# BCCI - Playing Conditions for Men's Multi-day Matches

**(Incorporating Laws of Cricket 2017 (3rd Edition – 2022))**

**Senior and Junior Domestic Tournaments 2025-26**

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## Preamble - The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws (which are incorporated within these Playing Conditions), but also within the Spirit of Cricket.

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

Respect is central to the Spirit of Cricket.

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

Play hard and play fair.

Accept the umpire's decision.

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

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

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

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

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

# 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 and replacement of players

1.2.1 Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the BCCI Match Referee before the toss (For Col C K Nayudu Trophy not earlier than nor later than 30 minutes before the scheduled or rescheduled time to start the match) No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain. It is mandatory to mention skills of all substitute fielders in the team sheet which is handed over to BCCI Match Referee.

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

1.2.3 All those nominated including those nominated as substitute fielders, as well as any concussion replacements, any serious injury 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 BCCI Regulations pertaining to domestic cricket and in particular, the Clothing and Equipment Regulations, the Code of Conduct for Players and Player Support Personnel (hereafter referred to as the BCCI Code of Conduct), the Anti-Doping 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 (For Col C K Nayudu Trophy from the time of nomination of players) 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 (For Col C K Nayudu Trophy from the time of nomination of players) and for the remainder of the match thereafter be permitted to enter the players' dressing room provided that 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 Players' Medical Team Doctor

1.2.7.1.3 the Team Manager shall submit a Concussion Replacement Request to the BCCI 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 Players' Team Medical Doctor 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 like-for-like replacement for the player who has sustained the concussion or suspected concussion.

1.2.7.1.3.5 In all circumstances Concussion Replacement player shall be from nominated substitutes at the time of toss (For Col C K Nayudu Trophy from the time of nomination of players). Only in the case where wicket-keeper is concussed and needs a replacement then Match Referee may allow a wicket-keeper from player outside the nominated substitutes if there is no wicket-keeper in the nominated substitutes.

1.2.7.2 The Concussion Replacement Request must be submitted to the BCCI Match Referee 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 BCCI Match Referee should ordinarily approve a Concussion Replacement Request if the replacement is a like-for-like player whose inclusion will not excessively advantage his 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 BCCI Match Referee should consider the likely role that 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 BCCI Match Referee believes that the inclusion of the nominated Concussion Replacement, when performing their normal role, would excessively advantage their team, the BCCI Match Referee 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 inherit all warnings, penalty time and suspensions that were imposed on the replaced player.

1.2.7.6 The BCCI Match Referee 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 BCCI Match Referee 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 BCCI Match Referee, the replaced player shall take 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 statistical purposes.

1.2.8 Serious Injury Replacement

1.2.8.1 If a player sustains a serious injury during the course of the relevant match, a Serious Injury Replacement may be permitted in the following circumstances:

1.2.8.1.1 the serious injury must have been sustained during play and within the playing area described in clause 1.2.5.2 above. The injury must have occurred due to an external blow and result in fracture / deep cut / dislocation etc. The injury should render player unavailable for remainder of the match.

1.2.8.1.2 Onfield umpires shall be final authority do decide on extend of serious injury and allowability of Serious Injury Replacement. They may consult BCCI Match Referee and / or doctor available on ground.

1.2.8.1.3 the Team Manager shall submit a Serious Injury Replacement Request to the BCCI Match Referee on a standard form, which shall:

1.2.8.1.3.1 identify the player who has sustained the serious injury.

1.2.8.1.3.2 specify the incident in which the serious injury was sustained, including the time at which it occurred.

1.2.8.1.3.3 confirm that, the player has sustained a serious injury and will not be able to participate further in the match due to the injury; and

1.2.8.1.3.4 identify the requested Serious Injury Replacement, who shall be like-for-like replacement for the player who has sustained the serious injury.

1.2.8.1.3.5 In all circumstances serious injury replacement player shall be from nominated substitutes at the time of toss (For Col C K Nayudu Trophy from the time of nomination of players). Only in the case where wicket-keeper is seriously injured and needs a replacement then Match Referee may allow a wicket-keeper from player outside the nominated substitutes if there is no wicket-keeper in the nominated substitutes.

1.2.8.2 The Serious Injury Replacement Request must be submitted to the BCCI Match Referee as soon as possible after the incident specified in clause 1.2.8.1.3.2 if a Serious Injury Replacement is to be permitted.

1.2.8.3 The BCCI Match Referee should ordinarily approve a Serious Injury Replacement Request if the replacement is a like-for-like player whose inclusion will not excessively advantage his team for the remainder of the match.

1.2.8.4 In assessing whether the nominated Serious Injury Replacement should be considered a like-for-like player, the BCCI Match Referee should consider the likely role that the seriously injured player would have played during the remainder of the match, and the normal role that would be performed by the nominated Serious Injury Replacement.

1.2.8.5 If the BCCI Match Referee believes that the inclusion of the nominated Serious Injury Replacement, when performing their normal role, would excessively advantage their team, the BCCI Match Referee may impose such conditions upon the identity and involvement of the Serious Injury Replacement as he/she sees fit, in line with the overriding objective of facilitating a like-for-like replacement for the seriously injured player.

For clarity, a Serious Injury replacement will inherit all warnings, penalty time and suspensions that were imposed on the replaced player.

1.2.8.6 The BCCI Match Referee may, in reviewing a Serious Injury Replacement Request made in accordance with clause 1.2.8.1.3 request any such further information as may be required in order to make the determination required under clauses 1.2.8.4 and 1.2.8.5.

1.2.8.7 The decision of the BCCI Match Referee in relation to any Serious Injury Replacement Request shall be final and neither team shall have any right of appeal.

1.2.8.8 Once the Serious Injury Replacement has been approved by the BCCI Match Referee, the replaced player shall take no further part in the match.

1.2.8.9 Both the Serious Injury Replacement and the replaced player shall be considered to have played in the match for records and statistical purposes.

**1.3 Captain**

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

1.3.2 If a captain is not available to nominate the players, then any one of the nominated members of playing eleven of that team may act as his deputy to do so. See clause 1.2.

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

1.3.4 Each Association must nominate its 'Multi Day Team Captain' to the BCCI when appointed.

1.3.5 If the 'Multi Day Team Captain' is not participating in a match, the relevant Association must nominate a replacement 'Multi Day Team Captain' for the match. The Association shall advise the BCCI Match Referee.

1.3.6 If the 'Multi Day Team Captain' plays in a match without being the nominated captain for that match, he will be deemed to be the captain should any penalties be applied for over rate breaches under the BCCI Code of Conduct.

**1.4 Responsibility of captains**

The captains are responsible at all times for ensuring that play is conducted within the Spirit of Cricket, as well as within these Playing Conditions.

**1.5 Additional Eligibility criteria for players playing in age group state teams**.

Only 3 players who were in the playing eleven of a senior team (Ranji Trophy, Vijay Hazare Trophy and Syed Mushtaq Ali Trophy) in the same season, can be included in the playing eleven of any age group state teams.

# 2 THE UMPIRES

**2.1 Appointment and attendance**

The following rules for the selection and appointment of Multi Day Match umpires shall be followed as far as it is practicable to do so:

2.1.1 The umpires shall control the game as required by these Playing Conditions, with absolute impartiality and shall be present at the ground at least one and half hours before the scheduled start of the play on any day.

2.1.2 Umpires will be appointed based on neutrality as far as possible.

2.1.3 Neutrality shall mean an umpire from a zone other than that of the teams involved in the match.

2.1.4 For knock out matches, appointment of neutral umpires may be dispensed with if ICC panel umpires are available.

2.1.5 In Multi Day Match where there is a provision of live or delayed telecast of the match, the BCCI will appoint a third umpire and he will cover decisions / use protocols as mentioned in Appendix D.

2.1.6 In Multi Day Match, where there is no provision for live or delayed telecast, but the match is covered by static cameras by BCCI, the Match Referee will act as third umpire and he will cover only those decisions / use protocols as mentioned in Appendix E.

2.1.7 Neither team will have a right of objection to the appointment of any umpire.

**2.2 Change of umpire**

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he/she is injured or ill.

**2.3 Consultation with Host Association**

Before the match the umpires shall consult with the Host Association to determine:

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

2.3.2 the boundary of the field of play. See clause 19 (Boundaries).

2.3.3 the use of covers. See clause 10 (Covering the pitch).

2.3.4 any special conditions of play affecting the conduct of the match.

2.3.5 The host association may provide for the ringing of a bell, which shall be rung 5 minutes before the start of the match and termination of an interval or interruption, when the umpires shall go to the wickets.

**2.4 The wickets, creases and boundaries**

Before the toss (For Col C K Nayudu Trophy before the time of nomination of players) and during the match, the umpires shall satisfy themselves that

2.4.1 the wickets are properly pitched. See clause 8 (The wickets).

2.4.2 the creases are correctly marked. See clause 7 (The creases).

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

**2.5 Conduct of the match, implements and equipment**

Before the toss (For Col C K Nayudu Trophy before the time of nomination of players) and during the match, the umpires shall satisfy themselves that

2.5.1 the conduct of the match is strictly in accordance with these Playing Conditions.

2.5.2 the implements used in the match conform to the following

2.5.2.1 clause 4 (The ball).

2.5.2.2 externally visible requirements of clause *5* (The bat).

2.5.2.3 either clauses 8.2 (Size of stumps) and 8.3 (The bails).

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

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

**2.6 Fair and unfair play**

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

**2.7 Fitness for play**

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

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

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

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

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

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

**2.8 Suspension of play in dangerous or unreasonable circumstances**

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

2.8.2 The umpires shall be the final judges of the fitness of the ground, weather and light for play. However, the umpires shall involve and consult the BCCI Match referee before deciding not to start/recommence after an interval/interruption. They shall also involve the Match Referee when they need to suspend or call off play in dangerous and

unreasonable conditions. However, when play is in progress, the Umpires by themselves will take any decision regarding suspension of play.

If at any time the umpires together agree that the conditions of ground, weather or light, or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or to recommence. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make, following consultation with the BCCI Match Referee.

2.8.3 If circumstances are warranted, the umpires shall stop play and instruct the Ground Authority to take whatever action they can and use whatever equipment is necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the ground staff to take such action during scheduled and unscheduled breaks in play.

2.8.4 The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

If a shadow from a fielder falls across the striker's half of the pitch, the fielder must remain stationary from the time the bowler commences his run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal 'dead ball' if he considers the striker has been disadvantaged by the action.

