

General Cricket Terms:

Bails – These are the two small sticks that are placed horizontally across the stumps to form a wicket. At least one of the bails must be knocked off the stumps to dismiss a batter when a batsman is run or bowled out.

Wicket – Wicket can refer to several different things in cricket:

- The set of stumps with bails on top is referred to as a wicket.
- The batting and bowling area is referred to as the wicket.
- When a batsman is dismissed, this is referred to as taking a wicket.

Stumps – The three upright timber sticks at each end of the pitch. Sitting atop each set of stumps are two bails. A term also used to describe the end of a day's play.

Leg-Side – The side of the field that corresponds to the batsman's non-dominant hand. E.g. The part of the field to the left hand side of a right handed batsman as he is facing the bowler.

Off-Side – The side of the field that corresponds to the batsman's dominant hand. E.g. The part of the field to the right hand side of a right handed batsman as he faces the bowler

Formats of Cricket:

Test Cricket - the traditional format of the game originated in 1877 and is seen to be the pinnacle form of the sport due to its nature of testing the teams technique, endurance and temperament over a longer duration of time.

ODI Cricket - this faster format of cricket consists of one-innings matches of 50 overs per side and began in 1971. As a faster format of the sport, speed, technique and skill are put to the test.

T20 Cricket - Twenty20 International cricket is the newest, fastest and shortest form of the game that features big hitting, skilful bowling and incredible fielding.

There are 20 overs per side and matches are typically completed within three hours, and is a very popular format among fans over the world, growing largely since its inception in 2005.

Batting Terminology:

Batsman / Batter – The player who is hitting the ball.

Boundary – The edge of the playing field, marked by a rope or fence, where the ball can be hit to score four or six runs respectively.

LBW (Leg Before Wicket) – This is a method of dismissal where the ball when having been bowled would normally strike the stumps if not for the fact it strikes the batsman's leg first.

Middle Order - Refers to the batting positions or batsmen numbered between 4 and 7.

Innings - The period of time spent batting by a team or individual.

Non-striker – A term used to describe the batsman waiting at the bowler's end.

Scoring Terminology:

Runs – The number of points the batsman scores by hitting the ball. When a batsman hits a ball to the boundary of the field they can score a 4 or 6. A 4 is scored when the ball hits the boundary, and a 6 is scored when a ball goes over the boundary on the full.

Duck – When a batter gets out for zero runs.

Golden Duck – When a batter gets out for zero runs on the first ball.

Century – A score of 100 runs by a batsman.

Strike Rate – The number of runs scored by a batsman per 100 balls faced.

Not Out – Pretty much does what it says on the tin, this term is used when a batter has not been dismissed during an innings.

Leg Bye – Runs scored off the batsman's leg or body.

Read our full guide to how scoring in cricket works [here](#).

What is Strike Rate?

As mentioned above, strike rate is the number of runs scored by a batsman per 100 balls they face. Batting strike rate is a measure of how fast the batter achieves the goal of batting - scoring runs - and it's the case of the higher the better.

Bowling strike rate measures how quickly a bowler takes wickets (gets batters out) measured in balls per wicket. The lower the better for this strike rate.

Bowling Terminology:

Bowler – The player who delivers the ball to the batsman.

Overs - An over is when a fielding player bowls six deliveries to the batsmen. An over begins when the bowler begins a run up. When an over is complete after the final ball has been delivered, the umpire signals to both teams by calling out 'over'.

Maiden – An over in which no runs are scored by the batsman.

Wicket Maiden – An over in which the bowler has taken a wicket without conceding any runs.

Bowling Yorker – A delivery that pitches on or near the batsman's feet.

Hat-trick – Three wickets taken by a bowler in three consecutive deliveries.

Bouncer – A short-pitched delivery that rises to the batsman's chest or head.

Inswing – A delivery from a bowler which moves in the air from the off-side to the leg side.

Outswing – A delivery from a bowler which moves in the air from the leg side to the off-side.

Full Toss – A bowling delivery which reaches the batsman without first having

struck the ground.

Quickie – A term used to describe a bowler of fast pace.

