Guernsey Cricket

Jersey Cricket

Channel Island Cricket League Regulations

Competition Format & Playing Conditions

Version control

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3.0	Updated for 2025	12 May 2025	CB	All cricket
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PART A

2025 Competition Format Summary

- 7 teams
- Each single innings of 45 overs' duration
- Round Robin
- Home only
- Two points for a win, one point for no-result. (See clause on forfeiture in PART D paragraph 12.6.)
- ECB Fast Bowling Directive to be adopted.

PART B

UMPIRES' GENERAL DUTIES

1 Umpires appointed to officiate in this competitions under the auspices of the GCB/JCL shall:

1.1 conduct the match according to the Laws of Cricket and the Rules of the GCB/JCL;

1.2 ensure the matches start at the appointed time;

1.3 approve the match balls;

1.4 ensure timely conduct of the match by both batting and fielding teams.

1.5 before play commences, decide if the weather and/or circumstances permit play; thereafter the Umpires shall decide if the weather or circumstances permit the continuation of play, keeping colleague and players up to date with situation where there might be a possibility of having to come off;

1.6 ensure that the score is kept either on a league scorecard or an on-line scoring platform approved by the respective Cricket Boards and that the names of ALL participating players are entered in the scorecard prior to the commencement of the second innings and that all details are fully completed, including the identity of any catchers and/or stumpers. Umpires should not sign an incomplete scorecard;

1.7 see that the stumps are put out and returned to their place of storage at the end of the match;

1.8 check the scorecard at the end of each innings as giving a good and accurate record of scores and players; after the first innings, determine the score required to win by the team batting second; at the end of the match determine the winning team; add any relevant comments concerning the match (e.g. failure to field 11 players, misconduct, failure to observe the GCB/JCL Code of Conduct, infringement of Match Rules); and sign the scorecard as a true record. Any damage occurring during the game must be recorded in the scorecard;

1.9 report to the GCB/JCL the name(s) of any player(s) infringing Match Rules or the Code of Conduct (see 42.) for the DCC to take the appropriate action.

SCORERS (extract from laws for ease of reference)

Two scorers in each innings shall be required to record all runs scored, all wickets taken and, where appropriate, number of overs bowled. One shall complete a paper scorecard and the other shall ideally use the online scoring system supplied by GCB/JCL.

PART C

GENERAL NOTES

Registration of Players:

1. Clubs shall supply GCB/JCL with an initial squad of players from which they will select their Season match day XI's. N.B. GCB/JCL Regulations on eligibility to play in domestic competition will apply e.g. Residence.
2. Players may be added to their initial submitted squad list by referral to GCB/JCL prior to each match applicable. GCB/JCL will confirm eligibility.
3. No player shall transfer from one Club (registered in initial Squad submission) to another without referral to GCB/JCL. For guidance players wishing to transfer from one Club to another having already played in the current season competition are unlikely to be agreed.
4. Players appearing in the Final must have been registered by their Club in the initial squad submission or subsequently before the final games of the Round Robin period, as agreed by GCB/JCL.

5. If a Club feels there are Exceptional Circumstances that GCB/JCL should consider in making a ruling on Eligibility then the facts should be provided in writing at the time a referral is made.

Clarification on Clause 41.6

The intention is to emulate the ICC regs clause 41.6), which in short are:

1. the regulations intend that two over shoulder height deliveries in an over is good (accepting that over head height is a wide).
2. three in an over would be a no ball and a warning.
3. two such warnings per bowler in a spell would be on the right side of this regulation.
4. third warning would mean the bowler is excluded from bowling again in the innings.

Concussion Guidance – Additional Clarification

ECB has given clarity on the application of Law in the case of a head strike in the recreational game. This is provided below and will also be made available to County Boards/Foundations and Leagues.

1. If the ball strikes a player on the head, irrespective of whether they are wearing a helmet, then a dead ball should be called immediately. Either umpire can do this.
2. The dead ball should be called, irrespective of the apparent significance of the force with which the ball strikes the player e.g. even if it is what might ordinarily be deemed a 'slight, glancing deflection'.
3. Irrespective of when a dead ball is called (an umpire might, on occasion, not call it immediately):
    i. No runs may be scored from the moment the head strike occurs e.g. if, after a strike to the batter's head, the batters 'complete' a run before dead ball is called, then that run does not count.
    ii. Neither batter can be dismissed following a head strike e.g. if the ball strikes a fielder's head, having been hit by a batter, and is then caught, then the batter is not out.

Please note that the above would apply if a collision of heads would take place with fielders as well as head strikes from a delivery.

PART D

2025 CHANNEL ISLAND CRICKET LEAGUE PLAYING CONDITIONS

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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.

1.2 Nomination of players

Each captain shall nominate 11 players before the toss either in writing via a teamsheet/scorecard or online scoring system (CricClubs etc).

1.2.2 Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the umpires, in exceptional circumstances, allows subsequent additions.

1.2.3 All those nominated including those nominated as substitute fielders, as well as any Concussion Replacements, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so eligible.

1.2.4 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable Regulations pertaining to the competition and in particular, the Clothing and Equipment Regulations, the Code of Conduct for Players and Player Support Personnel (hereafter referred to as the Code of Conduct), the Anti-Discrimination Code for Players and Player Support Personnel, the Antidoping Code and the Anti-Corruption Code.

1.2.5 A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:

1.2.5.1 Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or

1.2.5.2 Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

1.2.6 A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter be permitted to enter the players' dressing room provided that 2 the players' dressing room (or any part thereof) for the match is not within the playing area described in clause 1.2.5.2 above (for example, the player is not permitted to enter the on-field 'dug-out').

1.2.7 Concussion Replacement

1.2.7.1 If a player sustains a concussion or suspected concussion as a result of a head or neck injury during the course of the relevant match, a Concussion Replacement may be permitted in the following circumstances:

1.2.7.1.1 the head or neck injury must have been sustained during play and within the playing area described in clause 1.2.5.2 above;

1.2.7.1.2 a concussion or suspected concussion must have been formally diagnosed by the Team Medical Representative;

1.2.7.1.3 the Team Medical Representative or Team Manager shall submit a Concussion Replacement Request to the ICC Match Referee on a standard form, which shall:

1.2.7.1.3.1 identify the player who has sustained the concussion or suspected concussion;

1.2.7.1.3.2 specify the incident in which the concussion or suspected concussion was sustained, including the time at which it occurred;

1.2.7.1.3.3 confirm that, following an examination, the Team Medical Representative believes or suspects that the player has sustained a concussion as a result of the incident specified in clause 1.2.7.1.3.2 above; and

1.2.7.1.3.4 identify the requested Concussion Replacement, who shall be a like-for-like replacement for the player who has sustained the concussion or suspected concussion.

1.2.7.2 The Concussion Replacement Request must be submitted as soon as possible after the incident specified in clause 1.2.7.1.3.2 if a Concussion Replacement is to be permitted.

1.2.7.3 The umpires should ordinarily approve a Concussion Replacement Request if the replacement is a like-for-like player whose inclusion will not excessively advantage his/her team for the remainder of the match.

1.2.7.4 In assessing whether the nominated Concussion Replacement should be considered a like-for-like player, the umpires should consider the likely role the concussed player would have played during the remainder of the match, and the normal role that would be performed by the nominated Concussion Replacement

1.2.7.5 If the umpires believes that the inclusion of the nominated Concussion Replacement, when performing their normal role, would excessively advantage their team, the umpires may impose such conditions upon the identity and involvement of the Concussion Replacement as he/she sees fit, in line with the overriding objective of facilitating a like-for-like replacement for the concussed player. For clarity, a concussion replacement will not be permitted to bowl during the innings and/or for the remainder of the match if the replaced player was suspended from bowling for any reason at the time they were replaced.

1.2.7.6 The umpires may, in reviewing a Concussion Replacement Request made in accordance with clause 1.2.7.1.3, request any such further information as may be required in order to make the determination required under clauses 1.2.7.4 and 1.2.7.5.