2.8.5 Light Meters (Refer to Appendix G)

It is the responsibility of the Host Association to supply light meters to the match officials to be used in accordance with these playing conditions.

2.8.5.1 All light meters shall be uniformly calibrated and supplied by BCCI.

2.8.5.2 The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is fit for play in accordance with the criteria set out in clause 2.8.2 above.

2.8.5.3 Light meter readings may accordingly be used by the umpires:

2.8.5.3.1 To determine whether there has been at any stage a deterioration or improvement in the light.

2.8.5.3.2 As benchmarks for the remainder of the match.

2.8.6 Use of artificial lights

Artificial lights shall not be used.

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

If play is in progress up to the start of an agreed interval then it will resume after the interval unless the umpires together agree that the conditions of ground, weather or light

are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place.

2.8.8 The safety of all persons within the ground is of paramount importance to the BCCI. In the event that of any threatening circumstance, whether actual or perceived (including for example weather, pitch invasions, act of God, etc.), then the umpires, on the advice of the BCCI Match Referee, should suspend play and all players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, the BCCI Match Referee, the head of the relevant Ground Authority, the head of ground security and/or the police as the circumstances may require.

2.8.9 Where play is suspended under clause 2.8.8 above the decision to abandon or resume play shall be the responsibility of the BCCI Match Referee who shall act only after consultation with the head of ground security and the police.

**2.9 Position of umpires**

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

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

The striker's end umpire may elect to stand on the offside instead of the onside of the pitch, provided he informs the captain of the fielding side, the striker and the other umpire.

**2.10 Umpires changing ends**

The umpires shall change ends after each side has had one completed innings. See clause 13.3 (Completed innings).

**2.11 Disagreement and dispute**

Where there is disagreement or dispute about any matter, the umpires together shall make the final decision. See also clause 31.6 (Consultation by umpires).

**2.12 Umpire's decision**

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

**2.13 Signals**

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

2.13.1.1 Signals made while the ball is in play

No ball - by extending one arm horizontally.

Out - by raising an index finger above the head. (If not out, the umpire shall call Not out.)

Wide - by extending both arms horizontally.

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

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

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

Boundary 4 - by waving an arm from side to side finishing with the arm across the chest

Boundary 6 - by raising both arms above the head.

Bye - by raising an open hand above the head.

Commencement of last hour - by pointing to a raised wrist with the other hand.

Five Penalty runs awarded to the batting side - by repeated tapping of one shoulder with the opposite hand.

Five Penalty runs awarded to the fielding side - by placing one hand on the opposite shoulder.

Leg bye - by touching a raised knee with the hand.

New ball - by holding the ball above the head.

Revoke last signal - by touching both shoulders, each with the opposite hand.

Short run - by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.

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

2.13.2 The umpire shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed.
If several signals are to be used, they should be given in the order that the events occurred.

**2.14 Informing the umpires**

Wherever the umpires are to receive information from captains or other players under these Playing Conditions, it will be sufficient for one umpire to be so informed and for him/her to inform the other umpire.

**2.15 Correctness of scores**

Consultation between umpires and scorers on doubtful points is essential. The umpires shall, throughout the match, satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled.

The umpires shall ensure that they are able to contact the scorers at any time during the match and at its conclusion to address any issues relating to the correctness of scores.

# 3 THE SCORERS

### 3.1 Appointment of scorers

Two scorers shall be appointed to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

### 3.2 Correctness of scores

The scorers shall frequently check to ensure that their records agree and consult with the umpires if necessary. See clause 2.15 (Correctness of scores).

### 3.3 Acknowledging signals

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

# 4 THE BALL

### 4.1 Weight and size

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

### 4.2 Approval and control of balls

4.2.1 The Host Association shall provide cricket balls of an approved standard and spare used balls for changing during a match, which shall also be of the same brand.

(a) Red SG Test LE balls will be used.

4.2.2 The fielding captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the Host Association in presence of the umpires.

4.2.3 The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place.

4.2.4 During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.

### 4.3 New ball

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

### 4.4 New ball available after 80 overs

The captain of the fielding side may demand a new ball when the number of overs, excluding any part overs, bowled with the old one is equal to or greater than 80 overs. The umpire shall inform the other umpire and indicate to the batsmen and the scorers whenever a new ball is taken into play.

New ball shall be mandatorily taken after 100 overs have been bowled with the old ball. When the ball is replaced, umpire shall inform the other umpire, batsmen and the scorers.

### 4.5 Ball lost or becoming unfit for play

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

# 5 THE BAT

### 5.1 The bat

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

5.1.2 The basic requirements and measurements of the bat are set out in this clause.

### 5.2 The handle

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

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

5.2.3 The upper portion of the handle may be covered with a grip.

### 5.3 The blade

5.3.1 The blade comprises the whole of the bat apart from the handle.

5.3.2 The blade shall consist solely of wood and shall have a conventional 'flat' face.

### 5.4 Protection and repair

Provided clause 5.5 is not contravened,

The blade may be covered with material for protection, strengthening or repair. Such material shall not exceed 1/16 in/1.56 mm in thickness.

### 5.5 Damage to the ball

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

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

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

**5.6 Contact with the ball**

In these clauses,

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

5.6.2 contact between the ball and any of 5.6.2.1 to 5.6.2.4

5.6.2.1 the bat itself

5.6.2.2 the batsman's hand holding the bat

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

5.6.2.4 any additional materials permitted under 5.4 shall be regarded as the ball striking or touching the bat or being struck by the bat.

**5.7 Bat size limits**

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

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

Width: 4.25in / 10.8 cm
Depth: 2.64in / 6.7 cm
Edges: 1.56in / 4.0cm.

Furthermore, it should also be able to pass through a bat gauge as described in paragraph 1.1 of Appendix B.

# 6 THE PITCH

**6.1 Area of pitch**

The pitch is a rectangular area of the ground 22 yards/20.12 m in length and 10 ft/3.05 m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 5 ft/1.52 m from it. If the pitch is next to an artificial pitch which is closer than 5 ft/1.52 m from the middle stumps, the pitch on that side will extend only to the junction of the two surfaces. See clauses 8.1 (Description, width and pitching) and 7.2 (The bowling crease).

**6.2 Fitness of pitch for play**

The umpires shall be the sole judges of the fitness of the pitch for play. See clauses 2.7 (Fitness for play), 2.8 (Suspension of play in dangerous or unreasonable conditions) and 6.4 (changing the pitch).

**6.3 Selection and preparation**

Before the match, the Ground Authority shall be responsible for the selection and preparation of the pitch. During the match, the umpires shall control its use and maintenance.

6.3.1 The Ground Authority shall ensure that during the period prior to the start of play and during intervals, the pitch area shall be roped off so as to prevent unauthorised access. (The pitch area shall include an area at least 2 metres beyond the rectangle made by the crease markings at both ends of the pitch).

6.3.2 The BCCI Match Referee shall ensure that, prior to the start of play and during any intervals, only authorised staff, the match officials, players, team coaches and authorised television personnel shall be allowed access to the pitch area. Such access shall be subject to the following limitations:

6.3.2.1 Only Captain and Head coach may walk on the actual playing surface of the pitch area (outside of the crease markings).

6.3.2.2 Access to the pitch area by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcaster(s) (but not news crews).

6.3.2.3 No spiked footwear shall be permitted.

6.3.2.4 No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.

6.3.2.5 Access shall not interfere with pitch preparation.

6.3.3 In the event of any dispute, the BCCI Match Referee will rule, and his ruling will be final.

**6.4 Changing the pitch**

6.4.1 If the on-field umpires decide that it is dangerous or unreasonable for play to continue on the match pitch, they shall stop play and immediately advise the BCCI Match Referee.

6.4.2 The on-field umpires and the BCCI Match Referee shall then consult with both captains.

6.4.3 If the captains agree to continue, play shall resume.

6.4.4 If the decision is not to resume play, the on-field umpires together with the BCCI Match Referee shall consider one of the options in following sequence:

6.4.4.1 Whether the existing pitch can be repaired, and the match resumed from the point it was stopped.

In considering whether to authorise such repairs, the BCCI Match Referee must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.

The supervision of the remedial work shall be responsibility of on-field umpires and relevant ground authority.

The rescheduled starting time and the rescheduled cessation time, together with any make-up procedure as provided herein, shall be the responsibility of on-field umpires.

The match shall start from the point stopped. The playing time lost between the stoppage time of the match and the actual restart time of the match will be covered by the provisions of clause 12.

6.4.4.2 Whether an alternative pitch can be used.

The supervision of the new preparatory work shall be responsibility of on-field umpires and relevant ground authority.

The rescheduled starting time and the rescheduled cessation time, together with any make-up procedure as provided herein, shall be the responsibility of on-field umpires.

If a new pitch is prepared, the match shall be restarted from the first ball (including a new nomination of teams and toss, (For Col C K Nayudu Trophy new nomination and informing about decision to bat or to field by visiting team)). The playing time lost between the actual scheduled start time of the original match and the actual start time of the new match will be covered by provision of clause 12.

6.4.4.3 Whether match is to be abandoned.

If the decision is to abandon the match, the relevant officials from the tournament committee shall agree on whether the match can be replayed within the existing schedule.

6.4.5 Throughout the above decision-making processes, the BCCI Match Referee shall keep informed both captains and the head of the Ground Authority. The head of the Ground Authority shall ensure that suitable and prompt public announcements are made.

### 6.5 Non-turf pitches

All Multi Day matches shall be played on natural turf pitches. The use of PVA and other adhesives in the preparation of pitches is not permitted.

## 7 THE CREASES

### 7.1 The creases

The positions of a bowling crease, a popping crease and two return creases shall be marked by white lines, as set out in clauses 7.2, 7.3 and 7.4, at each end of the pitch. See paragraph 1 of Appendix C.

### 7.2 The bowling crease

The bowling crease, which is the back edge of the crease marking, is the line that marks the end of the pitch, as in clause 6.1 (Area of pitch). It shall be 8 ft 8 in/2.64 m in length.

### 7.3 The popping crease

The popping crease, which is the back edge of the crease marking, shall be in front of and parallel to the bowling crease and shall be 4 ft/1.22 m from it. The popping crease shall be marked to a minimum of 15 yards/13.71 m on either side of the imaginary line joining the centres of the two middle stumps and shall be considered to be unlimited in length.

### 7.4 The return creases

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

## 8 THE WICKETS

### 8.1 Description, width and pitching

Two sets of wickets shall be pitched opposite and parallel to each other in the centres of the bowling creases. Each set shall be 9 in/22.86 cm wide and shall consist of three wooden stumps with two wooden bails on top. See paragraph 2 of Appendix B.

