in accordance with 31.3, if it is on a further matter and is within his/her jurisdiction.

31.6 Consultation by umpires

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

31.7 Batsman leaving the wicket under a misapprehension

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

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

31.8 Withdrawal of an appeal

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

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

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LAW 32 BOWLED

32.1 Out Bowled

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

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

32.2 Bowled to take precedence

The striker is out Bowled if his/her wicket is put down as in 32.1, even though a decision against him/her for any other method of dismissal would be justified.

LAW 33 CAUGHT

33.1 Out Caught

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

33.2 A fair catch

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

either the ball, at any time

or any fielder in contact with the ball,

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

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

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

33.2.2.2 A fielder catches the ball after it has been lawfully struck more than once by the striker, but only if it has not been grounded since it was first struck. See Law 34 (Hit the ball twice).

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

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

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

33.3 Making a catch

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

33.4 No runs to be scored

If the striker is dismissed Caught, runs from that delivery completed by the batsmen before the completion of the catch shall not be scored but any runs for penalties awarded to either side shall stand. Law 18.11.1 (Batsman returning to original end) shall apply from the instant of the completion of the catch.

33.5 Caught to take precedence

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

LAW 34 HIT THE BALL TWICE

34.1 Out Hit the ball twice

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

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

34.2 Not out Hit the ball twice

The striker will not be out under this Law if he/she

34.2.1 Strikes the ball a second or subsequent time in order to return the ball to any fielder. Note, however, the provisions of Law 37.4 (Returning the ball to a fielder).

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

34.3 Ball lawfully struck more than once

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

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

34.4 Runs permitted from ball lawfully struck more than once

When the ball is lawfully struck more than once, as permitted in 34.3, if the ball does not become dead for any reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run. However, he/she shall delay the call of Dead ball to allow the opportunity for a catch to be completed.

The umpire shall

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

34.5 Bowler does not get credit

The bowler does not get credit for the wicket.

LAW 35 HIT WICKET

35.1 Out Hit wicket

35.1.1 The striker is out Hit wicket if, after the bowler has entered the delivery stride and while the ball is in play, his/her wicket is put down by either the striker's bat or person as described in Laws 29.1.1.2 to 29.1.1.4 (Wicket put down) in any of the following circumstances:

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

35.1.1.2 In setting off for the first run immediately after playing or playing at the ball,

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

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

35.1.2 If the striker puts his/her wicket down in any of the ways described in Laws 29.1.1.2 to 29.1.1.4 before the bowler has entered the delivery stride, either umpire shall call and signal Dead ball.

35.2 Not out Hit wicket

The striker is not out under this Law should his/her wicket be put down in any of the ways referred to in 35.1 if any of the following applies:

- It occurs after the striker has completed any action in receiving the delivery, other than in 35.1.1.2 to 35.1.1.4.
- It occurs when the striker is in the act of running, other than setting off immediately for the first run.
- It occurs when the striker is trying to avoid being run out or stumped.
- It occurs when the striker is trying to avoid a throw in at any time.
- The bowler after entering the delivery stride does not deliver the ball. In this case either umpire shall immediately call and signal Dead ball. See Law 20.4 (Umpire calling and signalling Dead ball).
- The delivery is a No ball.

LAW 36 LEG BEFORE WICKET

36.1 Out LBW

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

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

36.1.2 The ball, if it is not intercepted full-pitch, pitches in line between wicket and wicket or on the off side of the striker's wicket

36.1.3 The ball not having previously touched his/her bat, the striker intercepts the ball, either full-pitch or after pitching, with any part of his/her person

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

either is between wicket and wicket

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

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

36.2 Interception of the ball

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

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

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

36.3 Off side of wicket

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

LAW 37 OBSTRUCTING THE FIELD

37.1 Out Obstructing the field

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

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

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

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

If the change of direction involves the batsman crossing the pitch, clause 41.14 shall also apply

37.2 Not out Obstructing the field

A batsman shall not be out Obstructing the field if

obstruction or distraction is accidental,

or obstruction is in order to avoid injury,

or in the case of the striker, he/she makes a second or subsequent strike to guard his/her wicket lawfully as in Law 34.3 (Ball lawfully struck more than once). However, see 37.3.

37.3 Obstructing a ball from being caught

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

37.4 Returning the ball to a fielder

Either batsman is out Obstructing the field if, at any time while the ball is in play and, without the consent of a fielder, he/she uses the bat or any part of his/her person to return the ball to any fielder.

37.5 Runs scored

When either batsman is dismissed Obstructing the field,

37.5.1 unless the obstruction prevents a catch from being made, any runs completed by the batsmen before the offence shall be scored, together with any runs awarded for penalties to either side. See Laws 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batsman is dismissed).