1.2.7.7 The decision of the umpires in relation to any Concussion Replacement Request shall be final and neither team shall have any right of appeal.

1.2.7.8 Once the Concussion Replacement has been approved by the umpires, the replaced player shall play no further part in the match.

1.2.7.9 Both the Concussion Replacement and the replaced player shall be considered to have played in the match for records and statistic

1.3 Replacement of players

No player may be changed after the nomination/start of play without the consent of the opposing captain i.e. because of injury.

Any replacement player shall be considered the same player as the nominated player he/she replaced for

the purposes of these Laws.

1.3.1 A replacement may not bat in an innings in which the nominated player he/she is replacing has

completed his/her innings.

1.3.2 Any unserved Penalty time, warnings or suspensions, that applied to the original nominated player will be inherited by his/her replacement.

1.4 Playing arriving late

A player arriving after the start of play may take part in the match provided they are on the ground before the end of the first innings.(see 24.4)

1.5 Minimum players

If a team has less than 11 players available to play in a match it shall have the option to complete the match with the players who are available, provided that if it has less than 7 players it shall be obliged to forfeit the match and face the possibility of sanctions at the discretion of the DCC.

2 THE UMPIRES

2.1 Appointment and attendance

Umpires shall be appointed by GACO/JACO.

2.2 Start of play

Inter-island 1045

Same island 1100

(see Law 12) (or as otherwise advised)

2.3 Failure to supply umpire(s)

N/A

3 THE SCORERS

3.1 Appointment of scorers

Two scorers in each innings shall be required to record all runs scored, all wickets taken and, where appropriate, number of overs bowled. One shall complete a paper scorecard and the other shall use the online scoring system supplied by GCB/JCL.

3.2 Correctness of scores

The scorers shall frequently check to ensure that their records agree and consult with the umpires if necessary.

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.

4. THE BALL

4.1 Approval and control of balls

A new white Kookaburra Regulation cricket ball as supplied by GCB/JCL shall be used.

4.2 New ball

One new ball shall be used at the start of each innings.

4.3 Ball lost or becoming unfit for play

The ball must be submitted prior to the start of each innings to the umpires for inspection. The ball may be referred by either side for re-inspection by the umpires if it is suspected that its condition has deteriorated to such an extent as to render it unsuitable for continued use. Any replacement of a damaged or lost ball must also be inspected by the umpires prior to use. The umpires will be the sole arbiters as to the appropriateness of the quality and condition of the ball. It is the responsibility of all clubs to have available reasonable supplies of appropriate balls (including replacements for lost or damaged balls) for use during the match. If a team fails to provide an appropriate ball, the opposing team may if they wish claim the match by default. It follows therefore that teams are strongly advised to ensure they have a supply of the relevant coloured balls available to avoid this possibility. In the event that a ball is lost or otherwise requires replacement during an innings it shall be replaced with a ball of the same colour and be in a similar condition.

5. THE BAT

Laws of Cricket to apply

6 THE PITCH

Laws of Cricket to apply

See APPENDIX A

7 THE CREASES

Laws of Cricket to apply

SEE APPENDIX A

8 THE WICKETS

Laws of Cricket to apply

9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Laws of Cricket to apply

10 COVERING THE PITCH

10.1 Covering the wickets/pitch

The wickets/pitch shall be uncovered in time for play and as required by the groundstaff and covered after the match ceases. Covers will be available for use during play as agreed with groundstaff.

11 INTERVALS

11.1 An interval

11.1.1 The following shall be classed as intervals

Intervals between innings

Intervals for meals

Intervals for drinks

Any other agreed interval

11.2 Duration of interval

11.2.1 There shall be a 30 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 The interval maybe reduced by agreement with umpires and captains but not to less than 15 minutes.

11.3 Intervals for drinks

11.3.1 Drinks breaks shall be agreed by the umpires and captains.

11.3.2 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

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 these Playing Conditions. See also clause 20.3 (Call of Over or Time).

12.3 Conclusion of match

The match is concluded;

- as soon as a result as defined in clauses 16.1 to 16.5 (The result) is reached.
- as soon as the prescribed number of overs have been completed.
- The match is concluded if, without a conclusion having been reached under 12.3 the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible.

12.4 Hours of Play;

12.4.1 Matches shall start at the scheduled time unless as previously agreed and advised to GCB/JCL.

12.4.2 Match duration shall be taken as 3 hours per innings, plus 30 minutes for lunch = 6 hours 30 mins (an additional 30 mins shall be added as extra-time where required if a delayed start occurs). It follows that if a match starts at a scheduled time, other than

1045, then the Match duration will commence at the agreed alternate start time. (N.B. The scheduled start time cannot be altered for weather/travel delays on the day, and the procedures in 13.6 should be followed)

Note: The playing hours of matches where the travel requirements of one team need to be taken into account shall be altered as required to get the longest match in within the period allowed. In the event of a delayed start, the umpires shall calculate the number of overs available by using a finish time (inc. extra time) of 1745, deducting 1 over per side for each 8 minutes or part thereof, which is lost. However, a match may not be reduced to less than 20 overs per side.

NOTE – to provide consistency no adjustment in times shall be made for a) later scheduled returns or b) where a travelling Club might stay overnight

UMPIRES will be given full allowance to apply the rules as seen best to get the most likelihood of a result on the day. CAPTAINS are asked to only enter a discussion with the umpires when invited to do so.

12.5 If the weather does not allow a game to be started, or forces an abandonment of a game already commenced

The home side should advise the DCC that the match has not been completed. From time to time the DCC may require games to start earlier to facilitate completion at the very start or end of the season. This revised time will be advised at the time of scheduling of the fixtures and must be complied with.

NOTE: Rearrangements and Cancellations

It is not possible for any rearrangements to be made due to weather in 2025.

For matches which cannot be rearranged, each team shall be awarded 1 point each (in the case of league games).

The decision that conditions do not allow a fixture to be fulfilled shall be made at the allocated ground. Any team failing to attend the ground regardless of weather conditions will be deemed to have forfeited the match.

12.6 Team forfeiting a match

Any team forfeiting a match will be deemed =to have lost the game in question, PLUS a 2 points deduction, PLUS a deemed 3 run per over loss (so 45 overs equals a 135-run loss, scored as 270 runs against, 135 runs for), PLUS a financial penalty equal to what the opposition have been charged for that particular game paid to the parties that are out of pocket.

13 INNINGS

13.1 Number of innings

All matches will consist of one innings per side.

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:

- the side is all out.
- 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.
- the prescribed number of overs have been bowled to the batting side.

13.4 The toss

The captains shall toss a coin for the choice of innings, on the field of play and under the supervision of the umpire(s), not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play.

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 Duration of Match

13.6.1 Uninterrupted Matches.

Each team shall bat for 45 overs unless all out earlier.

13.6.2 Delayed or Interrupted Matches

Delay or Interruption to the Innings of the Team Batting First

13.6.2.1When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 1 over per 4 minutes, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.

13.6.2.2The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 20 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.

13.6.3Delay or Interruption to the innings of the Team Batting Second

13.6.3.1When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 1 over per 4 minutes, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations resultin a fraction of an over the fraction shall be

ignored.

13.6.3.2In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

13.6.3.3To constitute a match, a minimum of 20 overs have to be bowled to the team batting second subject to a result not being achieved earlier.

13.6.3.4The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

13.7 Extra time

See 12.4.2

13.8 Number of Overs per Bowler

No bowler shall bowl more than 9 overs (see Table)

	1	2	3	4	5
20 overs	4	4	4	4	4
21 overs	5	4	4	4	4
22 overs	5	5	4	4	4
23 overs	5	5	5	4	4
24 overs	5	5	5	5	4
25 overs	5	5	5	5	5
26 overs	6	5	5	5	5
27 overs	6	6	5	5	5
28 overs	6	6	6	5	5
29 overs	6	6	6	6	5
30 overs	6	6	6	6	6
31 overs	7	6	6	6	6
32 overs	7	7	6	6	6
33 overs	7	7	7	6	6
34 overs	7	7	7	7	6
35 overs	7	7	7	7	7
36 overs	8	7	7	7	7

37 overs	8	8	7	7	7
38 overs	8	8	8	7	7
39 overs	8	8	8	8	7
40 overs	8	8	8	8	8
41 overs	9	8	8	8	8
42 overs	9	9	8	8	8
43 overs	9	9	9	8	8
44 overs	9	9	9	9	8
45 overs	9	9	9	9	9

- 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.