### 8.2 Size of stumps

The tops of the stumps shall be 28 in/71.12 cm above the playing surface and shall be dome shaped except for the bail grooves. The portion of a stump above the playing surface shall be cylindrical apart from the domed top, with circular section of diameter not less than 1.38 in/3.50 cm nor more than 1.5 in/3.81 cm. See paragraph 2 of Appendix B.

For televised matches the Host Association may provide a slightly larger cylindrical stump to accommodate the stump camera. When the larger stump is used, all three stumps must be exactly the same size.

### 8.3 The bails

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

- shall not project more than 0.5 in/1.27 cm above them.

- shall fit between the stumps without forcing them out of the vertical.

8.3.2 Each bail shall conform to the following specifications (see paragraph 2 of Appendix B):

Overall length 4.31 in/10.95 cm

Length of barrel 2.13 in /5.40 cm

Longer spigot 1.38 in/3.50 cm

Shorter spigot 0.81 in/2.06 cm.

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

8.3.4 Devices aimed at protecting player safety by limiting the distance that a bail can travel off the stumps will be allowed, subject to the approval of the Host Association and the BCCI.

**8.4 Dispensing with bails**

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

**8.5 LED Wickets**

The use of approved LED Wickets is permitted. Refer also to paragraph 3.2 of Appendix D / E.

# 9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

**9.1 Rolling**

The pitch shall not be rolled during the match except as permitted in clauses 9.1.1 and 9.1.2.

9.1.1 Frequency and duration of rolling

During the match the pitch may be rolled at the request of the captain of the batting side, for a period of not more than 7 minutes, before the start of each innings, other than the first innings of the match, and before the start of each subsequent day's play. See clause 9.1.4.

9.1.2 Rolling after a delayed start

In addition to the rolling permitted above, if, after the toss (For Col C K Nayudu Trophy after informing about decision to bat or to field by visiting team) and before the first innings of the match, the start is delayed, the captain of the batting side may request that the pitch be rolled for not more than 7 minutes. However, if the umpires together agree that the delay has had no significant effect on the state of the pitch, they shall refuse such request for rolling of the pitch.

9.1.3 Choice of rollers

If there is more than one roller available, the captain of the batting side shall choose which one is to be used.

9.1.4 Timing of permitted rolling

The rolling permitted (maximum 7 minutes) before play begins on any day shall be started not more than 30 minutes before the time scheduled or rescheduled for play to begin. The captain of the batting side may, however, delay the start of such rolling until not less than 10 minutes before the time scheduled or rescheduled for play to begin.

9.1.5 Prior to the scheduled time for the toss (For Col C K Nayudu Trophy prior to the time of nomination of players), the artificial drying of the pitch and outfield shall be at the

discretion of the Ground Authority. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the Ground Authority, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

9.1.6 The umpires may instruct the Ground Authority to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

9.1.7 An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

**9.2 Clearing debris from the pitch**

9.2.1 The pitch shall be cleared of any debris

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

9.2.1.2 between innings. This shall precede rolling if any is to take place.

9.2.1.3 at all intervals for meals.

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

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

**9.3 Mowing**

9.3.1 Responsibility for mowing

9.3.1.1 All mowing which are carried out before the match shall be the sole responsibility of the Ground Authority.

9.3.1.2 All subsequent mowing shall be carried out under the supervision of the umpires.

9.3.2 The pitch and outfield

In order that throughout the match the ground conditions should be as nearly the same for both sides as possible, the pitch shall be mown on each day of the match on which play is expected to take place, if ground and weather conditions permit.

Mowing of outfield shall not apply.

9.3.3 Timing of mowing

9.3.3.1 Mowing of the pitch on any day shall be completed not later than 30 minutes before the time scheduled or rescheduled for play to begin on that day, before any sweeping

prior to rolling. If necessary, debris may be removed from the pitch before mowing, by hand, without sweeping. See clause 9.2.3.

**9.4 Watering the pitch**

The pitch shall not be watered during the match.

**9.5 Re-marking creases**

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

**9.6 Maintenance of footholes**

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

The umpires shall allow, if necessary, the returfing of footholes made by the bowlers in their delivery strides, or the use of quick-setting fillings for the same purpose.

In addition, the umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's footholes. As soon as possible after the conclusion of each day's play, bowler's footholes will be repaired.

**9.7 Securing of footholds and maintenance of pitch**

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

**9.8 Watering the outfield**

The watering of the outfield will be permitted during the match subject to the following:

9.8.1 Such watering shall only be possible if the "watering plan" is requested by the Ground Authority and approved by the umpires before the match has started. Once the match has started, any such request will not be considered.

9.8.2 The consent of the captains is not required, but the umpires shall advise both captains and the BCCI Match Referee before the start of the match on what has been agreed.

9.8.3 The watering shall occur as soon as possible after the conclusion of the day's play.

9.8.4 The watering shall only be carried out to the extent that it is necessary to retain the good condition of the outfield.

9.8.5 The square and bowlers' run ups will be adequately covered prior to any watering taking place.

9.8.6 All ongoing matters of interpretation and implementation of watering requirements and regulations shall be resolved between the umpires and Ground Authority, but with the umpires retaining ultimate discretion over whether to approve any watering.

### 9.9 Protection and preparation of adjacent pitches during matches

The protection (by way of an appropriate cover) and preparation of pitches which are adjacent to the match pitch will be permitted during the match subject to the following:

9.9.1 Such measures will only be possible if requested by the Ground Authority and approved by the umpires before the start of the match.

9.9.2 Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.

9.9.3 The preparation work shall be carried out under the supervision of the umpires.

9.9.4 Any necessary watering shall be carried out only to the extent necessary for such preparations and shall not be permitted in circumstances which may in any way affect the match pitch.

9.9.5 The consent of the captains is not required but the umpires shall advise both captains and the BCCI Match Referee before the start of the match on what has been agreed.

## 10 COVERING THE PITCH

### 10.1 Before the match

The use of covers before the match is the responsibility of the Ground Authority and may include full covering if required.

The pitch shall be entirely protected against rain up to the commencement of play.

However, the Ground Authority shall grant suitable facility to the captains to inspect the pitch before the nomination of their players and to the umpires to discharge their duties as laid down in clauses 2 (The umpires), 6 (The pitch), 7 (The creases), 8 (The wickets), and 9 (Preparation and maintenance of the playing area).

### 10.2 During the match

The pitch shall be entirely protected against rain up to the commencement of play each day, and for the duration of the period of the match. It shall be wholly covered at the termination of each day's play or providing the weather is fine, within a period of two hours thereafter.

The covers must totally protect the pitch and also the pitch surroundings, to a minimum of 5 metres either side of the pitch, and any worn or soft areas in the outfield.

The bowlers' run-ups shall be covered during inclement weather, in order to keep them dry, to a distance of at least 10 x 10 metres.

### 10.3 Removal of covers

All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 2 ½ hours before the scheduled start of play provided it is not raining at the time, but the pitch will be covered again if rain falls prior to the commencement of play.

In case of inclement weather and seasonal problems like fog, heavy dew etc. the ground curator may be instructed by the umpires as to when and how to remove the covers and umpires may also specify the time for removing and placing back the covers.

# 11 INTERVALS

**11.1 An interval**

11.1.1 The following shall be classed as intervals.

- The period between close of play on one day and the start of the next day's play.

- Intervals between innings.

- Intervals for meals.

- Intervals for drinks.

- Any other agreed interval.

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

**11.2 Duration of intervals**

11.2.1 An interval for lunch or tea shall be of the duration detailed below, taken from the call of Time before the interval until the call of Play on resumption after the interval.

11.2.1.1 Lunch Interval: The interval shall be of 40 minutes duration.

11.2.1.2 Tea Interval: The interval shall be of 20 minutes duration.

11.2.2 An interval between innings shall be 10 minutes, commencing from the close of an innings until the call of Play for the start of the next innings. See, however, clauses 11.3, 11.5 and 11.6.

**11.3 Allowance for interval between innings**

In addition to the provisions of clauses 11.5 and 11.6,

11.3.1 If an innings ends when 10 minutes or less remains before the time agreed for close of play, or when there are less than 2 overs remaining to complete the minimum over requirement on any day, whichever is applicable, there shall be no further play on that day. No change shall be made to the time for the start of play on the following day on account of the 10-minute interval between innings.

11.3.2 if a captain declares an innings closed during an interruption in play of more than 10 minutes duration, provided that at least 10 minutes remains of the interruption, no adjustment shall be made to the time for resumption of play on account of the 10 minute interval between innings, which shall be considered as included in the interruption. If less than 10 minutes remains of the interruption when the captain declares the innings

closed, or forfeits an innings, the next innings shall commence 10 minutes after the declaration or forfeiture is made.

11.3.3 if a captain declares an innings closed during any interval other than an interval for drinks, provided that at least 10 minutes remains of the interval, the interval shall be of the agreed duration and shall be considered to include the 10-minute interval between innings. If less than 10 minutes remains of the interval when the captain declares the innings closed, or forfeits an innings, the interval shall be extended as necessary and the next innings shall commence 10 minutes after the declaration or forfeiture is made.

**11.4 Changing agreed times of intervals**

If, at any time during the match,

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

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

the time of the lunch interval or of the tea interval may be changed if the two umpires and both captains so agree, providing the requirements of clauses 11.2 and 11.5, 11.6,11.7 and 11.8.3 are not contravened.

**11.5 Changing agreed time for lunch interval**

11.5.1 If an innings ends when 10 minutes or less remains before the agreed time for lunch, the interval shall be taken immediately. It shall be of the agreed duration and shall be considered to include the 10-minute interval between innings.

11.5.2 If because of adverse conditions of ground, weather or light, or in exceptional circumstances, a stoppage occurs when 10 minutes or less remains before the agreed time for lunch, then, whether or not agreement is reached in the circumstances of clause 11.4, the interval shall be taken immediately. It shall be of the agreed duration. Play shall resume at the end of this interval or as soon after as conditions permit.

11.5.3 If the players have occasion to leave the field for any reason when more than 10 minutes remains before the agreed time for lunch then, unless the umpires and captains together agree to alter it, lunch shall be taken at the agreed time.

**11.6 Changing agreed time for tea interval**

11.6.1 If an innings ends when 30 minutes or less remains before the agreed time for tea, the interval shall be taken immediately. It shall be of the agreed duration and shall be considered to include the 10 minute interval between innings.

11.6.2 If, when 30 minutes remains before the agreed time for tea, an interval between innings is already in progress, play shall resume at the end of the 10 minute interval, if conditions permit.