Seamer – Refers to a bowler who can cause a ball to strike the pitch on the seam of the ball, thereby causing it to deviate in its delivery path prior to reaching the batsman.

No-Ball - a no-ball is an illegal delivery to a batter by the bowler. The delivery of a no-ball results in the batting team gaining one run. This also occurs when the bowler's back foot lands touching the wide of the return crease.

What is a Googly in Cricket?

A googly occurs when the ball is bowled by a leg break or 'leg-spin' bowler, which spins the ball away from the batsman's stumps after it's been pitched, making it hard for the batter to predict the return and hit.

A googly is one of the most deceptive balls in which a batter can be presented with due to it being unpredictable. It's usually kept back by the bowler to produce to the batter during the perfect moment to catch them out.

Fielding Terminology:

Fielder – A player who is positioned on the field to stop the ball and prevent runs.

Catch – When a fielder catches the ball after it has been hit by the batsman, resulting in the dismissal of the batsman.

Run out – When a fielder throws the ball to hit the stumps, resulting in the dismissal of the batsman.

Fielding Boundary Rider – A fielder positioned on the boundary who prevents the ball from crossing the boundary rope.

Infield – The grouping of fielders normally placed within 30-40 metres of the batsman.

Sitter – Refers to a catch that, under normal circumstances, would be very easy.

Silly – Refers to any fielding position that is located very close to the batsman.

Walking In – Refers to the fielding team taking a few steps forward as the bowler is about to bowl to keep their momentum going forward.

Sightscreen – A (usually white) screen placed near the boundary behind the line of the bowler's arm in order to aid the batsman's sighting of the ball when bowled.

Sledge - To use either abusive or offensive words against an opponent. The Aussies refer to this practice as "Mental Disintegration." The term sledge was a shortened term taken from the Australian saying "as subtle as a sledgehammer".

Twelfth Man – An extra player chosen for a team to act as a substitute fielder in the event one is called for. The twelfth man is generally not permitted to bat or bowl.

Where can cricketers stand on the field?

The positions of fielders within the boundary are very important and will often change based on either the batsman or the bowlers' dominant hand or style of play. Whilst there are only 11 players fielding at one time, there are many different positions they can take. The Bowler and Wicket Keeper are the only two fielding positions that are compulsory, the other 9 fielders can position themselves around the wicket in various positions. Have a look at the image below to see some of the common fielding positions we have identified.

Fielding Positions

[illegible]

No-ball - the umpire will call then when an illegal delivery has been made by the bowler.

Free-Hit - this occurs and is called out by an umpire when the bowler oversteps the crease or bowls above the waist of the batsman, and is then penalised by the next delivery as a free hit. The umpire will signal by circling their finger horizontally over their head.

Wide - when a bowler delivers an illegal ball wide from the batter, the umpire will signal this by extending both their arms out horizontally.

Dead-Ball - this occurs when the ball is no longer considered in play, signalled by crossing and uncrossing their wrists below the waist.

Four - if a four is scored by the batter, the umpire will wave their arm back and forth across the front of their chest.

Six - this is signalled by the umpire raising both of their hands above their head.

Bye - one open palm is held above the head when runs are scored as byes.

Leg Bye - signalled by the umpire touching their raised knee.

Short Run - umpires will tap their shoulder with their fingers. This happens when a batsman turns to complete runs after the first without grounding their person or equipment behind the crease.

Playing area

Main articles: Cricket field, Cricket pitch, Crease (cricket), and Wicket

Cricket is a bat-and-ball game played on a cricket field (see image of cricket pitch and creases) between two teams of eleven players each.[67] The field is usually circular or oval in shape, and the edge of the playing area is marked by a boundary, which may be a fence, part of the stands, a rope, a painted line, or a combination of these; the boundary must if possible be marked along its entire length.

In the approximate centre of the field is a rectangular pitch (see image, below) on

which a wooden target called a wicket is sited at each end; the wickets are placed 22 yards (20 m) apart.[69] The pitch is a flat surface 10 feet (3.0 m) wide, with very short grass that tends to be worn away as the game progresses (cricket can also be played on artificial surfaces, notably matting). Each wicket is made of three wooden stumps topped by two bails.