14 THE FOLLOW-ON

Shall not apply.

15 DECLARATION AND FORFEITURE

Shall not apply.

16 THE RESULT

16.1 A Win

Unless the winner is determined by DLS (see clause 16.4) 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 clause 13.3 (Completed innings). Note also clause 16.4 (Winning hit or extras).

- 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 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.
- 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 20 overs, shall be declared a No Result.

16.2 Umpires awarding a match

A match shall be lost by a side which either

- concedes defeat or
- in the opinion of the umpires refuses to play and the umpires shall award the match to the other side.

Note: In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action against the captain and team under GCB Code of Conduct.

16.3 All other matches – A Tie or No Result

- A Tie;

If the teams' scores are equal after both innings have been completed (if applicable under DLS – see clause 16.4), the match shall be tied.

- No Result

See clause 16.1 above.

16.4 Calculation of the Target Score (DLS Edition 2022 – Version 5.0)

Interrupted Matches

16.4.1 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis/Stern method. The target set will always be a whole number and one run less will constitute a Tie (refer to the Duckworth/Lewis/Stern Regulations).

16.4.2 If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension using DLS. If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

16.5 Winning hit or extras

- As soon as a result is reached as defined in clauses 16.1, 16.2 or 16.3, the match is at an end. Nothing that happens thereafter, except as in clause 41.18.2 (Penalty runs), shall be regarded as part of it. Note also clause 16.8.
- 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.
- 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.

16.6 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, unless clause 16.4.2.1 (Prematurely Terminated Matches) applies.

If, without having scored a total of runs in excess of the total scored by the opposing side, the innings of the side batting last has been completed, 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.

16.7 Correctness of result

Any decision as to the correctness of the scores shall be the responsibility of the umpires.

16.8 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 clause 16.9, they shall adopt the following procedure:

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 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.

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.

16.9 Result not to be changed

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

16.10 Points

Win = 2 points	Tie = 1 point
No Result = 1 point	Loss = 0 points

NOTE: In addition, the winning side shall input the scores of both sides directly onto the GCB/JCL online competition management system, this action to take place no later than by 1000 on the next day following the game. Failure to do so may (for persistent offenders) incur a forfeit of any points gained from that match. The GCB/JCL at its discretion may impose a £25 fine for each subsequent offence thereafter. The GCB/JCL at its discretion may also increase the fine sanctioned after a second offence.

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 run-up or, if there is no run-up, starts his action for the first delivery of that over.

17.3 Validity of balls

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

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

- if it is called dead, or is to be considered dead, before the striker has had an opportunity to play it. See clause 20.6 (Dead ball; ball counting as one of over).
- if it is called dead in the circumstances of clause 20.4.2.6. Note also the special provisions of clause 20.4.2.5. (Umpire calling and signalling Dead ball).
- if it is a No ball. See clause 21 (No ball).
- if it is a Wide. See clause 22 (Wide ball).
- when any of clauses 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.

Any deliveries other than those listed in clause 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 clause 20.3 (Call of Over or Time).

17.5 Umpire miscounting

- If the umpire miscounts the number of valid balls, the over as counted by the umpire shall stand.
- 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.
- Whenever possible, the third umpire shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

17.6 Bowler changing ends

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

17.7 Finishing an over

Other than at the end of an innings, a bowler shall finish an over in progress unless incapacitated or suspended under these Playing Conditions.

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 does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in that innings.

18 SCORING RUNS

18.1 A run

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

- 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.
- when a boundary is scored. See clause 19 (Boundaries).
- when Penalty runs are awarded. See clause18.6.

18.2 Runs disallowed

Wherever in these Playing Conditions 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 clause 28.3 (Protective helmets belonging to the fielding side).

18.3 Short runs

- A run is short if a batsman fails to make good his ground in turning for a further run.
- 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 opping crease may do so also without penalty.

18.4 Unintentional short runs

Except in the circumstances of clause 18.5,

- 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.
- 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.
- if both batsmen run short in one and the same run, this shall be regarded as only one short run.
- if more than one run is short then, subject to clauses 18.4.2 and 18.4.3, all runs called as short shall not be scored.

- 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

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, the bowler's end umpire shall

- disallow all runs to the batting side
- return any not out batsman to his 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 clause 28.3 (Protective helmets belonging to the fielding side)
- inform the scorers as to the number of runs to be recorded, and
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

18.6 Runs awarded for penalties

Runs shall be awarded for penalties under clauses 18.5 (Deliberate short runs), 21 (No ball), 22 (Wide ball), 24.4 (Player returning without permission), 26.4 (Penalties for contravention), 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 clauses 23.3 (Leg byes not to be awarded), 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 clause 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.

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

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 these Playing Conditions, any runs for

penalties awarded to either side shall be scored. Note however the provisions of clauses 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 clause 41.5.8 (Deliberate distraction, deception or obstruction of batsman).

18.10 Crediting of runs scored

Unless stated otherwise in these Playing Conditions,

- 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.
- 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.
- 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

When the striker is dismissed in any of the circumstances below, the not out batsman shall return to his original end.

Bowled.

Stumped.

Hit the ball twice.

LBW.

Hit wicket.

Caught

Obstructing the field, where the obstruction or distraction prevents the striker being out Caught

The batsmen shall return to their original ends in any of the cases below.

A boundary is scored.

Runs are disallowed for any reason.

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

18.12 Batsman returning to wicket he has left

When a batsman is dismissed in any of the ways below, the not out batsman shall return to the wicket he 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 original end.

- Caught.
- Obstructing the field.
- Run out.

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 clauses 18.11. apply, the batsmen shall return to their original ends.

19 BOUNDARIES

19.1 Determining the boundary of the field of play

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 clause 2.3.4 (Consultation with GCB/JCL).

19.2 Boundary size

The boundary shall be determined such that no part of any sightscreen, will, at any stage of the match, be within the field of play.

The aim shall be to maximize the size of the playing area at each venue.

19.3 Identifying and marking the boundary

All boundaries must be designated by a rope or flags, or similar object of a minimum standard as authorised by the GCB/JCL from time to time.

If an unauthorized person enters the playing arena and handles the ball, the umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batsman is liable to be out as a result of the unauthorized person handling the ball.

19.4 Ball grounded beyond the boundary

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.

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

- a fielder, grounded beyond the boundary as in clause 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

A fielder is grounded beyond the boundary if some part of his 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.

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

19.6 Boundary allowances

6 runs shall be allowed for a boundary 6; and 4 runs for a boundary 4. See also clause 19.7.

19.7 Runs scored from boundaries

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.

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.

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

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

When the runs in clause 19.7.3.2 exceed the boundary allowance they shall replace the boundary allowance for the purposes of clause 18.12.

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.

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

20 DEAD BALL

20.1 Ball is dead

The ball becomes dead when;

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

- a boundary is scored. See clause 19.7 (Runs scored from boundaries).
- a batsman is dismissed. The ball will be deemed to be dead from the instant of the incident causing the dismissal.
- whether played or not it becomes trapped between the bat and person of a batsman or between items of his clothing or equipment.
- whether played or not it lodges in the clothing or equipment of a batsman or the clothing of an umpire.
- there is an award of Penalty runs under either of clauses 24.4 (Player returning without permission) or 28.2 (Fielding the ball). The ball shall not count as one of the over.
- there is a contravention of clause 28.3 (Protective helmets belonging to the fielding side).
- the match is concluded in any of the ways stated in clause 12.6 (Conclusion of match).

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.