11.6.3 If, because of adverse conditions of ground, weather or light, or in exceptional circumstances, a stoppage occurs when 30 minutes or less remains before the agreed time for tea, then unless there is an agreement to change the time for tea, as permitted in clause 11.4, the interval shall be taken immediately. The interval shall be of the

agreed duration. Play shall resume at the end of the interval or as soon after as conditions permit.

11.6.4 If a stoppage is already in progress when 30 minutes remains before the agreed time for tea, clause 11.4 shall apply.

**11.7 Lunch or tea interval – 9 wickets down**

For the lunch interval and for the tea interval

If either, 9 wickets are already down when 3 minutes remains to the scheduled time for the interval,

or, the 9th wicket falls within this 3 minutes, or at any time up to and including the final ball of the over in progress at the scheduled time for the interval,

then the provisions of clause 12.5.2 shall not apply and the interval will not be taken until the end of the over that is in progress 30 minutes after the originally agreed time for the interval, unless the players have cause to leave the field of play or the innings is completed earlier.

For the purposes of this section of the Playing Conditions, the retirement of a batsman is not to be considered equivalent to the fall of a wicket.

However, if at the conclusion of this additional 30 minutes, if a small number of runs are required to win the match, and both captains wish to continue playing in order to achieve a definite result, play will continue until either the match concludes or the players have cause to leave the field for any other reason.

**11.8 Intervals for drinks**

11.8.1 Drinks intervals shall be scheduled. Each interval shall be kept as short as possible and in any case shall not exceed 4 minutes.

11.8.1.1 There shall be one drinks interval during each session of play, scheduled at the mid-point of the session.

11.8.1.2 Under conditions of extreme heat the umpires may permit extra intervals for drinks during each session.

11.8.1.3 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. Any player taking drinks onto the field shall be dressed in proper cricket attire (subject to the wearing of bibs – refer to the note in clause 24.1.4).

11.8.2 A drinks interval shall be taken at the end of the over in progress when the agreed time is reached. If, however, a wicket falls or a batsman retires within 5 minutes of the agreed time then drinks shall be taken immediately.

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

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

11.8.4 Intervals for drinks may not be taken during the last hour of the match, as defined in clause 12.6 (Last hour of match – number of overs). Subject to this limitation, the captains and umpires shall agree the times for such intervals, if any, before the toss (For Col C K Nayudu Trophy before the time of nomination of players) and on each subsequent day not later than 10 minutes before play is scheduled to start.

### 11.9 Agreement to forgo intervals

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

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

Tea interval can not be forgone.

### 11.10 Scorers to be informed

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

## 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 Removal of bails

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

### 12.4 Starting a new over

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

### 12.5 Completion of an over

Other than at the end of the match,

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

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

either a batsman is dismissed or retires; or

the players have occasion to leave the field,

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

**12.6 Conclusion of match**

12.6.1 The match is concluded

12.6.1.1 as soon as a result as defined in clauses 16.1 to 16.5 (The result) is reached.

12.6.1.2 as soon as both

the minimum number of overs for the last hour are completed

and the agreed time for close of play is reached,

unless a result is reached earlier.

12.6.2 The match is concluded if, without a conclusion having been reached under 12.6.1, the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible.

**12.7 Hours of Play; Minimum Overs Requirement**

a) All matches shall be of six hours schedule play per day.

b) Hours of play:

9.30 a.m. to 12.00 noon (First Session)
12.00 noon to 12.40 p.m. (Lunch)
12.40 p.m. to 2.40 p.m. (Second Session)
2.40 p.m. to 3.00 p.m. (Tea)
3.00 p.m. to 4.30 p.m. (Last Session)

c) If there is a change in time of the start of play, the manager and captain of both teams; the umpires and the BCCI Match Referee must be informed in writing as soon as they arrive by the staging association.

12.7.1 Minimum Overs in the Day

Subject to clause 12.7.2 below:

12.7.1.1 On days other than the last day, play shall continue on each day until the completion of a minimum target of 90 overs (or a minimum of 15 overs per hour) or the completion of the scheduled or rescheduled cessation time, whichever is the later but provided

that play shall not continue for more than 30 minutes beyond the scheduled or rescheduled cessation time (permitted overtime). For the sake of clarity, if any of the minimum target number of overs have not been bowled at the completion of the permitted overtime, play shall cease upon completion of the over in progress. The overs not bowled shall not be made up on any subsequent day.

12.7.1.2 On the last day, a minimum of 75 overs (or a minimum of 15 overs per hour) shall be bowled during the playing time other than the last hour of the match where clause 12.7.6 below shall apply. If any of the minimum of 75 overs, or as recalculated, have not been bowled when one hour of the scheduled playing time remains, the last hour of the match for the purposes of clause 12.7.6 shall be the hour immediately following the completion of these overs.

12.7.2 Reduction in minimum overs

Except in the last hour of the match, for which clause 12.7.6 makes provision, if play is suspended due to adverse weather or light or any other reason (other than normal intervals) for more than 1 hour on any day, the minimum number of overs shall be reduced by 1 over for each full 4 minutes of the aggregate playing time lost. For the avoidance of doubt, the aggregate of 1 hour shall be inclusive of any time that may have been brought forward from previous days due to playing time lost on such previous days under clause 12.7.3.2 below.

12.7.3 Making Up Lost Time

12.7.3.1 On The Day

Subject to weather and light, except in the last hour of the match, in the event of play being suspended for any reason other than normal intervals, the playing time on that day shall be extended by the amount of time lost up to a maximum of 1 hour. For the avoidance of doubt, the maximum of 1 hour shall be inclusive of any time that may have been added to the scheduled playing time due to playing time having been lost on previous days under clause 12.7.3.2 below.

12.7.3.2 On Subsequent Days

If any time is lost and cannot be made up under clause 12.7.3.1 above, additional time of up to a maximum of 30 minutes per day shall be added to the scheduled playing hours for the next day, and subsequent day(s) as required (to make up as much lost time as possible). The additional time so added can be added to second and/or third session as decided by on-field umpires. (see also clause 12.7.4). When such additional time is added, the minimum overs for that day shall be increased by one over for each four minutes of additional time or part thereof.

12.7.3.3 On the Last Day only (refer to Appendix F)

Clause 12.7.3.1 applies. However, for the purposes of this clause, the definition of playing time shall exclude the last hour. No time is made up in respect of any interruptions that commence after the start of the last hour.

Should play be interrupted prior to the last hour being signalled, the playing time lost will be made up (subject to the maximum of 1 hour described in (a) above) with the

previously scheduled time for the last hour being updated to reflect the time made up during this interruption.
In order to determine the minimum overs to be bowled prior to the last hour and the rescheduled starting time for the last hour, it is necessary to complete the template in Appendix F.

12.7.4 Change of Intervals

12.7.4.1 If play has been suspended for any reason other than normal intervals on that day, then time so lost can be added to second and/or third session as decided by on-field umpires.

12.7.4.2 Notwithstanding the provisions of clause 12.7.4.1above, the timings of intervals can be altered under clause 11.4 at any time on any day if playing time has been lost irrespective of whether the time has been lost on that day or on any previous days.

12.7.5 Change of Innings

Where there is a change of innings during a day's play (except where the change of innings occurs at lunch or tea or when play is suspended for any reason) 2 overs will be deducted from the minimum number of overs to be bowled.

The over in progress at the end of an innings is regarded as a completed over for the purposes of determining the minimum number of remaining overs to be bowled in the day, except when the change of innings occurs in the last hour of the match (see clause 12.12.3).

12.7.6 Last Hour

A minimum of 15 overs shall be bowled in the last hour and all calculations with regard to suspensions of play or the start of a new innings shall be based on 1 over for each full 4 minutes (refer to clause 12.7.9 below).

On the final day, if both captains (the batsmen at the wicket may act for their captain) and Umpires accept that there is no prospect of either side achieving a victory or getting a first innings lead, they may agree to finish the match any time after scheduled / rescheduled time for tea interval has been reached.

12.7.7 Notwithstanding any other provision, there shall be no further play on any day, other than the last day, if a wicket falls or a batsman retires or if the players have occasion to leave the field during the last minimum over within 3 minutes of the scheduled cessation time or thereafter. This shall also apply to the additional time permitted in order to complete the minimum over requirement for the day, irrespective of the number of over in progress. If an over is interrupted in these circumstances stumps shall be drawn for the day and the over shall be completed on the resumption of play.

12.7.8 An over completed on resumption of a new day's play shall be disregarded in calculating minimum overs for that day.

12.7.9 Stumps Drawn

Except on the final day:

12.7.9.1 In the event of play being suspended for any reason at or after the most recently scheduled or rescheduled cessation time, stumps shall be drawn upon play being suspended.

12.7.9.2 In the event of the players already being off the field for a suspension of play at the most recently scheduled or rescheduled cessation time, then stumps will be drawn at that time.

12.7.10 The scoreboard shall show:

12.7.10.1 the total number of overs bowled with the ball currently in use: and

12.7.10.2 the minimum number of overs remaining to be bowled in a day.

12.7.11 Penalties shall apply for slow over rates (refer to the BCCI Code of Conduct and see clause 12.9 below).

**12.8 Extra Time**

12.8.1 At the End of the Day

The umpires may decide to play 30 minutes (a minimum of 8 overs) extra time at the end of any day (other than the last day) if requested by either captain if, in the umpires opinion, it would bring about a definite result on that day. This is in addition to the additional time provided for in clause 12.7.3 above. If the umpires do not believe a result can be achieved no extra time shall be allowed.

If it is decided to play such extra time on one or more of these days, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

Only the actual amount of playing time up to the maximum 30 minutes extra time by which play is extended on any day shall be deducted from the total number of hours of play remaining, and the match shall end earlier on the final day by the amount of time by which play was previously extended under this clause.

If at the conclusion of this extra time, a small number of runs are required to win the match and both captains wish to continue playing in order to achieve a definite result on that day, play will continue until either the match concludes or the players have cause to leave the field for any other reason.

12.8.2 At the Lunch or Tea Interval

The umpires may decide to extend play by 15 minutes (a minimum of four overs) at the scheduled lunch or tea interval of any day if requested by either captain if, in the umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved no extra time shall be allowed.

If it is decided to extend play, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

The following session of play shall be reduced by the amount of time by which play was previously extended under this clause.

If at the conclusion of this extra time, a small number of runs are required to win the match and both captains wish to continue playing in order to achieve a definite result prior to the scheduled interval, play will continue until either the match concludes or the players have cause to leave the field for any other reason.