37.5.2 if the obstruction prevents a catch from being made, any runs completed by the batsmen shall not be scored but any penalties awarded to either side shall stand.

37.6 Bowler does not get credit

The bowler does not get credit for the wicket.

LAW 38 RUN OUT

38.1 Out Run out

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

he/she is out of his/her ground

and his/her wicket is fairly put down by the action of a fielder

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

38.2 Batsman not out Run out

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

38.2.1.1 He/She has been within his/her ground and has subsequently left it to avoid injury, when the wicket is put down.

Note also the provisions of Law 30.1.2 (When out of his/her ground).

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

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

38.2.2.1 He/She is out Stumped. See Laws 25.6.5 (Dismissal and conduct of a batsman and his/her runner) and 39.1.2 (Out Stumped).

38.2.2.2 No ball has been called

and he/she is out of his/her ground not attempting a run

and the wicket is fairly put down by the wicket-keeper without the intervention of another fielder.

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

38.3 Which batsman is out

The batsman out in the circumstances of 38.1 is the one whose ground is at the end where the wicket is put down. See Laws 25.6 (Dismissal and conduct of a batsman and his/her runner) and 30.2 (Which is a batsman's ground).

38.4 Runs scored

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

If, however, a striker who has a runner is himself/herself dismissed Run out and runs are completed by the runner and the other batsman before the wicket is put down,

- all runs to the batting side from that delivery shall be disallowed.
- the one run penalty for No ball shall stand and 5 run penalties shall be allowed.
- the umpire shall return the non-striker to his/her original end.

See Law 25.6 (Dismissal and conduct of a batsman and his/her runner).

38.5 Bowler does not get credit

The bowler does not get credit for the wicket.

LAW 39 STUMPED

39.1 Out Stumped

39.1.1 The striker is out Stumped, except as in 39.3, if

a ball which is delivered is not called No ball

and he/she is out of his/her ground, other than as in 39.3.1

and he/she has not attempted a run

when his/her wicket is fairly put down by the wicket-keeper without the intervention of another fielder. Note, however Laws 25.6.2 and 25.6.5 (Dismissal and conduct of a batsman and his/her runner) and 27.3 (Position of wicket-keeper).

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

39.2 Ball rebounding from wicket-keeper's person

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

- rebounds on to the stumps from any part of the wicket-keeper's person or equipment
- or has been kicked or thrown on to the stumps by the wicket-keeper.

39.3 Not out Stumped

39.3.1 The striker will not be out Stumped if he/she has left his/her ground in order to avoid injury.

39.3.2 If the striker is not out Stumped he/she may, except in the circumstances of either of Laws 25.6.5 (Dismissal and conduct of a batsman and his/her runner) or 38.2.2.2 (Batsman not out Run out), be out Run out if the conditions of Law 38.1 (Out Run out) apply.

LAW 40 TIMED OUT

40.1 Out Timed out

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

40.1.2 In the event of an extended delay in which no batsman comes to the wicket, the umpires shall adopt the procedure of Law 16.3 (Umpires awarding a match). For the purposes of that Law the start of the action shall be taken as the expiry of the 3 minutes referred to above.

40.2 Bowler does not get credit

The bowler does not get credit for the wicket.

LAW 41 UNFAIR PLAY

41.1 Fair and unfair play – responsibility of captains

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

41.2 Fair and unfair play – responsibility of umpires

The umpires shall be the sole judges of fair and unfair play. If either umpire considers an action, not covered by the Laws, to be unfair he/she shall intervene without appeal and, if the ball is in play, call and signal Dead ball and implement the procedure as set out in 41.19. Otherwise umpires shall not interfere with the progress of play without appeal except as required to do so by the Laws.

41.3 The match ball – changing its condition

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

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

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

A fielder may, however

41.3.2.1 polish the ball on his/her clothing provided that no artificial substance is used and that such polishing wastes no time.

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

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

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

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

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

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

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

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

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

41.3.5.1 Repeat the procedure in 41.3.4.1 and 41.3.4.2.

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

41.3.5.2 - direct the captain of the fielding side to suspend immediately from bowling the bowler who delivered the preceding ball; he/she shall not be allowed to bowl again in the match.

- inform the batsmen at the wicket and, as soon as practicable, the captain of the batting side of the reason for the action.
- if necessary, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

41.4 Deliberate attempt to distract striker

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

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

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

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

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

41.5 Deliberate distraction, deception or obstruction of batsman

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

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

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

41.5.4 Neither batsman shall be dismissed from that delivery.

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

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

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

41.5.6 The bowler's end umpire shall

- award 5 Penalty runs to the batting side.