Cricket pitch and creases

As illustrated, the pitch is marked at each end with four white painted lines: a bowling crease, a popping crease and two return creases. The three stumps are aligned centrally on the bowling crease, which is eight feet eight inches long. The popping crease is drawn four feet in front of the bowling crease and parallel to it; although it is drawn as a twelve-foot line (six feet on either side of the wicket), it is, in fact, unlimited in length. The return creases are drawn at right angles to the popping crease so that they intersect the ends of the bowling crease; each return crease is drawn as an eight-foot line, so that it extends four feet behind the bowling crease, but is also, in fact, unlimited in length.



Clothing and equipment

Main article: Cricket clothing and equipment

English cricketer W. G. Grace "taking guard" in 1883. His pads and bat are very similar to those used today. The gloves have evolved somewhat. Many modern players use more defensive equipment than were available to Grace, most notably helmets and arm guards.

The wicket-keeper (a specialised fielder behind the batter) and the batters wear

protective gear because of the hardness of the ball, which can be delivered at speeds of more than 145 kilometres per hour (90 mph) and presents a major health and safety concern. Protective clothing includes pads (designed to protect the knees and shins), batting gloves or wicket-keeper's gloves for the hands, a safety helmet for the head, and a box for male players inside the trousers (to protect the crotch area).[81] Some batters wear additional padding inside their shirts and trousers such as thigh pads, arm pads, rib protectors and shoulder pads. The only fielders allowed to wear protective gear are those in positions very close to the batter (i.e., if they are alongside or in front of him), but they cannot wear gloves or external leg guards.

Subject to certain variations, on-field clothing generally includes a collared shirt with short or long sleeves; long trousers; woolen pullover (if needed); cricket cap (for fielding) or a safety helmet; and spiked shoes or boots to increase traction. The kit is traditionally all white, and this remains the case in Test and first-class cricket, but in limited overs cricket, team colours are now worn instead.

Bat and ball

Main articles: Cricket bat and Cricket ball

Used white ball

Used red ball

Two types of cricket ball, both of the same size:

- i) A used white ball. White balls are mainly used in limited overs cricket, especially in matches played at night, under floodlights (left).**
- ii) A used red ball. Red balls are used in Test cricket, first-class cricket and some other forms of cricket (right).**

The essence of the sport is that a bowler delivers (i.e., bowls) the ball from their end of the pitch towards the batter who, armed with a bat, is "on strike" at the other end (see next sub-section: Basic gameplay).

The bat is made of wood, usually *Salix alba* (white willow), and has the shape of a

blade topped by a cylindrical handle. The blade must not be more than 4.25 inches (10.8 cm) wide and the total length of the bat not more than 38 inches (97 cm). There is no standard for the weight, which is usually between 2 lb 7 oz and 3 lb (1.1 and 1.4 kg).

The ball is a hard leather-seamed spheroid, with a circumference of 9 inches (23 cm). The ball has a "seam": six rows of stitches attaching the leather shell of the ball to the string and cork interior. The seam on a new ball is prominent and helps the bowler propel it in a less predictable manner. During matches, the quality of the ball deteriorates to a point where it is no longer usable; during the course of this deterioration, its behaviour in flight will change and can influence the outcome of the match. Players will, therefore, attempt to modify the ball's behaviour by modifying its physical properties. Polishing the ball and wetting it with sweat or saliva was legal, even when the polishing was deliberately done on one side only to increase the ball's swing through the air. The use of saliva has since been made illegal due to the COVID-19 pandemic.[86] The acts of rubbing other substances into the ball, scratching the surface or picking at the seams constitute illegal ball tampering.[87]

Player roles

Basic gameplay: bowler to batter

During normal play, thirteen players and two umpires are on the field. Two of the players are batters and the rest are all eleven members of the fielding team. The other nine players in the batting team are off the field in the pavilion. The image with overlay below shows what is happening when a ball is being bowled and which of the personnel are on or close to the pitch.[88]

- 1 Umpire
- 2 Wicket
- 3 Non-striking batter
- 4 Bowler

- 5 Ball
- 6 Pitch
- 7 Popping crease
- 8 Striking batter
- 9 Wicket
- 10 Wicket-keeper
- 11 First slip
- 12 Return crease