12.8.3 For the avoidance of doubt, clause 11.7 shall still apply subsequent to the application of this clause, i.e when 9 wickets are down following the extra 15 minutes. However, this clause shall not apply when clause 11.7 has already been applied, i.e. the 15 minutes shall not be added at the end of 30 minutes extra time.

**12.9 Minimum Over Rates**

The minimum over rate to be achieved in Multi Day Matches shall be 15 overs per hour.

The actual over rate shall be calculated at the end of each innings by the umpires / Match Referee.

In calculating the actual over rate for each innings, allowances will be given as follows:

12.9.1 The time lost as a result of treatment given to a player by an authorised medical personnel on the field of play;

12.9.2 The time lost as a result of a player being required to leave the field as a result of a serious injury;

12.9.3 The time taken for all third umpire referrals and consultations;

12.9.4 The time lost as a result of time wasting by the batting side (which may in addition constitute a separate offence depending on context and seriousness of incident); and

12.9.5 The time lost due to all other circumstances that are beyond the control of the fielding side.

12.9.6 Two minutes per wicket taken, provided that such wicket results in the subsequent batsmen immediately commencing his innings. For the avoidance of any doubt, no time allowance will be given for the final wicket of an innings or where a wicket falls immediately prior to any interval;

12.9.7 Four minutes per drinks break taken (one per session)

In the event of any time allowances being granted to the fielding team under clause 12.9.4 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.

If a batting team is bowled out or declares its innings closed in less than 50 overs in any particular innings, no account will be taken of the actual over rate in that innings when calculating the actual over rate at the end of such innings.

In case an innings is not completed for any reason, the over rate penalty will still be applicable provided 50 or more overs have been completed in that innings.

For the sake of clarity, over rate penalty is applicable even if there is an outright result in the match.

**12.10 Last hour of match – number of overs**

The bowler's end umpire shall indicate the commencement of this 15 overs to the players and to the scorers. The period of play thereafter shall be referred to as the last hour, whatever its actual duration.

During an uninterrupted last hour, play will continue until the end of the over in progress when 60 minutes have been played, or until 15 overs have been bowled, whichever is later.

**12.11 Last hour of match – interruptions of play**

If there is an interruption in play during the last hour of the match, the minimum number of overs to be bowled shall be reduced from 15 as follows:

12.11.1 The time lost for an interruption is counted from the call of Time until the time for resumption as decided by the umpires.

12.11.2 One over shall be deducted for every complete 4 minutes of time lost.

12.11.3 In the case of more than one such interruption, the minutes lost shall not be aggregated; the calculation shall be made for each interruption separately.

12.11.4 If, when one hour of Playing time remains, an interruption is already in progress

12.11.4.1 only the time lost after this moment shall be counted in the calculation.

12.11.4.2 the over in progress at the start of the interruption shall be completed on resumption and shall not count as one of the minimum number of overs to be bowled.

12.11.5 If, after the start of the last hour, an interruption occurs during an over, the over shall be completed on resumption of play. The two part-overs shall between them count as one over of the minimum number to be bowled.

**12.12 Last hour of match – intervals between innings**

If an innings ends so that a new innings is to be started during the last hour of the match, the interval starts with the end of the innings and is to end 10 minutes later.

12.12.1 If this interval is already in progress at the start of the last hour then, to determine the number of overs to be bowled in the new innings, calculations are to be made as set out in clause 12.11.

12.12.2 If the innings ends after the last hour has started, two calculations are to be made, as set out in clauses 12.12.3 and 12.12.4. The greater of the numbers yielded by these two calculations is to be the minimum number of overs to be bowled in the new innings.

12.12.3 Calculation based on overs remaining:

- At the conclusion of the innings, the number of overs that remain to be bowled, of the minimum in the last hour, to be noted.

- If this is not a whole number it is to be rounded up to the next whole number.

- Two overs, for the interval, to be deducted from the resulting number to determine the number of overs still to be bowled.

12.12.4 Calculation based on time remaining:

- At the conclusion of the innings, the time remaining until the agreed time for close of play to be noted.

- 10 minutes, for the interval, to be deducted from this time to determine the Playing time remaining.

- A calculation to be made of one over for every complete 4 minutes of the Playing time remaining, plus one more over if a further part of 4 minutes remains.

**12.13 Completion of last over of match**

The over in progress at the close of play on the final day shall be completed unless
either a result has been reached; or

the players have occasion to leave the field. In this case there shall be no resumption of play except in the circumstances of clause 16.7 (Mistakes in scoring) and the match shall be at an end.

**12.14 Bowler unable to complete an over during last hour of match**

If, for any reason, a bowler is unable to complete an over during the last hour, clause 17.8 (Bowler incapacitated or suspended during an over) shall apply. The separate parts of such an over shall count as one over of the minimum to be bowled.

# 13 INNINGS

**13.1 Number of innings**

13.1.1 A match shall be two innings for each side.

**13.2 Alternate innings**

Each side shall take their innings alternately except in the cases provided for in clause 14 (The follow-on) or in clause 15.2 (Forfeiture of an innings).

**13.3 Completed innings**

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

13.3.1 the side is all out.

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

13.3.3 the captain declares the innings closed.

13.3.4 the captain forfeits the innings.

**13.4 The toss (Not Applicable for Col C K Nayudu Trophy)**

The captains shall toss a coin for the choice of innings, on the field of play and under the supervision of the BCCI Match Referee, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play. Note, however, the provisions of clause 1.3 (Captain).

**13.5 Decision to be notified**

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

(For Col C K Nayudu Trophy not earlier than nor later than 30 minutes before the scheduled or rescheduled time to start the match the visiting team shall decide whether to bat or to field and shall immediately notify the opposing captain and the umpires of his decision. Once notified, the decision cannot be changed).

# 14 THE FOLLOW-ON

**14.1 Lead on first innings**

14.1.1 The side which bats first and leads by at least 200 runs shall have the option of requiring the other side to follow their innings.

14.1.2 The same option shall be available in matches of shorter duration with the minimum leads as follows:

- 150 runs in a match of 3 or 4 days;

- 100 runs in a 2-day match;

- 75 runs in a 1-day match.

**14.2 Notification**

A captain shall notify the opposing captain and the umpires of his intention to take up this option. Once notified, the decision cannot be changed.

**14.3 First day's play lost**

If no play takes place on the first day of a match, 14.1 shall apply in accordance with the number of days remaining from the start of play. The day on which play first commences shall count as a whole day for this purpose, irrespective of the time at which play starts.

The additional time added to the day's play due to provisions of clause 12.7.3 is regarded as that day's play, i.e. it is the number of days remaining, and not the total number of hours available.

Play will have taken place as soon as, after the call of Play, the first over has started. See clause 17.2 (Start of an over).

# 15 DECLARATION AND FORFEITURE

### 15.1 Time of declaration

The captain of the side batting may declare an innings closed, when the ball is dead, at any time during the innings. A declared innings shall be considered to be a completed innings.

### 15.2 Forfeiture of an innings

A captain may forfeit either of his side's innings at any time before the commencement of that innings. A forfeited innings shall be considered to be a completed innings.

### 15.3 Notification

A captain shall notify the opposing captain and the umpires of any decision to declare or to forfeit an innings. Once notified, the decision cannot be changed.

# 16 THE RESULT

### 16.1 A Win

The side which has scored a total of runs in excess of that scored in the two completed innings of the opposing side shall win the match. See clause 13.3 (Completed innings). Note also clause 16.4 (Winning hit or extras).

### 16.2 BCCI Match Referee awarding a match

16.2.1 A match shall be lost by a side which either

16.2.1.1 concedes defeat or

16.2.1.2 in the opinion of the BCCI Match Referee refuses to play

and the BCCI Match Referee shall award the match to the other side.

16.2.2 If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the BCCI Match Referee of this fact. The BCCI Match Referee shall together with the umpires ascertain the cause of the action. If the BCCI Match Referee, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, he/she shall so inform the captain of that side. If the captain persists in the action the BCCI Match Referee shall award the match in accordance with clause 16.2.1.2 above.

16.2.3 If action as in clause 16.2.2 above takes place after play has started and does not constitute a refusal to play:

16.2.3.1 Playing time shall be counted as lost from the call of Time to the call of Play, excluding intervals (Clause 11) and suspensions of play (Clause 2.8).

16.2.3.2 the time for close of play on that day shall be extended by this length of time, subject to clause 2.8 (Suspension of play in dangerous and unreasonable conditions) and the provisions of clause 12.7.

16.2.3.3 if applicable, no overs shall be deducted during the last hour of the match solely on account of this time.

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 being taken against the captain and team responsible under the BCCI Code of Conduct.

**16.3 All other matches – A Tie or Draw**

16.3.1 A Tie

The result of a match shall be a Tie when all innings have been completed and the scores are equal.

16.3.2 A Draw

The result of a match shall be a Draw when it is not determined in any of the ways stated in clauses 16.1,16.2 or 16.3.1.

**16.4 Winning hit or extras**

16.4.1 As soon as a result is reached as defined in clauses 16.1,16.2 or 16.3.1, the match is at an end. Nothing that happens thereafter, except as in clause 41.17.2 (Penalty runs), shall be regarded as part of it. Note also clause 16.7.

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

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

**16.5 Statement of result**

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

If, without having scored a total of runs in excess of the total scored by the opposing side, the 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.

**16.6 Correctness of result**

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

**16.7 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 16.8, they shall adopt the following procedure.

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

either the number of overs to be bowled in the last hour, or in that innings, has not been completed;
or
the agreed time for close of play, or for 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 and either time for close of play has been reached or the allotted time for the innings has expired, as appropriate. The number of overs and time remaining shall be taken as they were at the call of Time for the supposed conclusion of the match. No account shall be taken of the time between that moment and the resumption of play.