- inform the captain of the fielding side of the reason for this action and as soon as practicable inform the captain of the batting side.

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

41.5.8 Any runs completed by the batsmen before the offence shall be scored, together with any runs for penalties awarded to either side. Additionally, the run in progress shall be scored whether or not the batsmen had already crossed at the instant of the offence.

41.5.9 The batsmen at the wicket shall decide which of them is to face the next delivery.

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

41.6 Bowling of dangerous and unfair short pitched deliveries

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

41.6.2 The bowler's end umpire may consider that the bowling of short pitched deliveries, although not dangerous under 41.6.1, is unfair if they repeatedly pass above shoulder height of the striker standing upright at the crease.

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

This caution shall apply to that bowler throughout the innings.

41.6.4 Should there be any further such delivery by the same bowler in that innings, the umpire shall

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

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

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

- The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

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

shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

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

41.7 Bowling of dangerous and unfair non-pitching deliveries

41.7.1 Any delivery (except under extreme conditions or due to exceptionally wholesome reasons acceptable to the Umpire) which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately call and signal No ball. When the ball is dead, the umpire shall caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

41.7.2 Should there be any further such delivery by the same bowler in that innings, the umpire shall

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

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

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

Additionally the umpire shall

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

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

41.7.3 The warning sequence in 41.7.1 and 41.7.2 is independent of the warning and action sequence in 41.6.

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

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

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

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

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

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

41.8 Bowling of deliberate front-foot No ball

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

- immediately call and signal No ball.
- when the ball is dead, warn the bowler and the captain of the fielding side of the offence

Upon a further such an instance in the same match, he/she shall

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

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

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

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

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

41.9 Time wasting by the fielding side

41.9.1 It is unfair for any fielder to waste time.

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

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

The bowler's end umpire shall then

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

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

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

The bowler's end umpire shall then

either, if the waste of time is not during an over, award 5 Penalty runs to the batting side and inform the captain of the fielding side of the reason for this action

or, if the waste of time is during the course of an over, direct the captain of the fielding side to suspend the bowler immediately from bowling.

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

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

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

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

41.10 Batsman wasting time

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

41.10.2 Should either batsman waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his/her run-up or when the ball becomes dead, as appropriate, the umpire shall

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

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

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

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

shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

41.11 The protected area

-Shall not apply

41.12 Fielder damaging the pitch

-Shall not apply

41.13 Bowler running on protected area

-Shall not apply

41.14 Batsman damaging the pitch

-Shall not apply

41.15 Striker in protected area

-Shall not apply

41.16 Non-striker leaving his/her ground early

If the non-striker is out of his/her ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run him/her out. Whether the attempt is successful or not, the ball shall not count as one in the over.

If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.

41.17 Batsmen stealing a run

It is unfair for the batsmen to attempt to steal a run during the bowler's run-up. Unless the bowler attempts to run out either batsman – see 41.16 and Law 21.4 (Bowler throwing towards striker's end before delivery) – the umpire shall

- call and signal Dead ball as soon as the batsmen cross in such an attempt.
- inform the other umpire of the reason for this action.

The bowler's end umpire shall then

- return the batsmen to their original ends.
- award 5 Penalty runs to the fielding side.
- award any other 5 run Penalty that is applicable, except for Penalty runs under Law 28.3 (Protective helmets belonging to the fielding side).
- inform the batsmen, the captain of the fielding side and, as soon as practicable, the captain of the batting side, of the reason for this action.

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

shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

41.18 Penalty runs

41.18.1 When Penalty runs are awarded to either side, when the ball is dead the umpire shall signal the Penalty runs to the scorers. See Law 2.13 (Signals).

41.18.2 Penalty runs shall be awarded in each case where the Laws require the award, even if a result has already been achieved. See Law 16.6 (Winning hit or extras).

Note, however, that the restrictions on awarding Penalty runs, in Laws 23.3 (Leg byes not to be awarded), 25.7 (Restriction on the striker's runner), 28.3 (Protective helmets belonging to the fielding side) and 34.4 (Runs permitted from ball lawfully struck more than once) will apply.

41.18.3 When 5 Penalty runs are awarded to the batting side,

- they shall be scored as Penalty extras and shall be in addition to any other penalties.
- they are awarded when the ball is dead and shall not be regarded as runs scored from either the immediately preceding delivery or the immediately following delivery, and shall be in addition to any runs from those deliveries.
- the batsmen shall not change ends solely by reason of the 5 run penalty.

41.18.4 When 5 Penalty runs are awarded to the fielding side, they shall be added as Penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 Penalty runs shall be added to the score in its next innings.

