

## THE PREAMBLE: The spirit of Tennis Ball Cricket

The Tennis Ball cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its laws but also within the spirit of the game itself. The major responsibilities for ensuring the spirit of fair play rests with the captains. The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the laws.

In the event of a play, if a player failing to comply with instructions by an umpire or criticizing by word or action the decision of an umpire or showing dissent or generally behaving in such a manner which might bring the game into disrepute, the umpire concerned shall in the first instant report the matter to the other umpire and to the player's captain and instruct the latter to take action.

A. **Fair and unfair Play:** According to the laws of Tennis Ball Cricket game, the umpires are the sole judges of fair and unfair play. The umpire can intervene at any time. It is the responsibility of the captains to take action where required.

B. **The Umpires are authorized to intervene in case of:**

- (a) Time Wasting.
- (b) Damaging of the Pitch.
- (c) Unfair Bowling.
- (d) Ball Tampering.
- (e) Any other action that they consider to be unfair.

C. **The Spirit of the game involves respect for:**

- (a) Your opponents.
- (b) Your own captain and team.
- (c) The role of the umpires.
- (d) The game's traditional values.

## D. It is against the spirit of the game:

- (a) To raise dispute on Umpires decision by word, action or gesture.
- (b) To use direct abusive language towards an opponent or umpire.
- (c) To indulge in cheating or any sharp practice, for instance
  - I. To appeal knowing that the batsman is not out.
  - II. To advance towards an umpire in an aggressive manner when appealing.
  - III. To seek to distract on opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

(E) **Violence:** There is no place for any act of violence on the field of play.

(F) **The Players:** Captains and umpires together set the time for the conduct of a match. Every player is expected to make an important contribution in this regard.

## SIDES / TEAMS

**Law 1** - A match is played between two sides of 9 players each, unless otherwise agreed. Each side shall play under a captain who before the toss shall nominate his team (players) who may not therefore be changed without the consent of opposing captain. The total team consists of ~~(9+3)~~ = 12 players only.  $9+5 = 14$  *JK*

### NOTES:

- I. If a captain is not available at any time, a deputy or deputy among the already nominated players and he should with more than 9 with points arising from his and other Laws.
- II. No match in which more than 9 players a side take part can be regarded as an official match and no side should field with more than 9 players in any case.

## SUBSTITUTES

**Law 2** - Substitutes shall be allowed to field or run between the wickets for any player who may during the match be unfit due to illness or injury, but not for any other reason without the consent of the opposing captain; No substitute shall be allowed to bat or to bowl. Consent as to the person to act as substitute in the field shall be obtained from the opposing captain. A substitute can field anywhere in the field except wicket-keeping.

Notes:

- (I) A player may bat, bowl or field even though a substitute has acted for him previously.
- (II) An injured batsman may be "Out" should his runner infringe Laws 29,33 or 34. As striker he remains himself subject to the laws; Should he be out of the ground for any purpose he may be "Out" under laws 29 & 35 at the wicket keepers end irrespective of the position of the other batsman for the substitute when the wicket is put down. When the injured batsman is not in "Strike" he is out of the game and stands where he does not interfere with the play.
- (III) Any player willing to change his shirt, shoes etc. should have to leave the field to do so. No substitute is allowed for him.
- (IV) The opposing captain shall have no right of objection to any player acting as a substitute on the field nor as to where the substitute shall field except wicket-keeping.
- (V) If a fielder fails to take the field with his side at the start of the match or at any latter time, or leaves the field during the play, the umpire shall be informed of the reason for his absence and he shall not thereafter come on the field during the play without the consent or permission of the umpire. The umpire shall give such consent as soon as approached. If a player is absent for 15 minutes or longer, he shall not be permitted to bowl thereafter subject to (a) given below until he has been on the field for at least that length of playing time for which he was absent.
  - (a) The time lost for an unscheduled break in play shall be counted as time on the field for any fielder who comes on to the field at the resumption of play.

(VI) Player returning without permission: If a player comes on to the field in contravention above and comes into contact with the ball while it is in play, the ball shall immediately become dead and the umpire shall award 5 penalty runs to the batting side. The umpire shall inform the other umpire, the captain of the fielding side, the batsman and as soon as practicable, the captain of the batting side of the reason for his action.

(VII) The player acting as a runner for a batsman shall be a member of the batting side and shall if possible have already batted in that inning.