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

**16.8 Result not to be changed**

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

**16.9 Match Points**

16.9.1 Multi Day match (Other than Col. C K Nayudu Trophy) on league basis – Points Table

| | | |
|---|---|---|
| 1 | Outright Win | Six Points |
| 2 | Innings Win / Win by 10 Wickets | One Bonus Point |
| 3 | First Innings Lead but no outright win | Three Points |

| | | |
|---|---|---|
| 4 | Loss on first innings | One Point |
| 5 | Tie on first innings without outright result | One Point each |
| 6 | Tie on both innings | Three Points each |
| 7 | Outright Loss | Zero Points |
| 8 | First innings result not achieved for any reason (Weather interference, any other unforeseen circumstances) | One Point each |

16.9.2 Multi Day match Col. C K Nayudu Trophy on league basis – Points Table

| | | |
|---|---|---|
| 1 | Outright Win | Six Points |
| 2 | Innings Win / Win by 10 Wickets | One Bonus Point |
| 3 | First Innings Lead but no outright win | Three Points |
| 4 | Loss on first innings | One Point |
| 5 | Tie on first innings without outright result | One Point each |
| 6 | Tie on both innings | Three Points each |
| 7 | Outright Loss | Zero Points |
| 8 | First innings result not achieved for any reason (Weather interference, any other unforeseen circumstances) | One Point each |
| 9 | Batting Points (1st Innings only)<br><br>150 runs<br>225 runs<br>300 runs<br>350 runs<br>400+ runs<br><br>These points are awarded only for performances in the first 100 overs of each first innings and retained whatever the result of the match. | <br><br>One Point<br>Two Points<br>Three Points<br>Four Points<br>Five Points |
| 10 | Bowling Points (1st Innings only)<br><br>3 Wickets<br>5 Wickets<br>7 Wickets<br>9+ Wickets | <br><br>One Point<br>Two Points<br>Three Points<br>Four Points |

| | | |
|---|---|---|
| | These points are awarded only for performances in the first 100 overs of each first innings and retained whatever the result of the match. | |

16.9.3 Qualification for Knock out

Qualification for knock out will be circulated separately for each tournament during the season.

16.9.4 In all the matches where the home and away format is applicable, if a match is abandoned after the match has been in progress due to digging/ tampering of the pitch on which the match was being played, the visiting team shall be declared as the winner of the match irrespective of the position of the match. (For Col C K Nayudu Trophy visiting team will be awarded 7 points and any other batting and/or bowling points already earned during the match upto the time the match was called off. The home team will be awarded all the batting and/or bowling points already earned during the match upto the time the match was called off.)

# 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

17.3.1 A ball shall not count as one of the 6 balls of the over unless it is delivered, even though, as in clause 38.3 (Non-striker leaving his ground early) a batsman may be dismissed or some other incident occurs without the ball having been delivered.

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

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

17.3.2.2 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).

17.3.2.3 if it is a No ball. See clause 21 (No ball).

17.3.2.4 if it is a Wide. See clause 22 (Wide ball).

17.3.2.5 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.

17.3.3 Any deliveries other than those listed in clauses 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**

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

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

17.5.3 Whenever possible, the BCCI Match Referee 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**

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

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

**17.8 Bowler incapacitated or suspended during an over**

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

**17.9 Bowler's taping on hand**

No taping is allowed for the bowler on his bowling hand for any reason. The bowler has to remove all kind of taping from his bowling hand if he wants to bowl. This is non-negotiable. If any plaster is worn on the back of their bowling hand it must be flesh coloured or thereabouts which will not distract the batsman.

However, if an injury occurs on the field during the play and blood is involved, it is reasonable in this situation where finger or hand is bleeding, then umpires allow the tape to be used on bowling hand. This is applicable only for the match in which injury has occurred.

# 18 SCORING RUNS

**18.1 A run**

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

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

18.1.2 when a boundary is scored. See clause 19 (Boundaries).

18.1.3 when Penalty runs are awarded. See clause 18.6.

**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**

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

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

**18.4 Unintentional short runs**

Except in the circumstances of clause 18.5,

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

18.4.2 if, after either or both batsmen run short, a boundary is scored the umpire concerned shall disregard the short running and shall not call or signal Short run unless the boundary is a result of an overthrow or wilful act of a fielder (see clause 19.8 – Overthrow or wilful act of fielder).

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

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

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

**18.5 Deliberate short runs**

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

A deliberate short run is an attempt for batters to appear to run more than one run, while at least one batter deliberately does not make good their ground at one end. Batters may choose to abort a run, provided the umpire believes that there was no intention by the batter concerned to deceive the umpires or to score the run in which they didn't make their ground.

18.5.2 The bowler's end umpire shall

- disallow all runs to the batting side;
- signal No ball or Wide to the scorers, if applicable;
- award 5 Penalty runs to the fielding side;
- request the captain of the fielding side to identify which of the two batters will take strike for the next delivery.
- 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.
- The umpires together may report the occurrence as soon as possible after the match to the BCCI Match Referee.

**18.6 Runs awarded for penalties**

Runs shall be awarded for penalties under clause 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) and 41 (Unfair play). 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), 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.

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

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

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

**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,

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

- an award of 5 Penalty runs, which shall be scored as Penalty runs

- the one run penalty for a No ball, which shall be scored as a No ball extra.

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

18.10.3 the bowler shall be debited with:

- all runs scored by the striker

- all runs scored as No ball extras

- all runs scored as Wides.

**18.11 Batsman returning to original end**

18.11.1 When the striker is dismissed in any of the circumstances in clauses 18.11.1.1 to 18.11.1.7, the not out batsman shall return to his original end.

18.11.1.1 Bowled.

18.11.1.2 Stumped.

18.11.1.3 Hit the ball twice.

18.11.1.4 LBW.

18.11.1.5 Hit wicket.

18.11.1.6 Caught

18.11.1.7 Obstructing the field, where the obstruction or distraction prevents the striker being out caught.

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

18.11.2.1 A boundary is scored unless as a result of an overthrow or wilful act of a fielder (See clause 19.8).

18.11.2.2 Runs are disallowed for any reason.

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

**18.12 Batsman returning to wicket he has left**

18.12.1 When a batsman is dismissed in any of the ways in clauses 18.12.1.1 to 18.12.1.2, 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.

18.12.1.1 Obstructing the field where the obstruction or distraction does not prevent the striker being out caught.

18.12.1.2 Run out.

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

# 19 BOUNDARIES

**19.1 Determining the boundary of the field of play**

19.1.1 Before the toss (For Col C K Nayudu Trophy before the time of nomination of players), the umpires shall determine the boundary of the field of play, which shall be fixed for the duration of the match. See clause 2.3.2 (Consultation with Host Association).

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

19.1.3 The playing area shall be a minimum of 140 yards (128.01 metres) from boundary to boundary square of the pitch, with the shorter of the two square boundaries being a minimum 60 yards (54.86 metres). The straight boundary at both ends of the pitch shall

be a minimum of 60 yards (54.86 metres). Distances shall be measured from the centre of the pitch to be used.

On large grounds the aim shall be to provide the largest playing area, subject to no boundary exceeding 90 yards (82.29 metres) from the center of the pitch to be used.

19.1.4 Sight screens shall be provided at both ends of all grounds. Size of Sight Screen shall be 60' X 20'. Advertising shall be permitted on the sight screen behind the striker, providing it is removed for the subsequent over from that end.

Such advertising shall not contain flashing or flickering images and operators should take particular care that the advertising is not changed at a time which is distracting to the umpire.

In addition, advertising on perimeter boards placed in front of the sight screen's is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball.

19.1.5 At all times, there must be 3 yards (2.74 meters) from the boundary rope to the first solid object (advertising boards/LEDs, photographers, cameramen, dug outs, covers, perimeter fence) for the player's safety run off.

19.1.6 If the boundary is positioned less than 90 yards (82.29 meters) from the centre of the pitch, the boundary rope cannot be set at a distance of more than 10 yards (9.14 meters) from the perimeter fence. The 10 yards shall be inclusive of the 3 yards (2.74 meters) provided for the player's safety run off.

**19.2 Identifying and marking the boundary**

19.2.1 All boundaries must be designated by a rope, or similar object of a minimum standard as authorised by the BCCI from time to time.

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

19.2.3 An obstacle within the field of play shall not be regarded as a boundary unless so determined by the umpires before the toss (For Col C K Nayudu before the time of nomination of players). See clause 2.3.2 (Consultation with Host Association).

19.2.4 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. See also clause 20.4.2.12 (Umpire calling and signalling Dead ball).

19.2.5 As a Reinforcement point from a Player safety perspective, the boundary rope should have a minimum distance of 3 yards inside the perimeter fencing or advertising boards.

**19.3 Restoring the boundary**

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

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

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

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

**19.4 Ball grounded beyond the boundary**

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

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

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

- a fielder, grounded beyond the boundary as in 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**

19.5.1 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.

19.5.2 A fielder who is not in contact with the ground is considered to be grounded beyond the boundary if, prior to their first contact with the ball, their final contact with the ground was not entirely within the boundary. This applies to any fielder who makes contact with the ball after it has been delivered by the bowler, whether or not the ball has previously been touched by another fielder.

19.5.2.1 If a fielder's first contact with the ball does not contravene 19.5.2, that fielder may then jump from outside the boundary in order to make contact with the ball whilst airborne. After making contact with the ball once airborne, all subsequent contact with the ground by that fielder, until the ball becomes dead, must be within the field of play. Any subsequent contact with the ground outside the boundary by that fielder during that delivery, whether or not in contact with the ball, will result in a boundary being scored.

19.5.2.2 If the ball is returned to the field of play, whether to another fielder or onto the ground, by a fielder who has jumped from outside the boundary, that fielder must land, and

remain, within the boundary until the ball becomes dead. Otherwise a boundary shall be scored.

**19.6 Boundary allowances**

19.6.1 Six 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**

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

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

- whether struck by the bat or not, was first grounded within the boundary, or

- has not been struck by the bat.

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

19.7.3.1 the allowance for the boundary

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

19.7.4 When the runs in clause 19.7.3.2 exceed the boundary allowance they shall replace the boundary allowance.*

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

**19.8 Overthrow or wilful act of fielder**

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

any runs for penalties awarded to either side

and the allowance for the boundary

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

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**

20.1.1 The ball becomes dead when

20.1.1.1 it is finally settled in the hands of the wicketkeeper or of the bowler.

20.1.1.2 a boundary is scored. See clause 19.7 (Runs scored from boundaries).

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

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

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

20.1.1.6 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.

20.1.1.7 there is a contravention of clause 28.3 (Protective helmets belonging to the fielding side).

20.1.1.8 the match is concluded in any of the ways stated in clause 12.6 (Conclusion of match).

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

20.1.3 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.

20.1.4 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.

20.1.5 Refer also to paragraph 2.6 of Appendix D.

**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**

20.4.1 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.

20.4.2 Where either umpire is required to call and signal Dead ball under 20.4.2.1 to 20.4.2.14, the ball will be considered to be dead at the instant of the incident causing the ball to become dead. However, where the Law specifically provides for the call to be delayed, so as not to disadvantage the non-offending side, under Law 34.4 (Runs permitted from the ball lawfully struck more than once), Law 41.2.1 (Unfair actions) the ball will be considered to be dead at the point of the call.