In the photo, the two batters (3 and 8, wearing yellow) have taken position at each end of the pitch (6). Three members of the fielding team (4, 10 and 11, wearing dark blue) are in shot. One of the two umpires (1, wearing white hat) is stationed behind the wicket (2) at the bowler's (4) end of the pitch. The bowler (4) is bowling the ball (5) from his end of the pitch to the batter (8) at the other end who is called the "striker". The other batter (3) at the bowling end is called the "non-striker". The wicket-keeper (10), who is a specialist, is positioned behind the striker's wicket (9), and behind him stands one of the fielders in a position called "first slip" (11). While the bowler and the first slip are wearing conventional kit only, the two batters and the wicket-keeper are wearing protective gear, including safety helmets, padded gloves and leg guards (pads).

While the umpire (1) in shot stands at the bowler's end of the pitch, his colleague stands in the outfield, usually in or near the fielding position called "square leg", so that he is in line with the popping crease (7) at the striker's end of the pitch. The bowling crease (not numbered) is the one on which the wicket is located between the return creases (12). The bowler (4) intends to hit the wicket (9) with the ball (5) or at least prevent the striker (8) from scoring runs. The striker (8) intends, by using his bat, to defend his wicket and, if possible, hit the ball away from the pitch in order to score runs.

Some players are skilled in both batting and bowling, or either of these as well as wicket-keeping, so are termed all-rounders. Bowlers are classified according to their style, generally as fast bowlers, seam bowlers or spinners. Batters are classified according to whether they are right-handed or left-handed.

Main articles: [Batting \(cricket\)](#), [Run \(cricket\)](#), and [Extra \(cricket\)](#)

Batters take turns to bat via a batting order which is decided beforehand by the team captain and presented to the umpires, though the order remains flexible when the captain officially nominates the team. Substitute batters are generally not allowed, except in the case of concussion substitutes in international cricket.

In order to begin batting the batter first adopts a batting stance. Standardly, this involves adopting a slight crouch with the feet pointing across the front of the wicket, looking in the direction of the bowler, and holding the bat so it passes over the feet and so its tip can rest on the ground near to the toes of the back foot.

A skilled batter can use a wide array of "shots" or "strokes" in both defensive and attacking mode. The idea is to hit the ball to the best effect with the flat surface of the bat's blade. If the ball touches the side of the bat, it is called an "edge". The batter does not have to play a shot and can allow the ball to go through to the wicket-keeper. Equally, the batter does not have to attempt a run when hitting the ball with their bat. Batters do not always seek to hit the ball as hard as possible, and a good player can score runs by simply making a deft stroke with a turn of the wrists, or by simply "blocking" the ball but directing it away from fielders so that the player has time to take a run. A wide variety of shots are played, the batter's repertoire including strokes named according to the style of swing and the direction aimed: e.g., "cut", "drive", "hook", and "pull".

The batter on strike (i.e., the "striker") must prevent the ball from hitting the wicket and try to score runs by hitting the ball with their bat so that the batter and their partner have time to run from one end of the pitch to the other before the fielding side can return the ball. To register a run, both runners must touch the ground behind the popping crease with either their bats or their bodies (the

batters carry their bats as they run). Each completed run increments the score of both the team and the striker.



Sachin Tendulkar is the only player to have scored one hundred international centuries.

The decision to attempt a run is ideally made by the batter who has the better view of the ball's progress, and this is communicated by calling, usually "yes", "no" or "wait". More than one run can be scored from a single hit. Hits worth one to three runs are common, but the size of the field is such that it is usually difficult to run four or more.[107] To compensate for this, hits that reach the boundary of the field are automatically awarded four runs if the ball touches the ground en route to the boundary or six runs if the ball clears the boundary without touching the ground within the boundary. In these cases the batters do not need to run.[108] Hits for five are unusual and generally rely on the help of "overthrows" by a fielder returning the ball.

If an odd number of runs is scored by the striker, the two batters have changed ends, and the one who was non-striker is now the striker. Only the striker can score individual runs, but all runs are added to the team's total.