In a match where cameras are being used on or over the field of play (e.g. Spidercam), should a ball that has been hit by the batsman make contact, while still in play, with the camera, its apparatus or its cable, either umpire shall call and signal 'dead ball'. The ball shall not count as one of the over and no runs shall be scored. If the delivery was called a No ball it shall count and the No ball penalty shall be applied. No other runs (including penalty runs) apart from the No ball penalty shall be scored.

Should a ball thrown by a fielder make contact with a camera on or over the field of play, its apparatus or its cable, either umpire shall call and signal dead ball. Unless this was already a No ball or Wide, the ball shall count as one of the over. All runs scored to that point shall count, plus the run in progress if the batsmen have already crossed.

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 clause 17.4), nor the call of Time (see clause 12.2) is to be made until the ball is dead, either under clauses 20.1 or 20.4.

20.4 Umpire calling and signalling Dead ball

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

Either umpire shall call and signal Dead ball when

- intervening in a case of unfair play.
- A possibly serious injury to a player or umpire occurs.
- leaving his/her normal position for consultation.

- one or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball.
- 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.
- 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 clause 20.4.2.7. The ball shall not count as one of the over.
- there is an instance of a deliberate attempt to distract under either of clauses 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.
- the bowler drops the ball accidentally before delivery.
- the ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker under clause 41.16 (Non-striker leaving his ground early).
- satisfied that the ball in play cannot be recovered.

* required to do so under any of the Playing Conditions 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 run-up or, if there is no run-up, starts his bowling action.

20.6 Dead ball; ball counting as one of over

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

- it will not count in the over if the striker has not had an opportunity to play it.
- 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 clauses 20.4.2.6 and 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).

In clause 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.

21 NO BALL

21.1 Mode of delivery

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 mode of delivery. In this case the umpire shall call and signal No ball.

Underarm bowling shall not be permitted.

21.2 Fair delivery – the arm

For a delivery to be fair in respect of the arm the ball must not be delivered with an Illegal Bowling Action.

An Illegal Bowling Action is defined as a bowling action where a bowler's Elbow Extension exceeds 15 degrees, measured from the point at which the bowling arm reaches the horizontal until the point at which the ball is released (any Elbow Hyperextension shall be discounted for the purposes of determining an Illegal Bowling Action).

Should either umpire suspect that a bowler has used an Illegal Bowling Action, they shall advise the DCC accordingly for action as necessary to be taken.

21.3 Ball thrown or delivered underarm – action by umpires

If, in the opinion of either umpire, the ball has been thrown (where such mode of delivery does not correspond to the bowler's normal bowling action) or 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

- 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.

If either umpire considers that, in that innings, a further delivery by the same bowler is thrown (where such mode of delivery does not correspond to the bowler's normal bowling action) or 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.

The umpires together shall report the occurrence as soon as possible after the match to the DCC, who shall take such action as is considered appropriate against the bowler concerned.

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 clause 41.17 (Batsmen stealing a run).

However, the procedure stated in clause 21.3 of caution, informing, final warning, 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

- the bowler's back foot must land within and not touching the return crease appertaining to his stated mode of delivery.
- 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 clause 21.5.1, and

  - behind the popping crease.

If the bowler's end umpire is satisfied that any of these three conditions have not been met, he/she shall call and signal No ball. See clause 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 clause 41.16, 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 person and breaks the wicket.

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 clause 6.1 (Area of pitch) before it reaches the line of the striker's wicket.

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 clause 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 clauses 22.1.1.2 and 41.6.1.7.

21.11 Call of No ball for infringement of other Playing Conditions

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

Clause 27.3 – Position of wicket-keeper.

Clause 28.4 – Limitation of on side fielders.

Clause 28.5 – Fielders not to encroach on pitch.

Clause 41.6 – Bowling of dangerous and unfair short pitched deliveries.

Clause 41.7 – Bowling of dangerous and unfair non-pitching deliveries.

Clause 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 clauses 20.4.2.4 to 20.4.2.9 (Umpire calling and signalling Dead ball). However, if a no ball is called in breach of clause 20.4.2.7 (41.4 - Deliberate attempt to distract striker before playing the ball or 41.5 – Deliberate attempt of Distraction, Deception or Obstruction of striker after the stroke) the No ball will stand.

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 clauses 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 clause 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 clause 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 Playing Conditions except clause 34 (Hit the ball twice), clause 37 (Obstructing the field) or clause 38 (Run out).

21.19 Free Hit

- 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) then the next delivery will become a free hit for whichever batsman is facing it.
- 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.
- Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:
  - There is a change of striker (the provisions of clause 41.2 shall apply), or
  - 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.
  - For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances Clause 21.1 shall apply.
  - 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.

22 WIDE BALL

22.1 Judging a Wide

If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in clause 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.
- the ball passes above the head 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 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 clause 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 delivery stride, even though it cannot be called Wide until it passes the striker's wicket.

22.3 Revoking a call of Wide ball

- 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.
- The umpire shall revoke the call of Wide ball if a delivery is called a No ball. See clause 21.13 (No ball to over-ride Wide).

22.4 Delivery not a Wide

- 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, as defined in clause 22.1.2 or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.
- 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 clause 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 clause 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 Playing Conditions except clause 35 (Hit wicket), clause 37 (Obstructing the field), clause 38 (Run out) or clause 39 (Stumped).

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 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

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.

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

- 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 bat but otherwise to the batting side as in clause 23.2.3.

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

The runs in clause 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 clause 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 original end;
- signal No ball to the scorers if applicable;
- award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).

24 FIELDER'S ABSENCE; SUBSTITUTES

24.1 Substitute fielders

The umpires shall allow a substitute fielder if they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or for any other wholly acceptable reason which, they shall be sole judge of.

In all other circumstances, a substitute is not allowed.

A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires. Note, however, clause 42.4.1.

24.2 Fielder absent or leaving the field of play

- 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 clause, is he to be regarded as having left the field of play.
- If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,
  - an umpire shall be informed of the reason for this absence.

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

24.4 Player returning without permission

If a player comes on to the field of play in contravention of clause 24.2 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.

NOTE: Prior to the toss a team captain knowing that any of his players will be leaving the field of play (and ground) during the game should inform the opposition captain and umpires of such expected absence. If subsequently a player leaves the field of play (and ground), to return later having not made this known before the toss, and it is felt by the umpires that this was always known to be happening, a report should be sent to GCB/JCL to consider any appropriate sanction. The player shall serve the appropriate penalty time (max 90 mins) on return to the field of play equal to time of absence before bowling again in the match. Whether advised to the umpires and opposition captain prior to the toss or not, such an occurrence will not constitute an acceptable reason for a substitute fielder to be used.

25 BATSMAN'S INNINGS

25.1 Eligibility to act as a batsman

Only a nominated player may bat and, subject to clause 25.3, may do so even though a substitute fielder has previously acted for him.

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 batter commencing an innings

25.3.1 If a member of the batting side has unserved Penalty time, see clause 24.2.7, that player shall not be permitted to bat until that Penalty time has been served. However, even if the unserved Penalty time has not expired, that player may bat after his side has lost 5 wickets.
25.3.2 A member of the batting side's Penalty time is served during Playing time, in the event of an unscheduled stoppage, the stoppage time after the batter notifies an umpire in person that he 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 innings of the match if appropriate.

25.4 Batter retiring

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

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

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

25.4.4 If after retiring a batter resumes his innings, subject to the requirements of clauses

25.4.2 and 25.4.3, it shall be only at the fall of a wicket or the retirement of another batter.

25.5 Runners

Runners shall not be permitted.

25.6 Striker's right to play the ball

The striker has a right to play the ball, or to make a legitimate second strike, after it has been delivered, without interference from the wicket-keeper or any other fielder (see clause 27.5 – Restrictions on actions of wicket-keeper and clause 27.6 – Interference with wicket-keeper by striker). However, the striker may only attempt to play the ball if some of his/her bat or person, whether grounded or raised, remains within the pitch, as defined in clause 6.1 (Area of pitch). Should no part of the striker's bat or person remain within the pitch, whilst the striker is playing the ball, either umpire shall immediately call and signal Dead ball.