41.19 Unfair actions

41.19.1 If an umpire considers that any action by a player, not covered in the Laws, is unfair, he/she shall call and signal Dead ball, if appropriate, as soon as it becomes clear that the call will not disadvantage the non-offending side, and report the matter to the other umpire.

The bowler's end umpire shall

41.19.1.1 If this is a first offence by that side

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

41.19.1.2 If this is a second or subsequent offence by that side

- award 5 Penalty runs to the opposing side

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

(Shall be covered under TSCL Code of Conduct)

APPENDIX A

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

A1 The match

A1.1 The game is used in these Laws as a general term meaning the Game of Cricket.

A1.2 A match is a single encounter (or contest) between two sides (or teams), played under the Laws of Cricket.

A1.3 The toss is the toss for choice of innings.

A1.4 Before the toss is at any time before the toss on the day the match is expected to start or, in the case of a one-day match, on the day the match is due to take place.

A1.5 Before the match is at any time before the toss, not restricted to the day on which the toss is to take place.

A1.6 During the match is at any time after the toss until the conclusion of the match, whether play is in progress or not.

A1.7 Playing time is any time between the call of Play and the call of Time. See Laws 12.1 (Call of Play) and 12.2 (Call of Time).

A1.8 Conduct of the match includes any action relevant to the match at any time on any day of the match.

A2 Implements and equipment

A2.1 Implements used in the match are the bat, the ball, the stumps and bails.

A2.2 External protective equipment is any visible item of apparel worn for protection against external blows.

For a batsman, items permitted are a protective helmet, external leg guards (batting pads), batting gloves and, if visible, forearm guards.

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

A2.3 A protective helmet is headwear made of hard material and designed to protect the head or the face or both. For the purposes of interpreting these Laws of Cricket, such a description will include faceguards.

A2.4 Equipment – a batsman's equipment is his/her bat as defined above, together with any external protective equipment he/she is wearing.

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

A2.5 The bat – the following are to be considered as part of the bat:

– the whole of the bat itself.

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

A2.6 Held in batsman's hand. Contact between a batsman's hand, or glove worn on his/her hand, and any part of the bat shall constitute the bat being held in that hand.

A3 The playing area

A3.1 The field of play is the area contained within the boundary.

A3.2 The square is a specially prepared area of the field of play within which the match pitch is situated.

A3.3 The outfield is that part of the field of play between the square and the boundary.

A4 Positioning

A4.1 Behind the popping crease at one end of the pitch is that area of the field of play, including any other marking, objects and persons therein, that is on that side of the popping crease that does not include the creases at the opposite end of the pitch. Behind, in relation to any other marking, object or person, follows the same principle. See the diagram in A 13.

A4.2 In front of the popping crease at one end of the pitch is that area of the field of play, including any other marking, objects and persons therein, that is on that side of the popping crease that includes the creases at the opposite end of the pitch. In front of, in relation to any other marking, object or person, follows the same principle. See the diagram in A 13.

A4.3 The striker's end is the place where the striker stands to receive a delivery from the bowler only insofar as it identifies, independently of where the striker may subsequently move, one end of the pitch.

A4.4 The bowler's end is the end from which the bowler delivers the ball. It is the other end of the pitch from the striker's end and identifies that end of the pitch that is not the striker's end as described in A4.3.

A4.5 The wicket-keeper's end is the same as the striker's end as described in A4.3.

A4.6 In front of the line of the striker's wicket is in the area of the field of play in front of the imaginary line joining the fronts of the stumps at the striker's end; this line to be considered extended in both directions to the boundary. See A4.2.

A4.7 Behind the wicket is in the area of the field of play behind the imaginary line joining the backs of the stumps at the appropriate end; this line to be considered extended in both directions to the boundary. See A4.1.

A4.8 Behind the wicket-keeper is behind the wicket at the striker's end, as defined above, but in line with both sets of stumps and further from the stumps than the wicket-keeper.

A4.9 Off side/on side – see diagram in A13

A4.10 Inside edge is the edge on the same side as the nearer wicket.

A5 Umpires

A5.1 Umpire – where the description the umpire is used on its own, it always means ‘the bowler’s end umpire’ though this full description is sometimes used for emphasis or clarity. Similarly the umpires always means both umpires. An umpire and umpires are generalised terms. Otherwise, a fuller description indicates which one of the umpires is specifically intended. Each umpire will be bowler’s end umpire and striker’s end umpire in alternate overs.

A5.2 Bowler’s end umpire is the umpire who is standing at the bowler’s end (see A4.4) for the current delivery.