(VIII) Batsman leaving the field or retiring : A batsman may retire at any time during his inning. The umpires before allowing play to proceed shall be informed of the reasons for a batsman retiring. If a batsman retires because of illness, injury or any other unavoidable cause, he is entitled to resume his inning. If for any reason, he does not do so his inning is to be recorded as "Retired" - "Not Out". If a batsman retires for any other reason he may only resume his inning with the consent of the opposing captain. If for any reason he doesn't resume his inning it is to be recorded as "Retired -Out". If after retiring, a batsman resumes his inning, it shall be only at the fall of a wicket or the retirement of another batsman.

## THE APPOINTMENT OF UMPIRES, THEIR DUTIES

**Law 3** - Before the match two umpires shall be appointed, one for each end to control the game as required by the Laws with absolute impartiality. No umpire shall be changed during the match, other than in exceptional circumstances, unless he is injured or ill. If there has to be change of umpire the replacement shall act only at the striker's end unless the captains agree that he should take full responsibility as an umpire.

Notes: -

- I. Before the toss, the umpire shall ascertain the hours of play and agree with the captains, the ball to be used during the match, time and duration of intervals for next inning, the boundary of the field of play and allowances for the boundaries and special conditions of play affecting the conduct of the match.
- II. Before the toss the umpires shall agree between themselves and inform both captains and both the scorers.



- III. Before the toss and during the match, the umpire shall satisfy themselves that the wickets are properly pitched, the creases are correctly marked and the boundary of the field are correctly marked.
- IV. Before the toss and during the match, the umpires shall satisfy with all equipments and shall be the sole judges of fair and unfair play.
- V. The umpires shall have the discretion to implement the procedures of the above for reasons other than the ground, weather or light, if they consider that exceptional circumstances warrant it.
- VI. The umpires shall change ends after a side has completed the innings
- VII. An umpire should stand where he can best see any act upon which his decision may be required. Subject to his over-riding the umpire at the bowler's end should stand where he does not interfere with either the bowler's run up or the striker's view. If the other umpire wishes to stand on the off instead of the leg side of the pitch, he should obtain the permission of the captain of the fielding side and inform the batsman.
- VIII. The umpires must not allow the attitude of players or spectators to influence their decisions under the Laws.
- IX. A code of signals for the umpires is laid down in the relevant laws; but an umpire must call as well as signal. If necessary to inform the players and scorers. The umpires are entitled to intervene without appeal in the case of unfair play, but should not otherwise interfere with the progress of the game, except as required to do so by the Laws.
- X. In the event of the player failing to comply with the instructions of an umpire or criticizing his decisions, the umpire should in the first place request the captains to take action and if this proves ineffective, report the incident forthwith to the executives of the teams taking part in the match.
- XI. An umpire is justified in intervening under this Law should any player of the fielding side incommode the striker by any noise or motion while he is receiving a ball.
- XII. It is the duty of the umpires to intervene and prevent players from causing damage to the pitch which may assist the bowlers.
- XIII. Any attempt by the batsman to steal a run during a bowler's run up is unfair unless the bowler throws the ball at either wicket ( see Law 19, Note III, and Law 20 Note II, the umpires should call dead ball as soon as the batsman cross in any such attempt to run, after which they return to their original wickets.
- XIV. No player shall leave the field for the purpose having a rub down or Shower while play is actually in progress.

## THE SCORERS

**Law 4** - All runs scored shall be recorded by scorers appointed for the purpose; the scorers shall accept and acknowledge all instructions and signals given to them by the umpires.

### NOTE:

1. The umpires should wait until a signal has been answered by a score before allowing the game to proceed. Mutual consultation between the scorers and the umpires to clear up doubtful points is at all times permissible. During the progress of the game, the scorers appointed should frequently check the total to ensure that the score sheets agree.

## THE BALL

**Law 5** - The ball shall weigh not less than 75 gms and not more than 85 gms and shall measure not less than 21 cms and not more than 23 cms in circumference. The balls to be used in the matches should have been approved by the Federation. The ball can only be changed until the permission of the umpires in the following conditions. The ball used in Tennis Ball cricket is just like lawn Tennis Ball.

### NOTES:

- (I) If the ball is loose or cracked.
- (II) If the ball is out of shape. (If the ball is replaced due to loose shape or lost, the so replaced ball must be identical to that of lost ball.)
- (III) The umpires must inform the batsman whenever a ball is to be changed.