26 PRACTICE ON THE FIELD

26.1 Practice on the pitch or the rest of the square

There shall not be any practice on the pitch at any time.

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

If approved by the umpires, the use of the square for practice on any day of any match will be restricted to any netted practice area or bowling strips specifically prepared on the edge of the square for that purpose.

Bowling practice on the bowling strips referred to above shall also be permitted during the interval (and change of innings if not the interval) unless the umpires consider that, in the prevailing conditions of ground and weather, it will be detrimental to the surface of the square.

26.2 Practice on the outfield

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 interval or between innings

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

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 clauses 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 clauses 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 clause 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.
- 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.
- 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.

27 THE WICKETKEEPER

27.1 Protective equipment

The wicketkeeper 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 person for the purposes of clause 28.2 (Fielding the ball). If by the wicketkeeper's actions and positioning when the ball comes into play it is apparent to the umpires that he will not be able to carry out the normal duties of a wicket-keeper, he shall forfeit this right and also the right to be recognised as a wicketkeeper for the purposes of clauses 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

If, as permitted under clause 27.1, the wicketkeeper 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.

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.

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.

27.3 Position of wicketkeeper

The wicketkeeper 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.

In the event of the wicketkeeper contravening this clause, 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 wicketkeeper

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 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 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 actions suggest he intends to play. However the provisions of clause 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 and inform the other umpire of the reason for doing so. The bowler's end umpire shall then:

27.4.2.1 award the one-run penalty for Wide or No ball, if applicable

27.4.2.2 award 5 Penalty runs to the batting side

27.4.2.3 inform the captain of the fielding side of the reason for this action.

27.4.2.4 inform the batters and, as soon as practicable, the captain of the batting side of what has occurred. T

he umpires together shall report the occurrence as soon as possible after the match to the GCB/DCC, who shall take such action as is considered appropriate against the wicketkeeper concerned.

27.5 Restriction on actions of wicketkeeper

If, in the opinion of either umpire, the wicketkeeper interferes with the striker's right to play the ball and to guard his wicket, clause 20.4 (Umpire calling and signalling Dead ball) shall apply.

If, however, either umpire considers that the interference by the wicket-keeper was wilful, then clause 41.1 (Deliberate attempt to distract striker) shall also apply.

27.6 Interference with wicketkeeper by striker

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

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

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

- uses anything other than part of his person to field the ball.
- extends his clothing with his hands and uses this to field the ball.
- discards a piece of clothing, equipment or any other object which subsequently makes contact with the ball.

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.

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.

28.3 Protective helmets belonging to the fielding side

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.

If the ball while in play strikes a helmet, placed as described in clause 28.3, the ball shall become dead and, an award of 5 Penalty runs shall be made to the batting side, 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.

If the ball while in play strikes a helmet, placed as described in clause 28.3, unless the circumstances of clause 23.3 (Leg byes not to be awarded) or clause 34 (Hit the ball twice), apply, the umpire shall:

- permit the batsmen's runs as in clause 28.3 to be scored
- signal No ball or Wide ball to the scorers if applicable
- award 5 Penalty runs as in clause 28.3
- award any other Penalty runs due to the batting side.

If the ball while in play strikes a helmet, placed as described in clause 28.3, and the circumstances of clause 23.3 (Leg byes not to be awarded) or clause 34 (Hit the ball twice) apply, the umpire shall:

- disallow all runs to the batting side
- return any not out batsman to his 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 clause 28.3

28.4 Limitation of on side fielders

At the instant of delivery, there may not be more than 5 fielders on the leg side.

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

In the event of infringement of this clause 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 person grounded on or extended over the pitch.

In the event of infringement of this clause 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, clause 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 actions suggest he intends to play.

28.6.2 In all circumstances clause 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 and inform the other umpire of the reason for doing so. The bowler's end umpire shall then:
28.6.3.1 award the one-run penalty for Wide or No ball, if applicable

28.6.3.2 award 5 Penalty runs to the batting side

28.6.3.3 inform the captain of the fielding side of the reason for this action.

28.6.3.4 inform the batters 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 GCB/JCL, who shall take such action as is considered appropriate against the fielder concerned.

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

28.7 Restrictions on the placement of fielders

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. (See APPENDIX B)

28.7.1 The following fielding restrictions shall apply:

28.7.2 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. 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.

28.7.3 At the instant of delivery:

28.7.3.1 Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

28.7.3.2 Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 10 to 40 inclusive

28.7.3.3 Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

28.7.4 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.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9

28.7.5 If play is interrupted during an innings and the table above applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations:

A 45 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases

are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

28.7.6 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

28.7.7 The scoreboard shall indicate the current Powerplay in progress.

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

29 THE WICKET IS DOWN

29.1 Wicket put down

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,

by the ball,

- by the striker's bat if held or by any part of the bat that he is holding,
- for the purpose of this clause only, by the striker's bat not in hand, or by any part of the bat which has become detached,
- by the striker's person or by any part of his clothing or equipment becoming detached from his person,
- by a fielder with his 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.
- The wicket is also put down if a fielder strikes or pulls a stump out of the ground as above.

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 clause 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 clause 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 clause 8. (Dispensing with bails), it is for the umpire concerned to decide whether or not the wicket has been put down.

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 clothing or equipment as described in clauses 29.1, or by a fielder in the manner described in clause 29.1.

If the wicket has already been broken or put down, clause 29.4 shall apply to any stump or stumps still in the ground. Any fielder may replace a stump or stumps, in accordance with clause 29.3, in order to have an opportunity of putting the wicket down.

30 BATSMAN OUT OF HIS GROUND

30.1 When out of his ground

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

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

30.2 Which is a batsman's ground

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

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.

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.

If a ground belongs to one batsman then the other ground belongs to the other batsman, irrespective of his position.

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.

31 APPEALS

31.1 Umpire not to give batsman out without an appeal

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

31.2 Batsman dismissed

A batsman is dismissed if he is either given out by an umpire, on appeal or out under these Playing Conditions and leaves the wicket as in clause 31.1.

31.3 Timing of appeals

For an appeal to be valid, it must be made before the bowler begins his run-up or, if there is no run-up, his 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 clauses 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 clauses 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 jurisdiction.

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

31.6 Consultation by umpires

Each umpire shall answer appeals on matters within his 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.

32 BOWLED

32.1 Out Bowled

The striker is out Bowled if his 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.

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 clauses 37 (Obstructing the field), 38 (Run out) and 39 (Stumped).

32.2 Bowled to take precedence

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

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 bat without having previously been in contact with any fielder, and is subsequently held by a fielder as a fair catch, as described in clause 33.2 and 33.3, before it touches the ground.

33.2 A fair catch

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 clauses 19.4 (Ball grounded beyond the boundary) and 19.5 (Fielder grounded beyond the boundary).

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

* 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.
* 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 clause 34 (Hit the ball twice).
* a fielder catches the ball after it has touched the wicket, an umpire, another fielder or the other batsman.
* a fielder catches the ball after it has crossed the boundary in the air, provided that the conditions in clause 33.2.1 are met.
* 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 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. Clause 18.11(Batsman returning to wicket he has left) shall apply from the instant of the completion of the catch.

33.5 Caught to take precedence

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

34 HIT THE BALL TWICE

34.1 Out Hit the ball twice

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

For the purpose of this clause '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 clause if he strikes the ball a second or subsequent time in order to return the ball to any fielder.

Note, however, the provisions of clause 37.4 (Returning the ball to a fielder).

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

34.3 Ball lawfully struck more than once

The striker may, solely in order to guard his 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 person other than a hand not holding the bat. The striker may guard his wicket even if the delivery is a No ball.

However, the striker may not prevent the ball from being caught by striking the ball more than once in defence of his wicket. See clause 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 clause 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, the umpire 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 original end
- signal No ball to the scorers if applicable; and
- award any 5-run Penalty that is applicable except for Penalty runs under clause 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.