Additional runs can be gained by the batting team as extras (called "sundries" in Australia) due to errors made by the fielding side. This is achieved in four ways:

no-ball, a penalty of one extra conceded by the bowler if he breaks the rules;[109] wide, a penalty of one extra conceded by the bowler if they bowl so that the ball is out of the batter's reach;[110] bye, an extra awarded if the batter misses the ball and it goes past the wicket-keeper and gives the batters time to run in the conventional way;[111] and leg bye, as for a bye except that the ball has hit the batter's body, though not their bat.[111] If the bowler has conceded a no-ball or a wide, the bowler's team incurs an additional penalty because that ball (i.e., delivery) has to be bowled again, and hence the batting side has the opportunity to score more runs from this extra ball

The Laws Of Cricket

In cricket, the rules of the game are codified in The Laws of Cricket (hereinafter called "the Laws"), which has a global remit. There are 42 Laws (always written with a capital "L"). The earliest known version of the code was drafted in 1744, and since 1788, it has been owned and maintained by its custodian, the Marylebone Cricket Club (MCC) in London.

Starting on 1 October 2017, the current version of the Laws are the "Laws of Cricket 2017 Code" which replaced the 6th Edition of the "2000 Code of Laws". Custodianship of the Laws remains one of MCC's most important roles. The ICC still relies on MCC to write and interpret the Laws, which are the responsibility of MCC's Laws sub-committee. The process in MCC is that the sub-committee prepares a draft which is passed by the main committee. Certain levels of cricket, however, are subject to playing conditions which can differ from the Laws. At international level, playing conditions are implemented by the ICC; at domestic level by each country's board of control.

The first 12 Laws cover the players and officials, basic equipment, pitch specifications and timings of play. These Laws are supplemented by Appendices B, C and D (see below).

Law 1: The players. A cricket team consists of eleven players, including a captain.

Outside of official competitions, teams can agree to play more than eleven-a-side, though no more than eleven players may field.[31]

Law 2: The umpires. There are two umpires, who apply the Laws, make all necessary decisions, and relay the decisions to the scorers. While not required under the Laws of Cricket, in higher level cricket a third umpire (located off the field, and available to assist the on-field umpires) may be used under the specific playing conditions of a particular match or tournament.[32]

Law 3: The scorers. There are two scorers who respond to the umpires' signals and keep the score.

In men's cricket the ball must weigh between 5.5 and 5.75 ounces (155.9 and 163 g) and measure between 8.81 and 9 in (22.4 and 22.9 cm) in circumference.

Law 4: The ball. A cricket ball is between 8.81 and 9 inches (22.4 cm and 22.9 cm) in circumference, and weighs between 5.5 and 5.75 ounces (155.9g and 163g) in men's cricket. A slightly smaller and lighter ball is specified in women's cricket, and slightly smaller and lighter again in junior cricket (Law 4.6). Only one ball is used at a time, unless it is lost, when it is replaced with a ball of similar wear. It is also replaced at the start of each innings, and may, at the request of the fielding side, be replaced with a new ball, after a minimum number of overs have been bowled as prescribed by the regulations under which the match is taking place (currently 80 in Test matches).[34] The gradual degradation of the ball through the innings is an important aspect of the game.

Law 5: The bat. The bat is no more than 38 inches (96.52 cm) in length, no more than 4.25 inches (10.8 cm) wide, no more than 2.64 inches (6.7 cm) deep at its middle and no deeper than 1.56 inches (4.0 cm) at the edge. The hand or glove holding the bat is considered part of the bat. Ever since the ComBat incident, a highly publicised marketing attempt by Dennis Lillee, who brought out an aluminium bat during an international game, the Laws have provided that the blade of the bat must be made of wood.[35]

The Cricket pitch dimensions

Law 6: The pitch. The pitch is a rectangular area of the ground 22 yards (20.12 m) long and 10 ft (3.05 m) wide. The Ground Authority selects and prepares the pitch, but once the game has started, the umpires control what happens to the pitch. The umpires are also the arbiters of whether the pitch is fit for play, and if they deem it unfit, with the consent of both captains can change the pitch.