Either umpire shall call and signal Dead ball when

20.4.2.1 intervening in a case of unfair play.

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

20.4.2.3 leaving his/her normal position for consultation.

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

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

20.4.2.6 the striker is distracted by any noise or movement or in any other way while preparing to receive or receiving a delivery. This shall apply whether the source of the distraction is within the match or outside it. Note also clause 20.4.2.7. The ball shall not count as one of the over.

20.4.2.7 there is an instance of a deliberate attempt to distract under either of 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.

20.4.2.8 the bowler drops the ball accidentally before delivery.

20.4.2.9 the bowler throws the ball towards the striker's end before entering his delivery stride.

20.4.2.10 the ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker under clause 38.3 (Non-striker leaving his ground early).

20.4.2.11 satisfied that the ball in play cannot be recovered.

20.4.2.12 he/she considers that either side has been disadvantaged by a person, animal or other object within the field of play. However, if both umpires consider the ball would have reached the boundary regardless of the intervention, the boundary should stand (see Law 19.2.7 – Identifying and marking the boundary).

20.4.2.13 the striker attempts to play the ball and no part of his person, whether grounded or raised, remains within the pitch as defined in Law 6.1 (Area of pitch).

20.4.2.14 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**

20.6.1 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,

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

20.6.1.2 unless No ball or Wide ball has been called, it will be a valid ball if the striker has had an opportunity to play it, except in the circumstances of 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).

20.6.2 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.

**20.7 Dead ball not to be revoked**

Once the ball is dead, no revoking of any decision can bring the ball back into play for that delivery.

# 21 NO BALL

**21.1 Mode of delivery**

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

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

21.1.2 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 thrown.

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

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

Should either umpire or the BCCI Match Referee suspect that a bowler has used an Illegal Bowling Action, they shall complete the BCCI Bowling Action Report Form at the conclusion of the match, as set out in the Illegal Bowling Regulations.

**21.3 Ball thrown or delivered underarm – action by umpires**

21.3.1 If, in the opinion of either umpire, the ball has been thrown after the bowler has entered his delivery stride 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.

21.3.2 If either umpire considers that, in that innings, a further delivery by the same bowler is thrown after the bowler has entered his delivery stride 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.

21.3.3 The umpires together shall report the occurrence as soon as possible after the match to the BCCI Match Referee, 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, it is not a No ball and the procedure stated in 21.3 shall not apply. However, the umpire shall call and signal Dead ball under Law 20.4.2.9.

**21.5 Fair delivery – the feet**

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

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

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

- on the same side of the imaginary line joining the two middle stumps as the return crease described in 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 38.3, 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 causing the striker to leave the pitch or 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 or is so far from the pitch that the striker would need to leave the pitch to attempt to play the ball (see clause 25.6 – Striker's right to play the ball), 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, 41.6.4 and 41.6.5.

**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 wicketkeeper

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, 20.4.2.5, 20.4.2.6, 20.4.2.8 or 20.4.2.10 (Umpire calling and signalling Dead ball).

**21.13 No ball to over-ride Wide**

A call of No ball shall over-ride the call of Wide ball at any time. See 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 41.17 (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).

# 22 WIDE BALL

**22.1 Judging a Wide**

22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in clause 22.1.2

22.1.1.1 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.

22.1.1.2 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 For bowlers attempting to utilise the rough outside a batsman's leg stump, not necessarily as a negative tactic, the strict limited over Wide interpretation shall be applied.

22.1.4 For bowlers whom umpires consider to be bowling down the leg side as a negative tactic, the strict limited over Wide interpretation shall be applied.

22.1.5 Any ball going outside the return crease shall be called wide irrespective of the position of striker.

**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**

22.3.1 The umpire shall revoke the call of Wide ball if there is then any contact between the ball and the striker's bat or person before the ball comes into contact with any fielder.

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

**22.4 Delivery not a Wide**

22.4.1 The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him, 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.

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

**22.5 Ball not dead**

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

**22.6 Penalty for a Wide**

A penalty of one run shall be awarded instantly on the call of Wide ball. Unless the call is revoked, see 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**

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

either attempted to play the ball with the bat;

or tried to avoid being hit by the ball.

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

23.2.2.1 If there is

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

only inadvertent contact with the striker's bat or person,

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

23.2.2.2 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.

23.2.3 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**

24.1.1 The umpires shall allow a substitute fielder

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

24.1.1.2 for any other wholly acceptable reason.

In all other circumstances, a substitute is not allowed.

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

24.1.3 A nominated player may bowl or field even though a substitute has previously acted for him, subject to clauses 24.2 and 24.3.

24.1.4 Squad members of the fielding or batting team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).

24.1.5 Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'.

**24.2 Fielder absent or leaving the field of play**

24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this clause, is he to be regarded as having left the field of play.

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

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

24.2.2.2 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.

24.2.3 If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:

24.2.3.1 The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time). A player's unexpired Penalty time shall be limited to a maximum of 120 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.

24.2.3.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.

24.2.4 If the player leaves the field before having served all of his Penalty time, the balance is carried forward as unserved Penalty time.

24.2.5 On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 120 minutes, and that player shall not bowl until all of his Penalty time has been served.

24.2.6 For the purposes of clauses 24.2.3.1 and 24.2.3.2, playing time shall comprise the time play is in progress excluding lunch and tea intervals, intervals between innings and official drinks intervals. For clarity, a player's Penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings.

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

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

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

24.2.8 Any unserved Penalty time shall be carried forward into the next and subsequent days and innings of the match, as applicable.

24.2.9 If a player is seriously injured or any kind of injury (batsman/bowler/fielder) happens on the field of play and requires medical attention, The maximum time allowed for that player to recover from the injury and to be ready to participate in the match is Four minutes. The player has to leave the field if he needs more time to recover.

**24.3 Penalty time not incurred**

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

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

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

24.3.3 the player is absent from the field for a period of 8 minutes or less.

**24.4 Player returning without permission**

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

- The umpire shall award 5 Penalty runs to the batting side.

- Runs completed by the batsmen shall be scored together with the run in progress if they had already crossed at the instant of the offence.

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

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

- The umpires together may report the occurrence as soon as possible after the match to the BCCI Match Referee.

# 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 batsman 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 batsman 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 and subsequent innings of the match if appropriate.

### 25.4 Batsman retiring

25.4.1 A batsman 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 batsman retiring.

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

25.4.3 If a batsman retires for any reason other than as in clause 25.4.2, he will be considered as dismissed immediately and will not have option of returning to bat even with the consent of opposite captain. His innings will be recorded as 'Retired – out'.

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

### 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 Law 27.5 – Restrictions on actions of wicket-keeper and Law 27.6 – Interference with wicket-keeper by striker).

However, the striker may only attempt to play the ball if some of his bat or person, whether grounded or raised, remains within the pitch, as defined in Law 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**

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

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

26.1.2.1 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.

26.1.2.2 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**

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

- before the start of play;

- after the close of play; and

- during the lunch and tea intervals or between innings,

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

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

- only the fielders (as defined in paragraph 7 of Appendix A) participate in such practice.

- no ball other than the match ball is used for this practice.

- no bowling practice takes place in the area between the square and the boundary in a direction parallel to the match pitch.

- the umpires are satisfied that it will not contravene either of clauses 41.3 (The match ball changing its condition) or 41.9 (Time wasting by the fielding side).

Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to the other conditions in this clause.

**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.

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

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

- award 5 Penalty runs to the opposing side;
- inform the other umpire, the scorers and, as soon as practicable, both captains, and, if the contravention is during play, the batsmen at the wicket.
- The umpires together may report the occurrence as soon as possible after the match to the BCCI Match Referee.

# 27 THE WICKET-KEEPER

### 27.1 Protective equipment

The wicket-keeper is the only fielder permitted to wear gloves and external leg guards. If these are worn, they are to be regarded as part of his person for the purposes of clause 28.2 (Fielding the ball). If by the wicket-keeper's actions and positioning when the ball comes into play it is apparent to the umpires that he 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 wicket-keeper 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

27.2.1 If, as permitted under clause 27.1, the wicket-keeper wears gloves, they shall have no webbing between the fingers except joining index finger and thumb, where webbing may be inserted as a means of support.

27.2.2 If used, the webbing shall be a single piece of non-stretch material which, although it may have facing material attached, shall have no reinforcements or tucks.

27.2.3 The top edge of the webbing shall not protrude beyond the straight line joining the top of the index finger to the top of the thumb and shall be taut when a hand wearing the glove has the thumb fully extended. See paragraph 3 of Appendix B.

### 27.3 Position of wicket-keeper

27.3.1 The wicket-keeper shall remain wholly behind the wicket at the striker's end from the moment the ball comes into play until a ball delivered by the bowler:

touches the bat or person of the striker; or

passes the wicket at the striker's end; or

the striker attempts a run.

27.3.2 In the event of the wicket-keeper contravening this 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 wicket-keeper**

27.4.1 After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters his 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.

The umpires together shall report the occurrence as soon as possible after the match to the BCCI Match Referee, who shall take such action as is considered appropriate against the wicket-keeper concerned.

**27.5 Restriction on actions of wicket-keeper**

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

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

### 27.6 Interference with wicket-keeper by striker

If, in playing at the ball or in the legitimate defence of his 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.

The exchange of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

### 28.2 Fielding the ball

28.2.1 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:

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

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

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

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

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

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

In addition, the umpire shall:

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

- The umpires together may report the occurrence as soon as possible after the match to the BCCI Match Referee.

**28.3 Protective helmets belonging to the fielding side**

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

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

28.3.2.1 the ball shall become dead and, subject to clause 28.3.3,

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

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

28.3.3 If the ball while in play strikes a helmet, placed as described in clause 28.3.1, 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 28.3.2.3 to be scored

- signal No ball or Wide ball to the scorers if applicable

- award 5 Penalty runs as in clause 28.3.2.2

- award any other Penalty runs due to the batting side.

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

**28.4 Limitation of on side fielders**

At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his 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 wicketkeeper).

**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 BCCI Match Referee, 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).

# 29 THE WICKET IS DOWN

**29.1 Wicket put down**

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

29.1.1.1 by the ball,

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

29.1.1.3 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,

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

29.1.1.5 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.

29.1.1.6 The wicket is also put down if a fielder strikes or pulls a stump out of the ground as in 29.1.1.5.

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

**29.2 One bail off**

If one bail is off, it shall be sufficient for the purpose of putting the wicket down to remove the remaining bail or to strike or pull any of the three stumps out of the ground, in any of the ways stated in 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 8.4 (Dispensing with bails), it is for the umpire concerned to decide whether or not the wicket has been put down.

