

Cricket Laws



1. Basics of the Game

- **Objective:** Score more runs than the opponent.
 - **Teams:** Two teams of 11 players each.
 - **Innings:** Each team gets one or two innings depending on the format.
 - **Formats:**
 - **Test Cricket:** Up to 5 days, unlimited overs.
 - **One Day International (ODI):** 50 overs per side.
 - **Twenty20 (T20):** 20 overs per side.
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2. Player Roles

- **Batsmen:** Aim to score runs.
 - **Bowlers:** Aim to dismiss batsmen and restrict runs.
 - **Fielders:** Support bowlers by catching the ball and stopping runs.
 - **Wicketkeeper:** Specialized fielder behind the stumps.
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3. Scoring Rules

- **Run:** Completed when batsmen cross and reach opposite creases.
- **Four (4 runs):** Ball hits ground before boundary.
- **Six (6 runs):** Ball crosses boundary without touching the ground.
- **Extras:**
 - **Wide ball:** 1 run and extra delivery.
 - **No ball:** 1 run and extra delivery.

- **Bye**: Runs taken without touching the bat.
 - **Leg bye**: Runs taken after ball hits the batsman's body.
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4. Dismissals (Ways to Get Out)

1. **Bowled**
 2. **Caught**
 3. **Leg Before Wicket (LBW)**
 4. **Run Out**
 5. **Stumped**
 6. **Hit Wicket**
 7. **Handled the Ball** (obsolete in some formats)
 8. **Obstructing the Field**
 9. **Timed Out**
 10. **Hit the Ball Twice**
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5. Running and Running Between Wickets

- Both batsmen must cross safely to complete a run.
 - Risk: May be **run out** if stumps are broken before reaching the crease.
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6. Bowling Rules

- Over = 6 legal deliveries.
 - No front-foot no-balls allowed.
 - No chucking (straight arm required).
 - Bowlers can only bowl limited overs in ODIs and T20s:
 - **ODI**: Max 10 overs per bowler.
 - **T20**: Max 4 overs per bowler.
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7. Fielding Rules

- No more than 5 fielders on leg side.
 - Powerplay rules restrict fielder placement:
 - **ODI:** First 10 overs - only 2 fielders outside the 30-yard circle.
 - **T20:** First 6 overs - same restriction.
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8. Timing and Match Duration

- **Test:** 5 days, 90 overs/day.
 - **ODI:** ~8 hours with innings break.
 - **T20:** ~3 hours total.
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9. Umpiring and Decisions

- 2 on-field umpires, 1 third umpire (TV), 1 match referee.
 - Umpires decide on outs, no balls, wides, and other calls.
 - **DRS (Decision Review System):**
 - Teams can challenge on-field decisions using technology (ball tracking, snicko).
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10. Winning the Match

- Team with more runs at the end of their innings wins.
 - **Ties** may lead to:
 - **Super Over** (T20/ODI)
 - **Draw** (Test matches)
 - **Follow-On** and **Declaration** tactics used in Test matches.
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11. Special Situations

- **Duck:** Batsman dismissed without scoring.
 - **Golden Duck:** Out on the first ball.
 - **Hat-trick:** 3 wickets in 3 consecutive balls by the same bowler.
 - **Maiden Over:** Over with 0 runs conceded.
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