## THE BAT

**Law 6** - The Tennis Cricket Bat shall not exceed 4 1/2 inches in width; it shall not be more than 38 inches in length. The weight of the Tennis cricket bat is not fixed, however the light bats are used by the players in the game. All the bats to be used in the matches should have been approved by the Federation, (TBCFI)

NOTE:

- (I) Flat bat on both side are not permissible

### THE PITCH

**Law 7** - The pitch is that area of the field where the batsman bats (plays) and the bowler bowls. The pitch is a rectangular area of the ground 20 yards/18mtrs. in the length 8 feet 6 inches/2.59 mtrs approx. in width. The pitch is deemed to be the area of ground between the bowling crease 4 feet 6 inches in width on either side of the line joining the centre of the wickets. Before the toss, the executive of the ground shall be responsible for the selection and preparation of the pitch; thereafter the umpires shall control its use and maintenance. The pitch shall not be changed during the match unless it becomes unfit for play, and then only with the consent of both captains.

### THE WICKETS

**Law 8** - The wickets shall be pitched opposite and parallel to each other at a distance of 20 yards / 18mtrs. From stump to stump each wicket shall be 9 inches in width and consist of 3 stumps with two bails upon the top. The stumps shall be of equal and of sufficient size to prevent the ball from passing through with their top 28 inches above the ground. The bails shall be each 4 3/8 inches in length, when in position on the top of the stumps shall not project more than 1/2 inch above them.

Notes:

- (i) Except for the bail grooves the tops of the stumps shall be dome-shaped.
- (ii) In a high wind the captains may agree with the approval of umpires to dispense with the use of bails. (See Law 24, Note III)

### THE BOWLING, POPPING AND RETURN CREASES

**Law 9** - The bowling crease shall be in line with the stumps; 8 feet 6 inches in length; the stumps in the centre with a Return Crease at each end at right angles behind the wicket. The Popping crease shall be marked 4 feet in front of and parallel with the Bowling Crease. Both the Return and Popping creases shall be deemed unlimited in length

NOTES :

- (i) The distance of the Popping crease from the wicket is measured from a line running through the centre of the stumps to the inside edge of the crease.
- (ii) Each Return crease shall be marked from the Popping crease to a minimum of 8 feet/2.44mtr behind it and shall be considered to be unlimited in length.

### THE INNINGS

**Law 10** - The captains shall toss for the choice of inning on the field of play not earlier than 10 minutes, not later than 5 minutes before the scheduled or any re-scheduled time for the match to start. The captain of the side winning the toss notify the opposite captain of his decision to bat or to field, not later than 5 minutes before the scheduled or any re-scheduled time for the match to start once notified the decision may not be altered. Matches are being played minimum of 12 overs & maximum of 20 overs and a bowler can bowl maximum of 3-5 overs respectively.

**Law 11** - There shall be no intervals during the match except of 10 minutes innings break in a match. The umpires shall allow such intervals as have been agreed upon and not more than 2 minutes for each fresh batsman to come in the field. At the start of each innings the umpire at the Bowler's end shall call 'Play' when the side refusing to play shall lose the match. After 'play' has been called no trial ball shall be allowed to any player.

## START AND CLOSE OF PLAY

**Law 12** - The umpire at the bowler's end shall call play at the start of the match. The umpires shall call "Time", and at the same time remove the bails from both wickets, at the conclusion of the match.

## SCORING

**Law 13** - The score shall be reckoned by runs, a run is scored  
a) So often as the Batsman after a hit, or at any time while the ball is in play, shall have crossed and made good their ground from end to end; but if either batsman run a short run, the umpire shall call and signal 'One short' and that run shall not be scored. The striker being caught, no run shall be scored; a batsman being run out, that run which was being attempted shall not be scored.

b) For penalties under Laws 15, 20, 22, 37 and boundary allowances under Law 14.

### NOTES :

- I. If while a ball is in play, the batsman have crossed in running, neither returns to the wicket he has left except in case of a boundary hit, or a boundary from extras, or under Laws 23 Note I and Law 3 Note XI. This rule applies even should a short run have been called, or should no run be reckoned as in the case of a catch.
- II. A run is 'short' if either, or both, batsman fail to make good their ground in turning for a further run. Although such a 'short' run shortens the succeeding one, the latter, if completed, counts. Similarly a batsman taking stance in front of his popping crease may run from that point without penalty.
- III. (a) One run only is deducted if both batsman are short in one end for the same run.  
(b) Only if three or more runs are attempted can more than one run be 'short' and then, subject to (a) above, all runs so called shall be disallowed.
- IV. If either or both batsman deliberately run short, the umpire is justified

in calling "Dead Ball" and disallowing any runs attempted or scored as soon as he sees that the fielding side have no chance of dismissing either batsman under the Laws.