35 HIT WICKET

35.1 Out Hit wicket

The striker is out Hit wicket if, after the bowler has entered the delivery stride and while the ball is in play, his wicket is put down by either the striker's bat or person as described in clauses 29.1 (Wicket put down) in any of the following circumstances:

- in the course of any action taken by him in preparing to receive or in receiving a delivery,
- in setting off for the first run immediately after playing or playing at the ball,
- f 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,
- in lawfully making a second or further stroke for the purpose of guarding his wicket within the provisions of clause 34.3 (Ball lawfully struck more than once).

If the striker puts his wicket down in any of the ways described in clauses 29.1.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 clause should his wicket be put down in any of the ways referred to in clause 35.1 if any of the following applies:

- it occurs after the striker has completed any action in receiving the delivery, other than in clauses 35.1.
- 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 clause 20.4 (Umpire calling and signalling Dead ball).
- the delivery is a No ball.

36 LEG BEFORE WICKET

36.1 Out LBW

The striker is out LBW if all the circumstances set out below apply.

- the bowler delivers a ball, not being a No ball
- 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

- the ball not having previously touched his bat, the striker intercepts the ball, either full-pitch or after pitching, with any part of his person (1)
- 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

  but for the interception, the ball would have hit the wicket (2).

36.2 Interception of the ball

In assessing points of impact in clauses above, only the first interception is to be considered.

In assessing 36.1.(1) if the bowler's end umpire is not satisfied that the ball intercepted the batsman's person before it touched the bat, the batsman shall be given Not out.

In assessing clause 36.1. (2) 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.

37 OBSTRUCTING THE FIELD

37.1 Out Obstructing the Field

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

The striker is out Obstructing the Field if, except in the circumstances of clause 37.2, in the act of receiving a ball delivered by the bowler, he 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 wicket.

This clause will apply whether or not No ball is called.

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 makes a second or

subsequent strike to guard his wicket lawfully as in clause 34.3 (Ball lawfully struck more than once). However, see clause 37.3.

37.3 Obstructing a ball from being caught

If the delivery is not a No ball, the striker is out Obstructing the Field if wilful obstruction or distraction by either batsman prevents the striker being out caught.

If above shall apply even if an obstruction is caused by the striker in lawfully guarding his wicket under the provision of Clause 34.3 (Ball lawfully struck more than once).

If an obstruction or distraction takes place from a No ball then the batsman who caused the obstruction or distraction will be out Obstructing the Field.

37.3.4 Clause 37.3 shall not apply if the striker obstructs while instinctively defending his wicket with a lawful second strike.

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 uses the bat or any part of his person to return the ball to any fielder.

37.5 Runs scored

When either batsman is dismissed Obstructing the Field,

- 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 clauses 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batsman is dismissed).
- 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.

38 RUN OUT

38.1 Out Run out

Either batsman is out Run out, except as in clause 38.2, if, at any time while the ball is in play, he is out of his ground and his wicket is fairly put down by the action of a fielder even though No ball has been called, except in the circumstances of clause 38.2, and whether or not a run is being attempted.

38.2 Batsman not out Run out

A batsman is not out Run out in the circumstances as below.

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

Note also the provisions of clause 30.1.2 (When out of his ground).

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

- The striker is not out Run out in any of the circumstances in clauses above.
- He is out Stumped. See clause 39.1 (Out Stumped).
- No ball has been called
  - and he is out of his ground not attempting a run
  - and the wicket is fairly put down by the wicketkeeper without the intervention of another fielder.

38.3 Non-striker leaving his/her ground early

38.3.1 If the non-striker is out of his/her ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the nonstriker is liable to be Run out by the bowler attempting to run him/her out. In these circumstances, the non- striker will be out Run out if he/she is out of his/her ground when his/her wicket is broken by the bowler throwing the ball at the wicket or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.

38.3.2 If the ball is not delivered, - if there is an appeal, the umpire shall make his/her decision on the Run out. - if there is no appeal, or if the decision is not out, he/she shall call and signal Dead ball as soon as possible. - the ball shall not count as one in the over.

38.3.3 If the ball is delivered and there is an appeal, - the umpire shall make his/her decision on the Run out. - if the non-striker is not dismissed, the ball remains in play and clause 21.6 (Bowler breaking wicket in delivering ball) shall apply. - if the non-striker is dismissed, the ball shall not count as one in the over

38.4 Which batsman is out

The batsman out in the circumstances of clause 38.1 is the one whose ground is at the end where the wicket is put down. See clause 30.2 (Which is a batsman's ground).

38.5 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 clauses 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batsman is dismissed).

38.6 Bowler does not get credit

The bowler does not get credit for the wicket.

39 STUMPED

39.1 Out Stumped

The striker is out Stumped, except as in clause 39.3, if a ball which is delivered is not called No ball and he is out of his ground, other than as in clause 39.3.and he has not attempted a run when his wicket is fairly put down by the wicket-keeper without the intervention of another fielder. Note, however clause 27.3 (Position of wicket-keeper).

The striker is out Stumped if all the conditions of clause 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

The striker will not be out Stumped if, after having received the delivery, he has left his ground in order to avoid injury.

If the striker is not out Stumped he may, except in the circumstances of clause 38.2, (Batsman not out Run out), be out Run out if the conditions of clause 38.1 (Out Run out) apply.

40 TIMED OUT

40.1 Out Timed out

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 1 minute 30 seconds of the dismissal or retirement. If this requirement is not met, the incoming batsman will be out, Timed out.

40.2 Bowler does not get credit

The bowler does not get credit for the wicket.

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 well as within these Playing Conditions.

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 that any action by a player, not covered by these Playing Conditions, 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.

If this is a first offence by that side, the bowler's end umpire shall then

- 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 team shall result in the award of 5 Penalty runs to the opposing team.

If this is a second or subsequent offence by that side the bowler's end umpire shall then

- summon the offending player's captain and inform him that there has been a further such offence.
- award 5 Penalty runs to the opposing side.

The umpires may then report the matter to the GCB/JCL who shall take such action as is considered appropriate against the player concerned.

41.3 The match ball – changing its condition

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 below.

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

Except in carrying out his normal duties, a batsman is not allowed to damage the ball other than, when the ball is in play, in striking it with the bat. See also clause 5.4.(Damage to the ball).

A fielder may, however:

- polish the ball on his clothing provided that no artificial substance or saliva is used and that such polishing wastes no time.
- remove mud from the ball under the supervision of an umpire.
- dry a wet ball on a piece of cloth that has been approved by the umpires.

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 as above.

If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of either side, or that its condition is inconsistent with the use it has received, they shall consider that there has been a contravention of this clause and decide together whether they can identify the player(s) responsible for such conduct.

If it is possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall;

- if the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the fielding side, the batsman at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.
- if the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the batting side, 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.

Additionally, 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; and
- inform the captain of the batting side as soon as practicable of what has occurred.
- The umpires shall then report the matter to the DCC who shall take such action as is considered appropriate against the player(s) concerned.

If it is not possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall;

- Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.
- The bowler's end umpire shall issue the captain with a first and final warning, and
- Advise the captain that should there be any further instances of changing the condition of the ball by that team during the remainder of the match, action as above will be adopted, with the captain deemed to be the player responsible for the contravention.

NOTE: If the umpires believe that saliva has been applied to the ball, the umpires shall:

- If it is a first instance during an innings, summon the captain of the fielding side and issue a first warning.
- If it is a second instance during an innings, summon the captain of the fielding side and issue a second and final warning and warn the captain of the fielding side that any further such offence by any member of the team during the innings shall result in the award of 5 Penalty runs to the batting side.
- If it is a third or subsequent instance, award 5 Penalty runs to the batting side.
- The ball shall not be changed but the umpires shall wipe the ball with an appropriate cloth.

41.4 Deliberate attempt to distract striker

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

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.

The umpires may then report the matter to the GCB/JCL who shall take such action as is considered appropriate against the fielder concerned.

41.5 Deliberate distraction, deception or obstruction of batsman

In addition to clause 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.

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

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.

Neither batsman shall be dismissed from that delivery.