A5.3 Striker’s end umpire is the umpire who is standing at the striker’s end (see A4.3), to one side of the pitch or the other, depending on his/her choice, for the current delivery.

A5.4 Umpires together agree applies to decisions which the umpires are to make jointly, independently of the players.

A6 Batsmen

A6.1 Batting side is the side currently batting, whether or not play is in progress.

A6.2 Member of the batting side is one of the players nominated by the captain of the batting side, or any authorised replacement for such nominated player.

A6.3 A batsman’s ground – at each end of the pitch, the whole area of the field of play behind the popping crease is the ground at that end for a batsman.

A6.4 Original end is the end where a batsman was when the ball came into play for that delivery.

A6.5 Wicket he/she has left is the wicket at the end where a batsman was at the start of the run in progress.

A6.6 Guard position is the position and posture adopted by the striker to receive a ball delivered by the bowler

A7 Fielders

A7.1 Fielding side is the side currently fielding, whether or not play is in progress.

A7.2 Member of the fielding side is one of the players nominated by the captain of the fielding side, or any authorised replacement or substitute for such nominated player.

A7.3 Fielder is one of the 11 or fewer players who together represent the fielding side on the field of play. This definition includes not only both the bowler and the wicket-keeper but also nominated players who are legitimately on the field of play, together with players legitimately acting as substitutes for absent nominated players. It excludes any nominated player who is absent from the field of play, or who has been absent from the field of play and who has not yet obtained the umpire’s permission to return.

A player going briefly outside the boundary in the course of discharging his/her duties as a fielder is not absent from the field of play nor, for the purposes of Law 24.2 (Fielder absent or leaving the field of play), is he/she to be regarded as having left the field of play.

A8 Substitutes, Replacements and Runners

A8.1 A Substitute is a player who takes the place of a fielder on the field of play, but does not replace the player for whom he/she substitutes on that side's list of nominated players. A substitute's activities are limited to fielding.

A8.2 A Replacement is a player who takes the place of a nominated player and who, thereby, becomes a nominated player. A replacement's activities on the field of play are no more limited than those of any other nominated player.

A8.3 A Runner is a nominated player who runs for another nominated player of his/her own side who is batting and is unable to run.

A9 Bowlers

A9.1 Over the wicket / round the wicket – If, as the bowler runs up between the wicket and the return crease, the wicket is on the same side as his/her bowling arm, he/she is bowling over the wicket. If the return crease is on the same side as his/her bowling arm, he/she is bowling round the wicket.

A9.2 Delivery swing is the motion of the bowler's arm during which he/she normally releases the ball for a delivery.

A9.3 Delivery stride is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride. The stride after the delivery stride is completed when the next foot lands, i.e. when the back foot of the delivery stride lands again.

A10 The ball

A10.1 The ball is struck/strikes the ball unless specifically defined otherwise, mean 'the ball is struck by the bat'/'strikes the ball with the bat'.

A10.2 Rebounds directly/strikes directly and similar phrases mean 'without contact with any fielder' but do not exclude contact with the ground.

A10.3 Full-pitch describes a ball delivered by the bowler that reaches or passes the striker without having touched the ground. Sometimes described as non-pitching.

A11 Runs

A11.1 A run to be disallowed is one that in Law should not have been taken. It is not only to be cancelled but the batsmen are to be returned to their original ends.

A11.2 A run not to be scored is one that is not illegal, but is not recognised as a properly executed run. It is not a run that has been made, so the question of cancellation does not arise. The loss of the run so attempted is not a disallowance and the batsmen will not be returned to their original ends on that account.

A12 The person

A12.1 Person; A player's person is his/her physical person (flesh and blood) together with any clothing or legitimate external protective equipment that he/she is wearing except, in the case of a batsman, his/her bat.

A hand, whether gloved or not, that is not holding the bat is part of the batsman's person.

No item of clothing or equipment is part of the player's person unless it is attached to him/her.