Professional cricket is almost always played on a grass surface. However, in the event a non-turf pitch is used, the artificial surface must have a minimum length of 58 ft (17.68 m) and a minimum width of 6 ft (1.83 m).[36]

Law 7: The creases. This Law sets out the dimensions and locations of the creases. The bowling crease, which is the line the stumps are in the middle of, is drawn at each end of the pitch so that the three stumps at that end of the pitch fall on it (and consequently it is perpendicular to the imaginary line joining the centres of both middle stumps). Each bowling crease should be 8 feet 8 inches (2.64 m) in length, centred on the middle stump at each end, and each bowling crease terminates at one of the return creases. The popping crease, which determines whether a batter is in his ground or not, and which is used in determining front-foot no-balls (see Law 21), is drawn at each end of the pitch in front of each of the two sets of stumps. The popping crease must be 4 feet (1.22 m) in front of and parallel to the bowling crease. Although it is considered to have unlimited length, the popping crease must be marked to at least 6 feet (1.83 m) on either side of the imaginary line joining the centres of the middle stumps. The return creases, which are the lines a bowler must be within when making a delivery, are drawn on each side of each set of the stumps, along each sides of the pitch (so there are four return creases in all, one on either side of both sets of stumps). The return creases lie perpendicular to the popping crease and the bowling crease, 4 feet 4 inches (1.32 m) either side of and parallel to the imaginary line joining the centres of the two middle stumps. Each return crease terminates at one end at the popping crease but the other end is considered to be unlimited in length and must be marked to a minimum of 8 feet (2.44 m) from the popping crease. Diagrams

setting out the crease markings can be found in Appendix C.

A wicket consists of three stumps, upright wooden poles that are hammered into the ground, topped with two wooden crosspieces, known as the bails.

Law 8: The wickets. The wicket consists of three wooden stumps that are 28 inches (71.12 cm) tall. The stumps are placed along the bowling crease with equal distances between each stump. They are positioned so that the wicket is 9 inches (22.86 cm) wide. Two wooden bails are placed on top of the stumps. The bails must not project more than 0.5 inches (1.27 cm) above the stumps, and must, for men's cricket, be 4.31 inches (10.95 cm) long. There are also specified lengths for the barrel and spigots of the bail. There are different specifications for the wickets and bails for junior cricket. The umpires may dispense with the bails if conditions are unfit (i.e. it is windy so they might fall off by themselves). Further details on the specifications of the wickets are contained in Appendix D to the Laws.

Law 9: Preparation and maintenance of the playing area. When a cricket ball is bowled it almost always bounces on the pitch, and the behaviour of the ball is greatly influenced by the condition of the pitch. As a consequence, detailed rules on the management of the pitch are necessary. This Law contains the rules governing how pitches should be prepared, mown, rolled, and maintained.

Law 10: Covering the pitch. The pitch is said to be 'covered' when the groundsmen have placed covers on it to protect it against rain or dew. The Laws stipulate that the regulations on covering the pitch shall be agreed by both captains in advance. The decision concerning whether to cover the pitch greatly affects how the ball will react to the pitch surface, as a ball bounces differently on wet ground as compared to dry ground. The area beyond the pitch where a bowler runs so as to deliver the ball (the 'run-up') should ideally be kept dry so as to avoid injury through slipping and falling, and the Laws also require these to be covered wherever possible when there is wet weather.

Law 11: Intervals. There are intervals during each day's play, a ten-minute interval between innings, and lunch, tea and drinks intervals. The timing and length of the intervals must be agreed before the match begins. There are also provisions for

moving the intervals and interval lengths in certain situations, most notably the provision that if nine wickets are down, the lunch and tea interval are delayed to the earlier of the fall of the next wicket and 30 minutes elapsing.

Law 12: Start of play; cessation of play. Play after an interval commences with the umpire's call of "Play", and ceases at the end of a session with a call of "Time". The last hour of a match must contain at least 20 overs, being extended in time so as to include 20 overs if necessary.

Innings and result

See also: End of the innings

Laws 13 to 16 outline the structure of the game including how one team can beat the other.