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

If an offence under clause 42 (Players' conduct) has been committed, they shall apply the relevant procedures in clause 42 and shall also apply each of;

- the ball shall not count as one of the over.
- 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.
- The batsmen at the wicket shall decide which of them is to face the next delivery

If they consider that there has been no offence under clause 42 (Players' conduct), they shall apply each of;

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.

The ball shall not count as one of the over.

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.

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

The umpires may then report the matter to the DCC who shall take such action as is considered appropriate against the fielder concerned.

41.6 Bowling of dangerous and unfair short pitched deliveries

Notwithstanding clause 41.6.NOTE A, 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. The fact that the striker is wearing protective equipment shall be disregarded.

In the first instance the umpire decides that the bowling of short pitched deliveries has become dangerous under 41.6.

- The umpire shall call and signal No ball, and when the ball is dead, caution the bowler 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.

If there is a second instance, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning, which shall apply to that bowler throughout the innings.

Should there be any further instance 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.
- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the GCB/JCL who shall take such action as is considered appropriate against the bowler concerned.

A bowler shall be limited to two fast short-pitched delivery per over.

A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease. (1)

The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.

In addition, a ball that passes above head height of the batsman, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide. See also clause 22.1

N.B. For the avoidance of doubt any fast short pitched delivery that is called a Wide under this clause shall also count as one of the allowable short pitched deliveries in that over.

In the event of a bowler bowling more than two fast short-pitched delivery in an over as defined in clause 41.6 (1) above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'No ball' and then tap the head with the other hand.

If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.

If there is a third instance of the bowler being No balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.

Should there be any further instance 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 may then report the matter to the DCC who shall take such action as is considered appropriate against the bowler concerned.

NOTE A: Should the umpires initiate the caution and warning procedures set out in clauses 41.6.1.3, 41.6.1.9 and 41.7, such cautions and warnings are not to be cumulative.

41.7 Bowling of dangerous and unfair non-pitching deliveries

Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed to be 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.

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman by its speed and direction, it shall be considered dangerous. 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.

Should there be any further instance (where a dangerous non-pitching delivery is bowled and is considered likely to inflict physical injury on the batsman) 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 may then report the matter to the GCB/JCL who shall take such action as is considered appropriate against the bowler concerned.

The warning sequence in clauses 41.7. is independent of the warning and action sequence in clause 41.6.

If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in clause 41.7 then the caution and warning in clause 41.7 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 to the GCB/JCL who shall take such action as is considered appropriate against the bowler concerned.

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, 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 to the GCB/JCL who shall take such action as is considered appropriate against the bowler concerned.

41.9 Time wasting by the fielding side

It is unfair for any fielder to waste time.

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.

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 award 5 Penalty runs to the batting side and inform the captain of the fielding side of the reason for this action.

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

If the umpires believe that the act of time wasting was deliberate or repetitive, they may lodge a report under the GCB/JCL Code of Conduct. In such circumstances the Captain and/or any individual members of the fielding team responsible for the time wasting will be charged.

41.10 Batsman wasting time

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 run-up.

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 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.

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.

If the umpires believe that the act of time wasting was deemed to be deliberate or repetitive, they may lodge a report under the GCB Code of Conduct. In such circumstances the batsman concerned will be charged.

41.11 The protected area

The protected area is defined as that area of the pitch contained within a rectangle bounded at each end by imaginary lines parallel to the popping creases and 5 ft/1.52 m in front of each, and on the sides by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 1 ft/30.48 cm from it.

41.12 Fielder damaging the pitch

It is unfair to cause deliberate or avoidable damage to the pitch. A fielder will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.

If a fielder causes avoidable damage to the pitch, other than as in clause 41.13.1, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then

- caution the captain of the fielding side and indicate that this is a first and final warning. This warning shall apply throughout the innings.
- Inform the batsmen of what has occurred.

If, in that innings, there is any further instance of avoidable damage to the pitch, by any fielder, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then award 5 Penalty runs to the batting side.

Additionally the umpire shall:

- inform the fielding captain 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 to the GCB/JCL who shall take such action as is considered appropriate against the fielder concerned.

41.13 Bowler running on protected area

It is unfair for a bowler to enter the protected area in his follow-through without reasonable cause, whether or not the ball is delivered.

If a bowler contravenes this clause, at the first instance and when the ball is dead, the umpire shall

- caution the bowler and inform the other umpire of what has occurred. This caution shall apply to that bowler throughout the innings.
- inform the captain of the fielding side and the batsmen of what has occurred.

If, in that innings, the same bowler again contravenes this clause, the umpire shall repeat the above procedure indicating that this is a final warning. This warning shall also apply throughout the innings.

If, in that innings, the same bowler contravenes this clause a third time, when the ball is dead, the umpire shall,

- direct the captain of the fielding side to suspend the bowler immediately from bowling. 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 bowler taken off shall not be allowed to bowl again in that innings.

- inform the other umpire 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 may then report the matter to the GCB/JCL who shall take such action as is considered appropriate against the bowler concerned.

41.14 Batsman damaging the pitch

It is unfair to cause deliberate or avoidable damage to the pitch. If the striker enters the protected area in playing or playing at the ball, he must move from it immediately thereafter. A batsman will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.

If either batsman causes deliberate or avoidable damage to the pitch, other than as in clause 41.15, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall then

- warn both batsmen that the practice is unfair 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 captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

If there is any further instance of avoidable damage to the pitch by any batsman in that innings, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence.

The bowler's end umpire shall

- disallow all runs to the batting side.
- return any not out batsman to his 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 clause 28.3 (Protective helmets belonging to the fielding side).
- Inform 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 to the GCB/JCL who shall take such action as is considered appropriate against the batsman concerned.

41.15 Striker in protected area

The striker shall not adopt a stance in the protected area or so close to it that frequent encroachment is inevitable.

The striker may mark a guard on the pitch provided that no mark is unreasonably close to the protected area.

If either umpire considers that the striker is in breach of any of the conditions in clause 41.15., if the bowler has not entered the delivery stride, he/she shall immediately call Dead ball, otherwise, wait until the ball is dead; he/she shall then inform the other umpire of the occurrence.

The bowler's end umpire shall then

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

If there is any further breach of any of the conditions in clause 41.15. by any batsman in that innings, the umpire seeing the contravention shall, if the bowler has not entered his delivery stride, immediately call and signal Dead ball, otherwise, he/she shall wait until the ball is dead and then inform the other umpire of the occurrence.

The bowler's end umpire shall

- disallow all runs to the batting side.
- return any not out batsman to his 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 clause 28.3 (Protective helmets belonging to the fielding side).
- inform 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 to the GCB/JCL who shall take such action as is considered appropriate against the batsman concerned.

41.16 Non-striker leaving his ground early

If the non-striker is out of his 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 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 clauses 41.16 and 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.
- 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 may then report the matter to the DCC who shall take such action as is considered appropriate against the batsman concerned.

41.8 Penalty runs

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

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

Note, however, that the restrictions on awarding Penalty runs, in clauses 23.3 (Leg byes not to be awarded), 34.4 (Runs scored from ball lawfully struck more than once) and 28.3 (Protective helmets belonging to the fielding side), will apply.

When 5 Penalty runs are awarded to the batting side under any of clauses 24.4 (Player returning without permission), 28.2 (Fielding the ball), or 28.3 (Protective helmets belonging to the fielding side) or under 41.3, 41.4, 41.5, 41.9 or 41.12, then

- 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.

When 5 Penalty runs are awarded to the fielding side, under clause 18.5.2 (Deliberate short runs), or under 41.10, 41.14, 41.15 or 41.17, 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

42 PLAYERS' CONDUCT

42.1 Serious Misconduct

The umpires shall act upon any serious misconduct. The relevant offences and the corresponding actions by the umpires are identified in clause 42.2.1. These offences correspond with Level 4 offences in the GCB/JCL Code of Conduct. Level 1 to Level 3 offences continue to be dealt with separately under the GCB/JCL Code of Conduct.