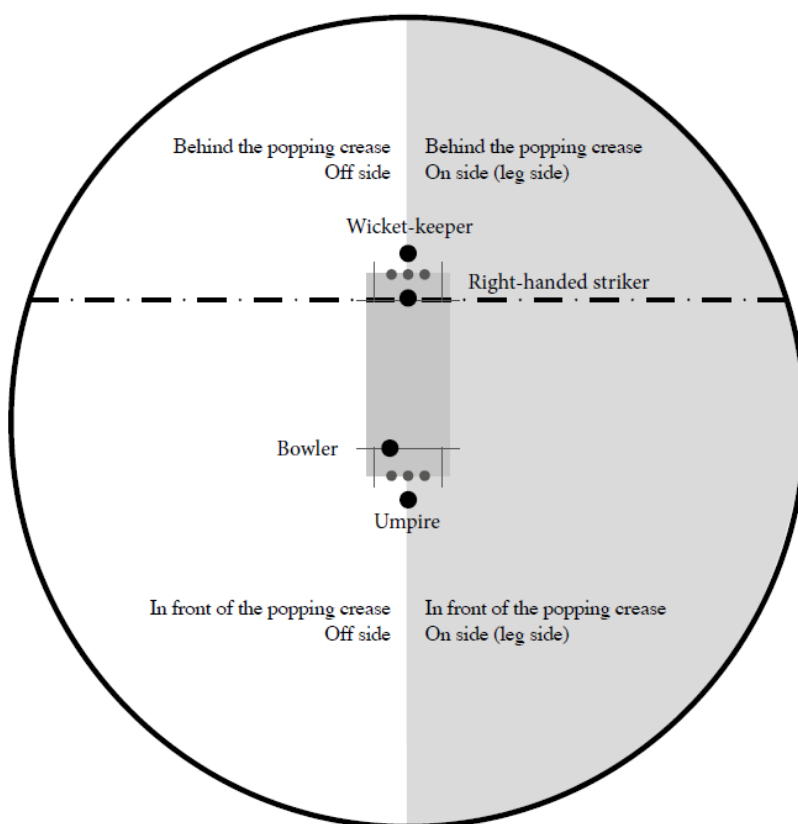
For a batsman, a glove being held but not worn is part of his/her person.

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

A12.2 Clothing – anything that a player is wearing, including such items as spectacles or jewellery, that is not classed as external protective equipment is classed as clothing, even though he/she may be wearing some items of apparel, which are not visible, for protection. A bat being carried by a batsman does not come within this definition of clothing.

A12.3 Hand for batsman or wicket-keeper shall include both the hand itself and the whole of a glove worn on the hand.

A13 Off side/on side; in front of / behind the popping crease.



Appendix B: The bat (Law 5)

B.1. General guidance

- B.1.1. Measurements - All provisions in sections B.2 to B.6 below are subject to the measurements and restrictions stated in the Law and this Appendix.
- B.1.2 Adhesives – Throughout, adhesives are permitted only where essential and only in minimal quantity
- B.1.3 Categories of bat – The specifications given below relate to Type A, B C and D bats unless specified otherwise.

B.2. Specifications for the Handle

- B.2.1 One end of the handle is inserted into a recess in the blade as a means of joining the handle and the blade.

This lower portion is used purely for joining the blade and the handle together. It is not part of the blade but, solely in interpreting B.3 and B.4 below, references to the blade shall be considered to extend also to this lower portion of the handle where relevant.

- B.2.2. The handle may be glued where necessary and bound with twine along the upper portion.

Providing Law 5.5 is not contravened, the upper portion may be covered with materials solely to provide a surface suitable for gripping. Such covering is an addition and is not part of the bat, except in relation to Law 5.6. The bottom of this grip should not extend below the point defined in B.2.4 below.

Twine binding and the covering grip may extend beyond the junction of the upper and lower portions of the handle, to cover part of the shoulders of the bat as defined in B.3.1.

No material may be placed on or inserted into the lower portion of the handle other than as permitted above together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.

- B.2.3 Materials in handle – As a proportion of the total volume of the handle, materials other than cane, wood or twine are restricted to one-tenth for Types A and B and one-fifth for Type C and Type D. Such materials must not project more than 3.25 in/8.26 cm into the lower portion of the handle

- B.2.4 Binding and covering of handle – The permitted continuation beyond the junction of the upper and lower portions of the handle is restricted to a maximum, measured along the length of the handle, of

2.5 in/6.35 cm in for the twine binding

2.75 in/6.99 cm for the covering grip.

B.3 Specifications for the Blade

- B.3.1. The blade has a face, a back, a toe, sides and shoulders

B.3.1.1 The face of the blade is its main striking surface and shall be flat or have a slight convex curve resulting from traditional pressing techniques. The back is the opposite surface.

B.3.1.2 The shoulders, sides and toe are the remaining surfaces, separating the face and the back.

B.3.1.3. The shoulders, one on each side of the handle, are along that portion of the blade between the first entry point of the handle and the point at which the blade first reaches its full width.

B.3.1.4. The toe is the surface opposite to the shoulders taken as a pair.

B.3.1.5. The sides, one each side of the blade, are along the rest of the blade, between the toe and the shoulders.

B.3.2. No material may be placed on or inserted into the blade other than as permitted in B.2.4, B.3.3. and Law 5.4 together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.

B.3.3 Covering the blade. Type A and Type B bats shall have no covering on the blade except as permitted in Law 5.4. Type C and Type D bats may have a cloth covering on the blade. This may be treated as specified in B.4 below.