Law 13: Innings. Before the game, the teams agree whether it is to be one or two innings for each side, and whether either or both innings are to be limited by time or by overs. In practice, these decisions are likely to be laid down by Competition Regulations, rather than pre-game agreement. In two-innings games, the sides bat alternately unless the follow-on (Law 14) is enforced. An innings is closed once ten batsmen are dismissed, no further batsmen are fit to play, the innings is declared or forfeited by the batting captain, or any agreed time or overs limit has expired. The captain winning the toss of a coin decides whether to bat or to bowl first.

Law 14: The follow-on. In a two-innings match, if the side batting second scores substantially fewer runs than the side which batted first, then the side that batted first can require their opponents to bat again immediately. The side that enforced the follow-on has the chance to win without batting again. For a game of five or more days, the side batting first must be at least 200 runs ahead to enforce the follow-on; for a three- or four-day game, 150 runs; for a two-day game, 100 runs; for a one-day game, 75 runs. The length of the game is determined by the number of scheduled days play left when the game actually begins.

Law 15: Declaration and forfeiture. The batting captain can declare an innings closed at any time when the ball is dead, and may also forfeit an innings before it has started.

Law 16: The result. The side which scores the most runs wins the match. If both sides score the same number of runs, the match is tied. However, the match may run out of time before the innings have all been completed; in this case, the match is drawn.

Overs, scoring, dead ball and extras

Main article: [Scoring \(cricket\)](#)

The Laws then move on to detail how runs can be scored.

Law 17: The over. An over consists of six balls bowled, excluding wides and no-balls. Consecutive overs are delivered from opposite ends of the pitch. A bowler may not bowl two consecutive overs.

Law 18: Scoring runs. Runs are scored when the two batsmen run to each other's end of the pitch. Several runs can be scored from one ball.

Law 19: Boundaries. A boundary is marked around the edge of the field of play. If the ball is hit into or past this boundary, four runs are scored, or six runs if the ball does not hit the ground before crossing the boundary.

Law 20: Dead ball. The ball comes into play when the bowler begins his run-up, and becomes dead when all the action from that ball is over. Once the ball is dead, no runs can be scored and no batsmen can be dismissed. The ball becomes dead for a number of reasons, most commonly when a batter is dismissed, when a boundary is hit, or when the ball has finally settled with the bowler or wicketkeeper.

Law 21: No ball. A ball can be a no-ball for several reasons: if the bowler bowls from the wrong place; if he straightens his elbow during the delivery; if the

bowling is dangerous; if the ball bounces more than once or rolls along the ground before reaching the batter; or if the fielders are standing in illegal places. A no-ball adds one run to the batting team's score, in addition to any other runs which are scored off it, and the batter cannot be dismissed off a no-ball except by being run out, hitting the ball twice, or obstructing the field.

Law 22: Wide ball. An umpire calls a ball "wide" if, in his or her opinion, the ball is so wide of the batter and the wicket that he could not hit it with the bat playing a normal cricket shot. A wide adds one run to the batting team's score, in addition to any other runs which are scored off it, and the batter cannot be dismissed off a wide except by being run out or stumped, by hitting his wicket, or obstructing the field.

Law 23: Bye and leg bye. If a ball that is not a wide passes the striker and runs are scored, they are called byes. If a ball hits the striker but not the bat and runs are scored, they are called leg-byes. However, leg-byes cannot be scored if the striker is neither attempting a stroke nor trying to avoid being hit. Byes and leg-byes are credited to the team's but not the batter's total.[53]

Players, substitutes and practice

Law 24: Fielders' absence; Substitutes. In cricket, a substitute may be brought on for an injured fielder. However, a substitute may not bat, bowl or act as captain. The original player may return if he has recovered.

Law 25: Batter's innings; Runners A batter who becomes unable to run may have a runner, who completes the runs while the batter continues batting. (The use of runners is not permitted in international cricket under the current playing conditions.) Alternatively, a batter may retire hurt or ill, and may return later to resume his innings if he recovers.

Law 26: Practice on the field. There may be no batting or bowling practice on the pitch during the match. Practice is permitted on the outfield during the intervals and before the day's play starts and after the day's play has ended. Bowlers may

only practice bowling and have trial run-ups if the umpires are of the view that it would waste no time and does not damage the ball or the pitch.