42.1.2 If either umpire considers that a player has committed one of these offences at any time during the match, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.

42.1.3 The umpire concerned shall report the matter to the other umpire and together they shall decide whether an offence has been committed.

42.1.4 Any call of No ball or Wide before the offence shall stand

42.1.5 If the offence is committed by a batter, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this clause, the batters at the wicket may not deputise for their captain.

42.2 Level 4 offences and action by umpires

42.2.1 Any of the following actions by a player shall constitute a Level 4 offence:

- threatening to assault an umpire

- making inappropriate and deliberate physical contact with an umpire

- physically assaulting a player or any other person

- committing any other act of violence.

42.2.2 If such an offence is committed, 42.2.2.1 to 42.2.2.5 shall be implemented.

42.2.2.1 The umpire shall call Time.

42.2.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

42.2.2.3 The umpires shall instruct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:

42.2.2.3.1 If the offending player is a fielder, no substitute shall be allowed for him. He is to be recorded as Retired – out at the commencement of any subsequent innings in which his team is the batting side.

42.2.2.3.2 If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.

42.2.2.3.3 If the offending player is a batter he is to be recorded as Retired – out in the current innings, unless he has been dismissed under any of clauses 32 to 39, and at the commencement of any subsequent innings in which his team is the batting side. If no further batter is available to bat, the innings is completed.

42.2.2.4 As soon as practicable, the umpire shall: - award 5 Penalty runs to the opposing team - signal the Level 4 penalty to the scorers - call Play.

42.2.2.5 The umpires shall then report the matter to the GCB/JCL under the GCB/JCL Code of Conduct.

42.3 Captain refusing to remove a player from the field

42.3.1 If a captain refuses to carry out an instruction under 42.2.2.3, the umpires shall invoke clause 16.2 (Umpires awarding a match).

42.3.2 If both captains refuse to carry out instructions under 42.2.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded as in clause 12.6 and there shall be no result under clause 16.

42.4 Additional points relating to Level 4 offences

42.4.1 If a player, while acting as wicket-keeper, commits a Level 4 offence, clause 24.1.2 shall not apply, meaning that only a nominated player may keep wicket, even if another fielder becomes injured or ill and is replaced by a substitute.

42.4.2 A nominated player who has a substitute will also suffer the penalty for any Level 4 offence committed by the substitute. However, only the substitute will be reported under clause 42.2.2.5.

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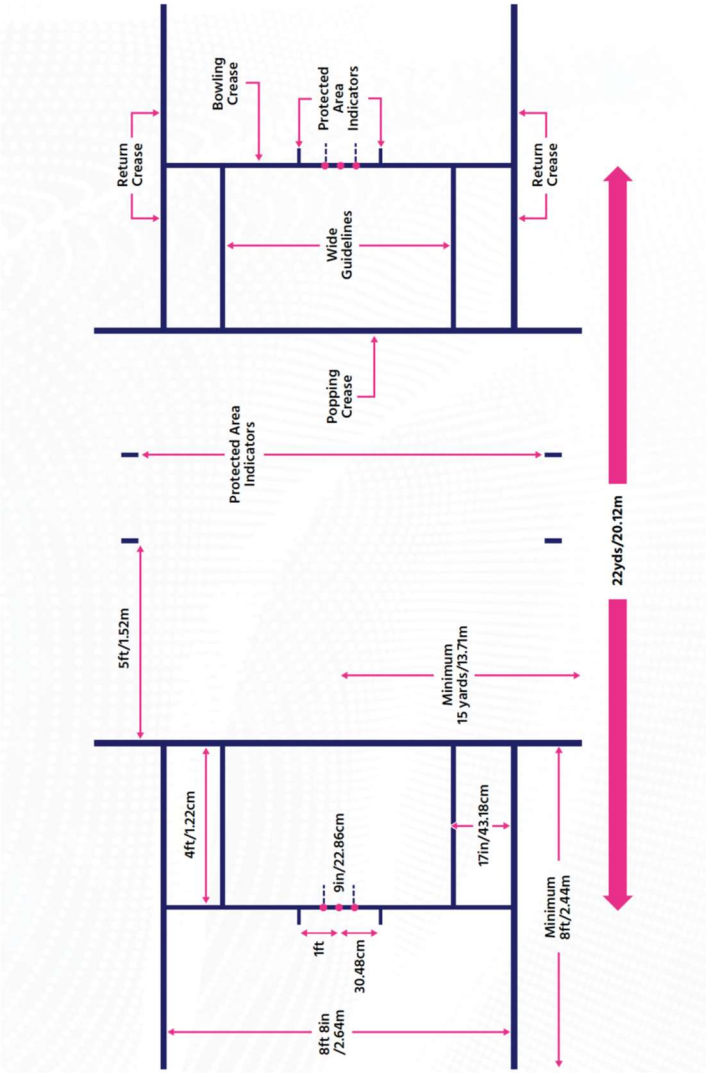
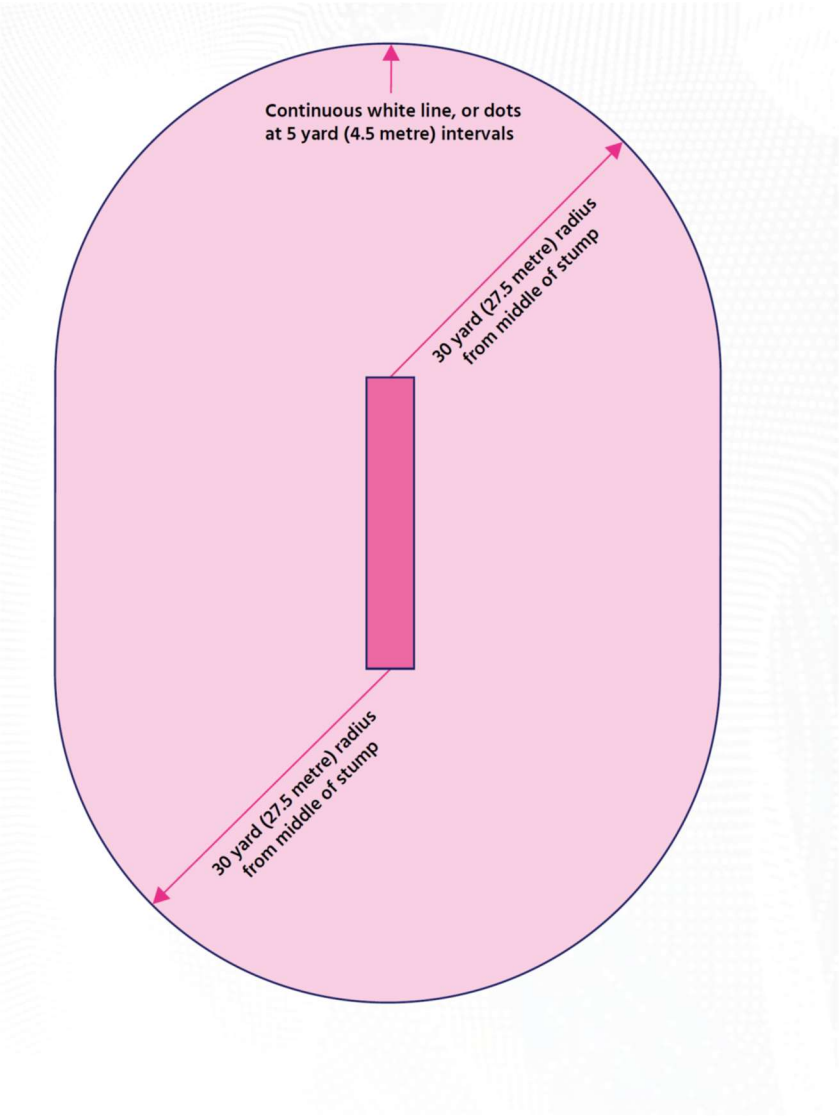
APPENDIX A

THE PITCH AND THE CREASES



APPENDIX B

RESTRICTION ON THE PLACEMENT OF FIELDERS