- V. An umpire signals 'Short' runs when the ball becomes 'dead' by bending his arm upwards to touch the shoulder with the tips of his fingers. If there has been more than one 'short' run the umpire must instruct the scorers as to the number of runs disallowed. (See Note 1 to Law 4)

## BOUNDARIES

**Law 14** - Before the toss, the umpires shall agree with both sides on the Boundaries for play and on the allowances to be made for them. The Boundary shall if possible be marked along its whole length. An Umpire shall call or signal 'Boundary' whenever in his opinion, a ball in play hits, crosses or is carried over the Boundary. The runs completed at the instant the ball reaches the Boundary shall count only should they exceed the allowance, but if the 'Boundary' result from an overthrow or from the wilful act of a fieldsmen any run already made and the allowance shall be added to the score.

### NOTES :

- I. If flags or posts are used to mark a boundary, the real or imaginary line joining such points shall be regarded as the boundary, which should be marked a white line if possible.
- II. It is a 'Boundary' if the ball touches any boundary line or if a fieldsmen with ball in hand grounds any part of his person on or over that line. A fieldsmen, how over, standing within the playing area, may lean against or touch boundary fence in fielding a ball ( See Law 32 Note 5.)
- III. An obstacle, or person, within the playing area is not regarded as a boundary unless so arranged by the umpires. The Umpire is not a boundary but side screens within the playing area shall be so regarded. The customary allowance for a boundary is 4 runs. The six (6) in Tennis Ball Cricket does not allow. Any batsman hitting the ball out of the ground in air shall be declared as 'Rule Out'. The batsman shall not be declared as 'Rule Out' on a No Ball which has been called by an umpire. In such a case only 1 run of No Ball will be counted in the score.



IV. In the case of a boundary resulting from either an overthrow or the willful act of a fieldsman the run in progress shall be counted provided that the batsmen crossed at the instant of the throw or act.

V. The umpire signals 'Boundary' by waving an arm from side to side.

### LOST BALL

**Law 15** - If a ball in play can not be found or recovered any fieldsman may call 'Lost Ball', the ball shall then become dead. The umpires shall replace the ball with one which has had wear comparable with that which the previous ball has received before it was lost or become irrecoverable.

### THE RESULT

**Law 16** - A match is won by the side which shall have scored a total number of runs in excess of that scored by the opposing side in its complete innings. A match shall be lost by a side which either concedes defeat or in the opinion of the umpire refuses to play and the umpires shall award the match to the other side.

#### NOTES:

- (i) It is the responsibility of the captains to satisfy themselves on the correctness of the scores on the conclusion of their innings.
- (ii) The result of a finished matches is stated as a win by runs, except in the case of a win by the side batting lost, when it is by the number of wickets still then to fall.
- (iii) A 'Draw' is regarded as a 'Tie' when the scores are equal at the conclusion of play but only if the match has been played out. If the scores of the completed innings of both the sides are equal, it is a 'Tie', but only if the match has not been played out the further conclusion.

### THE OVER

**Law 17** - The ball shall be bowled from each wicket alternately in overs of 6 balls without 'No Ball' and 'Wide Ball'. An over shall start when the bowler starts his run up or, if he has no run up, his delivery action for the first delivery of that over. When

6 balls have been bowled other than those which are not to count in the over and as the ball becomes dead, the umpire shall call 'Over' in a distinct manner before leaving the wicket.

A Bowler shall finish an 'Over' in progress unless he be incapacitated or be suspended for unfair play. He shall be allowed to change ends as often as desired. Provided only that he should not bowl Two 'Overs' consecutively in one innings. A Bowler may require the Batsman at the wicket from which his bowling to stand on whichever side of it he may direct.

### DEAD BALL

**Law 18** - The ball shall be held to be 'Dead' - on being in the opinion of the umpire finally stalled in the hands of the wicket keeper or of the bowler; or on reaching or pitching over the boundary; or, whether played or not, on lodging in the dress of either a Batsman or Umpire; or on the call of 'Over' or 'Time' by the umpire; or on a Batsman being out from any cause; or on any penalty being awarded under Laws 15 or 37. The Umpire shall call 'Dead Ball' should he decide to intervene under Law 3 in the case of unfair play or in the event of a serious injury to a player; or should he require suspend play prior to the 'Striker' receiving a delivery. The ball shall cease to be 'Dead' the Bowler starting his run or his bowling action.