Law 27: The wicket-keeper. The keeper is a designated player from the bowling side allowed to stand behind the stumps of the batter. They are the only fielder allowed to wear gloves and external leg guards.

Law 28: The fielder. A fielder is any of the eleven cricketers from the bowling side. Fielders are positioned to field the ball, to stop runs and boundaries, and to get batsmen out by catching or running them out.

Appeals and dismissals

See also: Dismissal (cricket)

Laws 29 to 31 cover the main mechanics of how a batter may be dismissed.

Law 29: The wicket is down. Several methods of dismissal occur when the wicket is put down. This means that the wicket is hit by the ball, or the batter, or the hand in which a fielder is holding the ball, and at least one bail is removed; if both bails have already been previously removed, one stump must be removed from the ground.

Law 30: Batter out of his/her ground. The batsmen can be run out or stumped if they are out of their ground. A batter is in his ground if any part of him or his bat is on the ground behind the popping crease, and the other batter was not already in that ground. If both batters are in the middle of the pitch when a wicket is put down, the batter closer to that end is out.[60]

Law 31: Appeals. If the fielders believe a batter is out, they may ask the umpire "How's That?" before the next ball is bowled. The umpire then decides whether the batter is out. Strictly speaking, the fielding side must appeal for all dismissals, including obvious ones such as bowled. However, a batter who is obviously out will normally leave the pitch without waiting for an appeal or a decision from the umpire.

Laws 32 to 40 discuss the various ways a batter may be dismissed. In addition to these 9 methods, a batter may retire out, which is covered in Law 25. Of these, caught is generally the most common, followed by bowled, leg before wicket, run out and stumped. The other forms of dismissal are very rare.

Law 32: Bowled. A batter is out if his wicket is put down by a ball delivered by the bowler. It is irrelevant whether the ball has touched the bat, glove, or any part of the batter before going on to put down the wicket, though it may not touch another player or an umpire before doing so.

Law 33: Caught. If a ball hits the bat or the hand holding the bat and is then caught by the opposition within the field of play before the ball bounces, then the batter is out.

Law 34: Hit the ball twice. If a batter hits the ball twice, other than for the sole purpose of protecting his wicket or with the consent of the opposition, he is out.

Law 35: Hit wicket. If, after the bowler has entered his delivery stride and while the ball is in play, a batter puts his wicket down by his bat or his body he is out. The striker is also out hit wicket if he puts his wicket down by his bat or his body in setting off for a first run. "Body" includes the clothes and equipment of the batter .

Law 36: Leg Before Wicket (LBW). If the ball hits the batter without first hitting the bat, but would have hit the wicket if the batter was not there, and the ball does not pitch on the leg side of the wicket, the batter will be out. However, if the ball strikes the batter outside the line of the off-stump, and the batter was attempting to play a stroke, he is not out.

Law 37: Obstructing the field. If a batter willfully obstructs the opposition by word or action or strikes the ball with a hand not holding the bat, he is out. If the actions of the non-striker prevent a catch taking place, then the striker is out. Handled the Ball was previously a method of dismissal in its own right.

Law 38: Run out. A batter is out if at any time while the ball is in play no part of his bat or person is grounded behind the popping crease and his wicket is fairly put

down by the opposing side.

Law 39: Stumped. A batter is out when the wicket-keeper (see Law 27) puts down the wicket, while the batter is out of his crease and not attempting a run.

Law 40: Timed out. An incoming batter must be ready to face a ball (or be at the crease with his partner ready to face a ball) within 3 minutes of the outgoing batter being dismissed, otherwise the incoming batter will be out.

Unfair play

Law 41: Unfair play. There are a number of restrictions to ensure fair play covering: changing the condition of the ball; distracting the batsmen; dangerous bowling; time-wasting; damaging the pitch. Some of these offences incur penalty runs, others can see warnings and then restrictions on the players.

Law 42: Players' conduct. The umpires shall penalise unacceptable conduct based on the severity of the actions. Serious misconduct can see a player sent from field; lesser offences, a warning and penalty runs.