The cloth covering permitted for Type C and D bats shall be of thickness not exceeding 0.012 in /0.3 mm before treatment as in B.4.1.

Any materials referred to above, in Law 5.4 and B.4 below, are to be considered as part of the bat, which must still pass through the gauge as defined in B.8.

B.4 Protection and repair

B.4.1. The surface of the blade may be treated with non-solid materials to improve resistance to moisture penetration and/or mask natural blemishes in the appearance of the wood. Save for the purpose of giving a homogeneous appearance by masking natural blemishes, such treatment shall not materially alter the colour of the blade.

B.4.2. Materials can be used for protection and repair as stated in Law 5.4 and are additional to the blade. Note however Law 5.6.

Any such material shall not extend over any part of the back of the blade except in the case of Law 5.4.1 and then only when it is applied as a continuous wrapping covering the damaged area.

The repair material shall not extend along the length of the blade more than 0.79 in/2.0 cm in each direction beyond the limits of the damaged area. Where used as a continuous binding, any overlapping shall not breach the maximum of 0.04 in/0.1 cm in total thickness.

The use of non-solid material which when dry forms a hard layer more than 0.004 in/0.01 cm in thickness is not permitted.

Additionally, for protection from damage, for Bat Types B, C and D, material may be inserted at the toe and/or along the sides, parallel to the face of the blade.

B.4.3. Permitted coverings, repair material and toe guards, not exceeding their specified thicknesses, may be additional to the dimensions above, but the bat must still pass through the gauge as described in B.8.

B.5. Toe and side inserts – The wood used must not be more than 0.35 in/0.89 cm in thickness.

The toe insert shall not extend from the toe more than 2.5 in/6.35 cm up the blade at any point.

Neither side insert may extend from the edge more than 1 in/2.54 cm across the blade at any point.

B.6 Commercial identifications These identifications may not exceed 0.008 in/0.02 cm in thickness. On the back of the blade they must occupy no more than 50% of the surface. On the face of the blade, they must be confined within the top 9 in/22.86 cm, measured from where the bottom of the grip as defined in B.2.2 and B.2.4, would finish.

B.7 Type D Bats

Type D bats, as defined, shall comply with the size specifications and restrictions in Law 5 and this Appendix. The blade in addition may be

B.7.1 laminated but using only wood and with no more than three pieces.

B.7.2. coloured, providing Law 5.5 is not contravened.

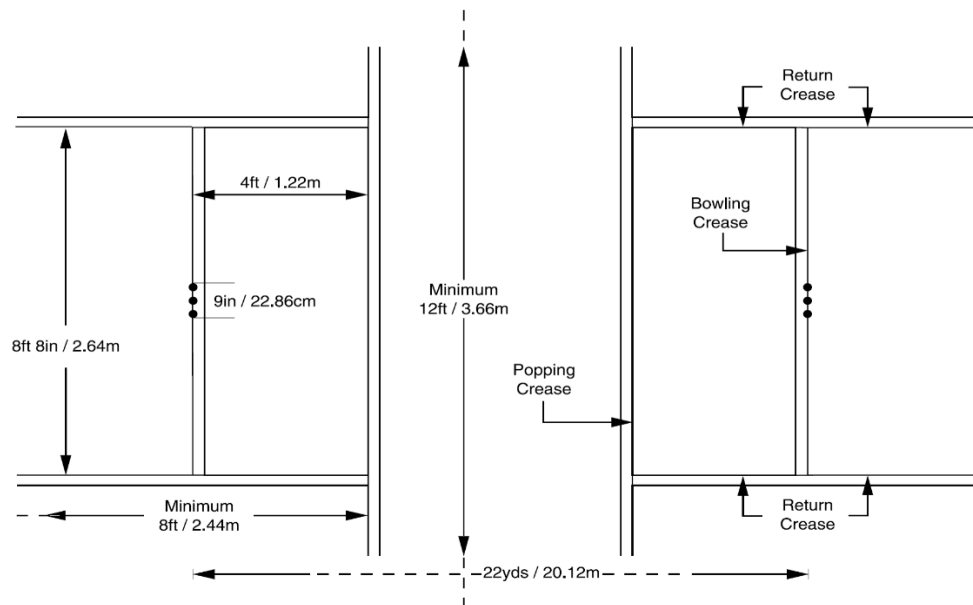
B.8 Bat Gauge

(Shall not apply)