#### NOTES:

- I. When the ball is 'finally settled' is a question of fact for the umpire alone to decide.
- II. An umpire is justified in suspending play prior to the striker receiving a delivery in any of the following circumstances:-
  - i) If satisfied that, for an adequate reason, the striker is not ready to receive the ball and makes no attempt to play it.
  - ii) If the bowler drops the ball accidentally before delivery or if the ball does not leave his hand for any reason.
  - iii) If one or both bails fall from the striker's wicket before he receives the delivery. In such cases the ball is regarded as 'Dead' from the time it last came into play.
- III. A ball does not become 'Dead' when it strikes an umpire (unless it lodges in his dress), when the wicket is broken or struck down (unless

a batsman is out thereby), or when an unsuccessful appeal is made.

- IV. For the purpose of this and other Laws, the term 'dress' includes the clothing of the players and umpires as normally worn.

### NO BALL

**Law 19** - For a delivery to be fair the ball must be bowled, not thrown or jerked; if either umpire be not entirely satisfied of the absolute fairness of the delivery in this respect, he shall call and signal 'No Ball' instantly upon delivery. The umpire at the Bowler's wicket shall call and signal 'No Ball' if he is not satisfied that at the instant of delivery, the Bowler as at least some part of one foot behind the Bowling Crease and within the return crease, and not touching or grounded over either crease. The umpire shall ascertain whether the bowler 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 mode of delivery. In this case the umpire shall call and signal 'No Ball'. Underarm bowling shall not be permitted except by special agreement before the match.

#### NOTES:

- I. Subject to the provisions of the Law being complied with a bowler is not debarred from delivering the ball with both feet behind the bowling crease.
- II. The striker is entitled to know whether the bowler intends to ball over or round the wicket over-arm or under arm, right or left handed. An umpire may regard any failure to notify a change in the mode of delivery as 'Unfair', if so, he should call 'No ball'.
- III. It is a 'No ball' if the bowler before delivering a ball throws it at the strikers wicket even in an attempt to run him out.
- IV. If a bowler breaks the near wicket with any part of his person during the delivery, such act in itself does not constitute 'No Ball'.
- V. The umpire should revoke the call 'No Ball' if the ball does not leave the bowler's hand for any reason.
- VI. The umpire signals 'No Ball' by extending one arm horizontally.

**Law 20** - Ball does not become 'Dead' on the call of 'No Ball'. The Striker may hit a 'No Ball' and whatever runs result shall be added to his score in addition to a run of 'No Ball' and shall be scored as 'No Balls'. The striker shall be out from a 'No Ball' if he breaks Law 30 and either batsman may be run out, or given out, if he breaks Laws 29 or 33.

#### NOTES:

- (I) The penalty for a No ball is scored also if runs result otherwise.
- (II) Law 3 Note XIII covers attempts to run before the ball is delivered, but should the nonstriker unfairly leave his ground too soon, the fielding side may run out the batsman at the bowler's end by any recognized method. If the bowler throws at the near wicket, he does not call 'no Ball' though any runs resulting or so scored. The throw does not count in the 'Over'.

### WIDE BALL

**Law 21** - If the Bowler shall bowl the ball so high over or so wide of the wicket that in the opinion of the Umpire it passes out of reach of the Striker, and would not have been within the reach of the batsman taking guard in the normal position, the umpire shall call and signal 'Wide Ball' as soon as it shall have passed the striker.

#### NOTES:

- (I) If a ball which the umpire considers to have been delivered comes to rest in front of the striker 'Wide' should not be called, and no runs should be added to the score unless they result from the Striker hitting the ball which he has a right to do without interference by the fielding side. Should the fielding side interfere, the umpire is justified in replacing the ball where it comes to rest and ordering the fieldsmen to resume the places they occupied in the field before the ball was delivered.
- (II) The umpire signals 'Wide' by extending both arms horizontally.
- (III) An umpire shall revoke the call if the striker hits a ball which has been called wide.

**Law 22** - The Ball does not become Dead on the call of 'Wide Ball'. All runs that are run from a wide ball shall be scored 'Wide Balls', or if no runs be made one run shall be so scored. The striker may be out from a 'Wide Ball' if he breaks Laws 35 or 39, and either Batsman may be run out or given out if he breaks Laws 33 or 37.