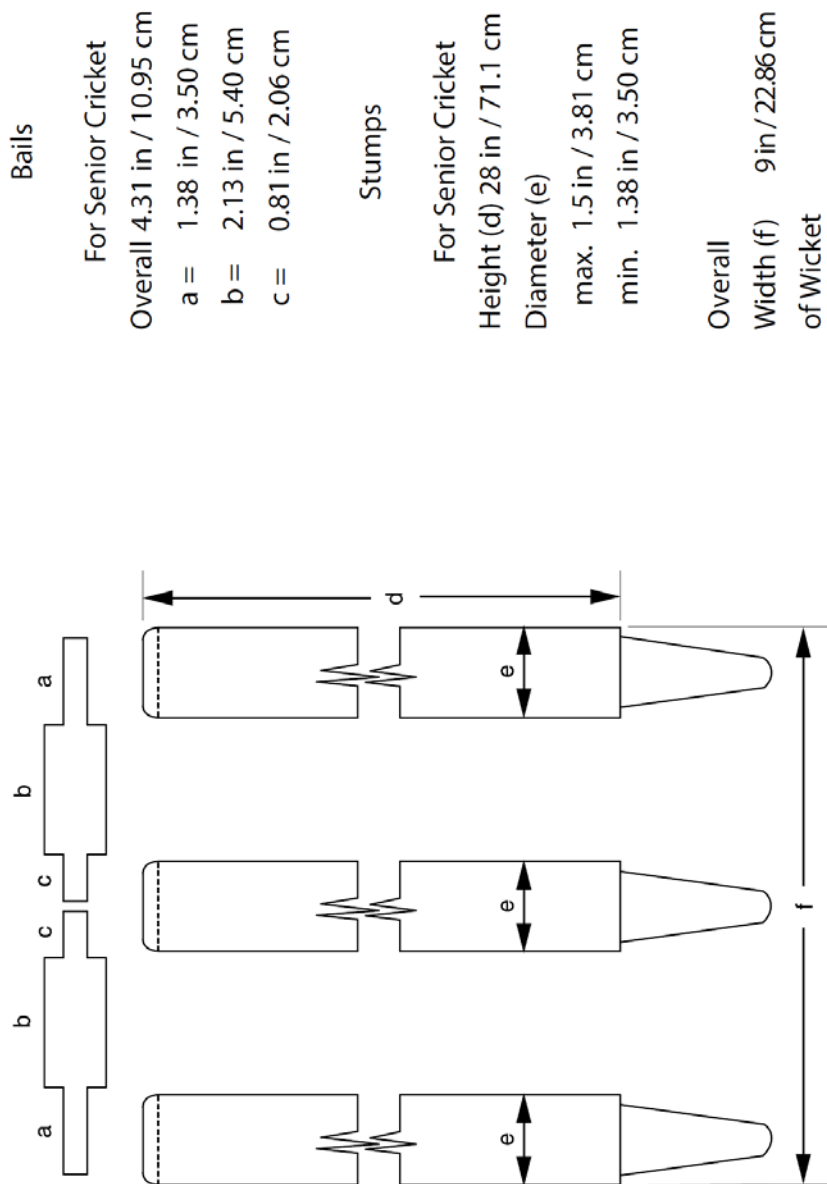
This below drawing to be updated
with width showing 6 feet minimum.

APPENDIX C
Laws 6 (The pitch) and 7 (The creases)



APPENDIX D

Law 8 (The wickets)



APPENDIX E

These diagrams show what is meant by:



- no webbing between the fingers
- single piece of non-stretch material between finger and thumb as a means of support
- and, when a hand wearing the glove has the thumb fully extended, the top edge being taut and not protruding beyond the straight line joining the top of the index finger to the top of the thumb.



Appendix F

Procedure for the Super Over

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

1. Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the ICC Match Referee. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
2. The amount of extra time allocated to the Super Over is 10 minutes, in addition to the match innings time of 1hr 40 Min per innings.
3. The Super Over shall take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires .
4. The umpires shall stand at the same end as that in which they finished the match.
5. In both innings of the Super Over, the fielding side shall choose from which end to bowl.
6. Only nominated players in the match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.
7. Any penalty time being served in the match shall be carried forward to the Super Over.
8. Each team's over is played with the same fielding restrictions as apply for the last over in a match played under the TSCL Playing Conditions.
9. The team batting second in the match shall bat first in the Super Over.
10. The captain of the fielding team (or his/her nominee) shall use the same game ball that the team used during their respective innings.
11. The loss of two wickets in the over ends the team's one over innings.
12. In the event of the teams having the same score after the Super Over has been completed, the team whose batsmen hit the most number of boundaries combined from its two innings in both the match and the Super Over shall be the winner.
14. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
15. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from Wides, No balls or penalty runs.

Example:

Runs scored from:	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

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