### BYE AND LEG BYES

**Law 23** - If the Ball not having been called 'Wide' or 'No Balls' pass the Striker without touching his bat or person, and any runs be obtained the umpire shall call or signal 'Bye'; but if the ball touches any part of the striker's dress or person except his hand holding the bat and any run be obtained, the umpire shall call or signal 'Leg Bye'; such runs to be scored 'Byes' and 'Leg Byes' respectively.

#### NOTES :

- (I) The umpire shall regard the deliberate deflection of the ball by any part of the striker's person, except the hand holding the bat as Unfair, and as soon as he is satisfied that the fielding side have no chance of dismissing either batsman as an immediate result of such action, he shall, without delay, call 'dead ball'. In deciding whether such deflection is deliberate, the criterion shall be whether or not the batsman has attempted to play with his bat.
- (II) The Umpire signals 'Bye' by raising an open hand above the head, and 'Leg Bye' by touching a raised knee with the hand.

### THE WICKET IS DOWN

**Law 24** - The wicket shall be held to be 'Down' if either the ball or the Striker's bat or person completely removes either bail from the top of the stumps, or, if both bails be off, strikes a stump out of the ground. Any player may use his hand or arm to put the wicket down or, even should the bails be previously off, may pull up a stump, provided always that the ball is held in the hand or hands so used.

#### NOTES :

- (I) A wicket is not 'down' merely on account of the disturbance of a bail, but it is 'down' if a ball is falling from the wicket lodges between two of the stumps.
- (II) If one bail is off, it is sufficient for the purpose of this Law to dislodge the remaining one in any of the ways stated, or to strike any of the three stumps out of the ground.
- (III) If, owing to the strength of the wind, the captains have agreed to dispense with the use of bails (See Law 8 Note 2), the decision as to when the wicket is 'down' is one of the umpires to decide on the facts before them. In such circumstances the wicket would be held to be 'down' even though a stump has not been struck out of the ground.
- (IV) If the wicket is broken while the ball is in play it is not the Umpire's duty to remake the wicket until the ball has become 'dead'. How over a fieldsmen may remake the wicket in such circumstances.
- (V) For the purpose of this and other Laws the term 'person' includes a player's dress as defined in Law 18, Note IV.

### BATSMAN OUT OF HIS GROUND

**Law 25** - A Batsman shall be considered to be 'out of his ground' unless some part of his bat in hand or of his person be grounded behind the line of the popping crease.

### BATSMAN RETIRING

**Law 26** - A Batsman may retire at any time, but may not resume his innings without the consent of the Opposing Captain, and then only on the fall of a wicket.

#### NOTES :

When a Batsman has retired owing to illness, injury, or some other unavoidable cause, his innings is regarded as 'Retired as Not out', but other wise as a completed innings to be regarded as 'Retired, Out'.

### BOWLED

**Law 27** - The Striker is out 'Bowled' if the wicket be bowled down, even if the ball first touches his bat or person.



**NOTES:**

- (I) The Striker, after playing the ball is out 'Bowled' if he kicks or hits it on to his wicket before the completion of his stroke.
- (II) The Striker is out 'Bowled' under this Law when the ball is deflected on to his wicket off his person, even though a decision against the striker might be justified under Law 32 L.B.W.

**CAUGHT**

**Law 28** - The striker is out 'Caught', if the ball, from a stroke of the bat or of the hand holding the bat, including wrist, be held by a Fieldsman before it touches the ground, although it be hugged to the body of the catcher, or be accidentally lodged in his dress. The fieldsman must have both his feet entirely within the playing area at the instant the catch is completed.

**NOTES:**

- (I) Provided the ball does not touch the ground, the hand holding may do so in effecting a catch.
- (II) The umpire is justified in disregarding the fact that the ball has touched the ground, or has been carried over the boundary provide that a catch has in fact been completed prior to such occurrence.
- (III) The fact that a ball has touched the striker's person before or after touching his bat does not invalidate a catch.
- (IV) If the striker lawfully plays the ball a second time he may be out under this Law, but only if the ball has not touched the ground since being first struck.

**HANDLED THE BALL**

**Law 29** - Either Batsman is out "Handled the Ball" if the batsman touches the ball while in play with his hands, unless it has been done at the request of the opposite side.

**NOTES:**

- (I) The Hands holding the bat is regarded as part of it for the purposes of Laws 32, 33 and 35.

- (II) When a batsman is given out under this Law is 'Handled the Ball' and the bowler does not get credit for the wicket.

**HIT THE BALL TWICE**

**Law 30** - The Striker is out 'Hit the Ball Twice' if the ball be Struck or be stopped by any part of his person, and he will-fully strike it again, except for the sole purpose of guarding his wicket, which he may do with his bat or any part of his person, other than his hands. No runs except those which result from an overthrow shall be scored from a ball lawfully struck twice.

**NOTES:**

- (I) It is for the umpire to decide whether the ball has been so struck a second time legitimately or not. The umpire may regard the fact that a run is attempted as evidence of the batsman's intension to take advantage of the second stroke, but it is not conclusive.
- (II) A batsman may not attempt to hit the ball twice, if in so doing he baulks the wicket keeper or any fieldsman attempting to make a catch.
- (III) This Law infringed if the striker, after playing the ball and without any request from the opposite side, uses his bat to return the ball to a fieldsman.
- (IV) The Correct entry in the score book when the striker is given out under this Law is 'Hit the ball twice, and the bowler does not get credit for the wicket.'

**HIT WICKET**

**Law 31** - The Striker is out 'Hit wicket', if while playing the ball he hit down his wicket with his bat or any part of his person.

**NOTES:**

- (I) The Striker is 'Out' under this Law if:-
  - (i) In making a second stroke to keep the ball out of his wicket he hits it down.
  - (ii) While Playing at the ball, but not other wise, his wicket is broken by his cap or hat falling, or by part of his bat.
  - (iii) A batsman is not out for breaking the wickets with his bat or person while in the act of running.

## L.B.W

**Law 32** - Striker is out 'Leg Before Wicket', if with any part of his person except his hand, which is in a straight line 'between wicket and wicket, even though the point of impact be above the level of the bails, he intercepts a ball which has not first touched his bat or hand which, in the opinion of the umpire, shall have, or would have, pitched on a straight line from the Bowler's wicket to the Striker's wicket, or shall have pitched on the off side of the strikers wicket, provided always that the ball would have hit the wicket.

### NOTES:

- (I) The word used in this Law should be interpreted as the hand holding the bat
- (II) A batsman is only 'Out' under this Law if all the four following questions are answered in the affirmative.
  - (i) Would the Ball have hit the wicket?
  - (ii) Did the ball pitch on a straight line between wicket and wicket or did it pitch on the offside of the striker's wicket?
  - (iii) Was it part of the striker's person other than the hand which first intercepted the ball?
  - (iv) Was that part of the striker's person in a straight line between wicket and wicket at the moment of impact, irrespective of the height of the point of impact?

## OBSTRUCTING THE FIELD

**Law 33** - Either Batsman is out 'Obstructing the field', if the batsman wilfully obstruct the opposite side; should such wilfull obstruction by either Batsman prevent a ball from being caught it is the striker who is out.

### NOTES:

- (I) The umpire must decide whether the obstruction was 'Wilful' or not. The involuntary interception by a batsman while running of a throw in is not in itself an offence.
- (II) The correct entry in the score book when a batsman is given out under this Law is 'Obstructing the field', and the bowler does not get credit for the wicket.

## RUNOUT

**Law 34** - Either Batsman is out 'Run Out', if in running or at any time, while the ball is in play, he be out of his ground, and his wicket be put down by the opposite side. If the batsmen have crossed each other, he that runs for the wicket which is put down is out; if they have not crossed, he that has left the wicket which is put down is out. But unless he attempt to run, the Striker shall not be given 'Run out' in the circumstances stated in Law 35 even should 'No Ball' have been called.

### Note:

If the ball is played on to the opposite wicket, neither batsman is liable to be 'Run out' unless the ball has been touched by a fieldsman before the wicket is put down.

## STUMPED

**Law 35** - A striker is out 'Stumped' if in receiving a ball, not being a 'No Ball', delivered by the Bowler, he be out of his ground otherwise than in attempting a run, and the wicket be put down by the wicket-keeper without the intervention of another fieldsman. Only when the ball has touched the bat or person of the Striker may the wicket keeper take it in front of wicket for this purpose.

### Note:

The striker may be 'Stumped' if the wicket is broken by a ball rebounding from the wicket-keeper's person.

## THE WICKET-KEEPER

**Law 36** - The wicket-keeper shall remain wholly behind the wicket until a ball delivered by the Bowler touches the bat or person of the Striker, or passes the wicket, or until the Striker attempts a run. Should the wicket-keeper contravene this Law, the Striker shall not be out except under Laws 29, 30, 33 and 34 and then only subject to Law 3.

### NOTES:

This law is provided to secure to the striker his right to play the ball and to guard his wicket without interference from the wicket keeper. The Striker may not be penalized if in the legitimate defence of his wicket he interferes with the wicket keeper, except as provided for in Law 30 Note II.

## THE FIELDSMAN

**Law 37** - The Fieldsman may stop the ball with any part of his person, but if he willfully stop it otherwise, five runs shall be added to the run or runs already made; if no run has been made five shall be scored. The penalty shall be added to the score of the striker if the ball has been struck, but otherwise to the score of Byes, Leg byes, No Balls or Wides as the case may be.

### NOTES :

- (I) A fieldsman must not use his cap etc., for the purpose of fielding a ball.
- (II) The five runs are a penalty and the batsman do not change ends.

## APPEALS

**Law 38** - The Umpires shall not order a Batsman out unless appealed to by the Fieldsmen which shall be done prior to the delivery of the next ball, and before 'Time' is called under Law 12. The Umpire at the Bowler's wicket shall answer appeals before the other umpire in all cases except those arising out of Laws 31 or 35 and out of Law 34 for run out at the Striker's Wicket. In any case in which an umpire is unable to give a decision, he shall consult the other umpire whose decision shall be final.

### NOTES :

- (I) An appeal "How is that?" covers all ways of being out unless a specific way of getting out is stated by the person asking. When either umpire has given a batsman 'Not Out' the other umpire may answer any appeal within his jurisdiction, provided it is made in time.
- (II) The umpire signals 'Out' by raising the Index finger above the head. If the batsman is not out, the umpire called 'Not out'.
- (III) An umpire may alter his decision provided that such alteration is made promptly.
- (IV) Nothing in this law prevents an umpire before giving a decision from consulting the other umpire on a point of fact which the latter may have been in a better position to observe. An umpire should not appeal to the other umpire in cases on which he could give a decision, merely because he is unwilling to give that decision. If after consultation he is

still in any doubt, the principle laid down in Law 3 applies and the decision will be in favour of the batsman.

- (V) The umpire should intervene if satisfied that a batsman, not having been given out, has left his wicket under a misapprehension.
- (VI) Under Law 18 the ball is 'Dead' on 'Over' being called; this does not invalidate an appeal made prior to the first ball of the following 'Over' provided the balls have not been removed by both umpires after 'Time' has been called.

## DRESS

**Law 39** - The recommended Dress for Tennis Ball Cricket players and umpires are as under :

**PLAYERS:** Black Trousers and T-Shirt in any one colour with white sports shoes.

**UMPIRES:** White pants/Trousers and Black T-Shirt with white sports shoes.

## NOTES FOR SCORERS AND UMPIRES

**Law 40** - (a) Law 4 explains the status of the scorers in relation to the umpires.

- (b) During the progress of the game, if two scorers have been appointed, they should frequently check the total to ensure that the score sheets agree.

- (c) The following method of entering 'No Balls' and 'Wides' (Laws 20 & 22) in the score sheet is recommended :-

- (i) If no run is scored from the bat off a 'No Ball', the latter should be entered as an 'Extra', and a dot placed in the bowling analysis with a circle round it to show that the ball does not count in the Over.
- (ii) If runs are scored from the bat off a 'No Ball', they should be credited to the striker, and entered in the bowling analysis with a circle round the figure. Such runs count against the bowler in his analysis even though the ball does not count Over.
- (iii) All runs scored from 'Wide Balls' are entered as 'Extras' and inserted in the bowler's analysis with a cross to indicate that the ball does not count in the over.

**Law 41** -The following **CODE OF SIGNALLING** between the umpires and the scorers have been approved:

- (i) **Boundaries** : By waving the hand from side to side.
- (ii) **The Decision Out** : By raising the Index finger above the head.
- (iii) **Rule Out** : By raising the Index finger above the head.
- (iv) **Byes** : By raising the open hand above the head.
- (v) **Leg Byes** : By touching raised knee with the hand.
- (vi) **Wides** : By extending both arms horizontally.
- (vii) **No Balls** : By extending one arm horizontally.
- (viii) **One Short** : By bending the arm upwards and by touching the top of nearest shoulder with the tips of the fingers of one hand.

2. If the above instructions are properly carried out, cases of disagreement as regards the scores and the result of matches should not occur. It is however important that the captains should satisfy themselves of the correctness of the scores on the conclusion of the play, as errors can not subsequently be corrected.

It should be noted that, in general, by accepting the result notified by the scorers, the captain of the losing side has thereby acquiesced ( accepted) in the ' Playing out or giving up' of the match as stated in Law 16.

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## TENNIS BALL GROUND AT A GLANCE