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

29.4.2 If the wicket has already been broken or put down, clause 29.4.1 shall apply to any stump or stumps still in the ground. Any fielder may replace a stump or stumps, in accordance with 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

30.1.1 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.

30.1.2 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

30.2.1 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.

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

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

30.2.4 If a ground belongs to one batsman then 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

32.1.1 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.

32.1.2 However, the striker shall not be out Bowled if before striking the wicket the ball has been in contact with any other player or an umpire. The striker will, however, be subject to 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 clauses 33.2 and 33.3, before it touches the ground.

Upon catch dismissal, irrespective of whether the batter have crossed or not, the incoming batter will take strike. (Except if it is last ball of the over).

### 33.2 A fair catch

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

either the ball, at any time

or any fielder in contact with the ball,

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

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

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

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

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

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

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

**33.3 Making a catch**

The act of making a catch shall start from the time when the ball first comes into contact with a fielder's person and shall end when a fielder obtains complete control over both the ball and his 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 18.12 (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**

34.1.1 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).

34.1.2 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:

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

34.2.2 wilfully strikes the ball after it has touched a fielder. Note, however the provisions of 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**

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

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

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

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

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

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

**35.2 Not out Hit wicket**

The striker is not out under this 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 35.1.1.2 to 35.1.1.4.

- it occurs when the striker is in the act of running, other than setting off immediately for the first run.

- it occurs when the striker is trying to avoid being run out or stumped.

- it occurs when the striker is trying to avoid a throw in at any time.

- the bowler after entering the delivery stride does not deliver the ball. In this case either umpire shall immediately call and signal Dead ball. See 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 in clauses 36.1.1 to 36.1.5 apply:

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

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

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

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

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

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

### 36.2 Interception of the ball

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

36.2.2 In assessing 36.1.3, 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.

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

### 36.3 Off side of wicket

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

## 37 OBSTRUCTING THE FIELD

### 37.1 Out Obstructing the field

37.1.1 Either batsman is out Obstructing the field if, except in the circumstances of 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).

37.1.2 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.

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

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

If the change of direction involves the batsman crossing the pitch, clause 41.14 shall also apply. See also paragraph 2.2 of Appendix D.

### 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

**37.3.1** 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.

**37.3.2** 37.3.1 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).

**37.3.3** 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** 37.3.3 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,

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

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

**37.6 Bowler does not get credit**

The bowler does not get credit for the wicket.

# 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 38.2.2.2, and whether or not a run is being attempted.

**38.2 Batsman not out Run out**

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

38.2.1.1 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).

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

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

38.2.2.1 He is out Stumped. See clause 39.1.2 (Out Stumped).

38.2.2.2 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 wicket-keeper without the intervention of another fielder.

**38.3 Non-striker leaving his ground early**

**38.3.1** If the non-striker is out of his 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 non-striker is liable to be Run out by the bowler attempting to run him out. In these circumstances, the non- striker will be out Run out if he is out of his ground when his 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 Law 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

39.1.1 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 39.3.1

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).

39.1.2 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

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

39.3.2 If the striker is not out Stumped he may, except in the circumstances of 38.2.2.2 (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

40.1.1 After the fall of a wicket or the retirement of a batsman, the incoming batsman must, unless Time has been called, be ready to receive the ball or for the other batsman to be ready to receive the next ball within 2 minutes of the dismissal or retirement. If this requirement is not met, the incoming batsman will be out, Timed out.

40.1.2 In the event of an extended delay in which no batsman comes to the wicket, the umpires shall adopt the procedure of clause 16.2 (BCCI Match Referee awarding a match). For the purposes of that clause the start of the action shall be taken as the expiry of the 2 minutes referred to above.

### 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**

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

**41.2.1.1** 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.

**41.2.1.2** 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

**41.2.1.3** The umpires together may report the incident to the BCCI Match Referee, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

**41.3 The match ball – changing its condition**

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

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

Except in carrying out his normal duties, a batsman is not allowed to wilfully damage the ball other than, when the ball is in play, in striking it with the bat. See also clause 5.5 (Damage to the ball). A fielder may, however:

41.3.2.1 polish the ball on his clothing provided that no artificial substance or saliva is used, that the only natural substance used is sweat, and that such polishing wastes no time.

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

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

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

41.3.4 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.

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

41.3.5.1 Change the ball forthwith.

41.3.5.1.1 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the fielding side (other than by applying saliva), 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. In case the contravention is due to applying saliva by fielding side, the umpires may or may not change the ball depending upon, if in their opinion the condition of ball has changed or not because of the saliva.

41.3.5.1.2 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.

41.3.5.2 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.

- inform the captain of the batting side as soon as practicable of what has occurred.

The umpires shall then report the matter to the BCCI Match Referee who shall take such action as is considered appropriate against the player(s) concerned.

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

41.3.6.1 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.

41.3.6.2 The bowler's end umpire shall issue the captain with a first and final warning, and

41.3.6.3 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, clause 41.3.5.1.2 above will be adopted, with the captain deemed to be the player responsible for the contravention.

**41.4 Deliberate attempt to distract striker**

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

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

- award 5 Penalty runs to the batting side.

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

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

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

**41.5 Deliberate distraction, deception or obstruction of batsman**

41.5.1 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.

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

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

41.5.4 Neither batsman shall be dismissed from that delivery.

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

41.5.5.1 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 clauses 41.5.6 to 41.5.10.

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

41.5.6 The bowler's end umpire shall;

- award 5 Penalty runs to the batting side.

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

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

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

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

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

**41.6 Bowling of dangerous and unfair short pitched deliveries**

41.6.1 Notwithstanding clause 41.6.2, 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 41.6.1:

41.6.1.1 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.

41.6.1.2 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.

41.6.1.3 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 BCCI Match Referee who shall take such action as is considered appropriate against the bowler concerned.

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

41.6.3 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.

41.6.4 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.

41.6.5 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 22.1.1.2

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

41.6.6 In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in clause 41.6.3 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.

41.6.7 If a bowler delivers a third 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.

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

41.6.9 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 BCCI Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.6.10 Should the umpires initiate the caution and warning procedures set out in clauses 41.6.1.3, 41.6.9, and 41.7, such cautions and warnings are not to be cumulative.

**41.7 Bowling of dangerous and unfair non-pitching deliveries**

41.7.1 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.

41.7.2 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 BCCI Match Referee who shall take such action as is considered appropriate against the bowler concerned.

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

41.7.4 If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in clause 41.7.1, then the caution and warning in clause 41.7.1 shall be dispensed with. The umpire shall
- immediately call and signal No ball.

- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action.

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

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

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

The umpires together shall report the occurrence to the BCCI Match Referee 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 BCCI Match Referee who shall take such action as is considered appropriate against the bowler concerned.

**41.9 Time wasting by the fielding side**

41.9.1 It is unfair for any fielder to waste time.

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

- if the ball is in play, call and signal Dead ball.

- inform the other umpire of what has occurred.

The bowler's end umpire shall then:

- warn the captain of the fielding side, indicating that this is a first and final warning.

- inform the batsmen of what has occurred.

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

- if the ball is in play, call and signal Dead ball.

- inform the other umpire of what has occurred.

The bowler's end umpire shall then 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.

The umpires together may report the occurrence to the BCCI Match Referee who shall take such action as is considered appropriate against the Captain and the team concerned under the BCCI Code of Conduct.

**41.10 Batsman wasting time**

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

In addition, an incoming batsman should be in position to take guard or his partner ready to receive the next ball within 2 minutes of the fall of the previous wicket.

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

- warn both batsmen and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batsman.

- inform the other umpire of what has occurred.

- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

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

- award 5 Penalty runs to the fielding side.

- inform the other umpire of the reason for this action.

- inform the other batsman, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together may report the occurrence to the BCCI Match Referee under the BCCI Code of Conduct.

**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**

41.12.1 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.

41.12.2 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.

41.12.3 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 BCCI Match Referee who shall take such action as is considered appropriate against the fielder concerned.

**41.13 Bowler running on protected area**

41.13.1 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.

41.13.2 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.

41.13.3 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.

41.13.4 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 BCCI Match Referee who shall take such action as is considered appropriate against the bowler concerned.

**41.14 Batsman damaging the pitch**

41.14.1 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.

41.14.2 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.

41.14.3 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 BCCI Match Referee who shall take such action as is considered appropriate against the batsman concerned.

**41.15 Striker in protected area**

41.15.1 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.

41.15.2 If either umpire considers that the striker is in breach of any of the conditions in clause

41.15.1, 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.

41.15.3 If there is any further breach of any of the conditions in clause 41.15.1 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 BCCI Match Referee who shall take such action as is considered appropriate against the batsman concerned.

**41.16 Batsmen stealing a run**

41.16.1 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 38.3 (Non-striker leaving his ground early) - 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 shall then report the matter to the BCCI Match Referee who shall take such action as is considered appropriate against the batsman concerned.

**41.17 Penalty runs**

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

41.17.2 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.

41.17.3 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), 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.

41.17.4 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 41.16, they shall be added as Penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 Penalty runs shall be added to the score in its next innings.

**41.18 Use of Electronic Communication Equipment.**

The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted.

# 42 PLAYERS' CONDUCT

**42.1 Players misconduct**

42.1.1 Any misconduct by the player will be dealt under Level 1 to Level 4 offences under the BCCI Code of Conduct.

# Appendix A - Definitions

## 1 The match

1.1 **The game** is used in these Playing Conditions as a general term meaning the Game of Cricket.

1.2 **A match** is a single Multi Day Match between two teams, played under these Playing Conditions.

1.3 **The toss** is the toss for choice of innings.

1.4 **Before the toss** is at any time before the toss on the day the match is expected to start.

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

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

1.7 **Playing tim**e is any time between the call of Play and the call of Time. See clauses 12.1 (Call of Play) and 12.2 (Call of Time).

1.8 **Conduct of the match** includes any action relevant to the match at any time on any day of the match.

1.9 **Ground Authority** is the entity responsible for the selection and preparation of the pitch and other functions relating to the hosting and management of the match, including any agents acting on their behalf (including but not limited to the curator or other ground staff).

1.10 **Host Association** is the BCCI member responsible for the the hosting of the match.

1.11 **Visiting Association** is the BCCI member responsible for the visiting team.

1.12 The **Spirit of Cricket** refers to the values of respect and fair play that underpin the game of cricket, as set out in the Preamble to these Playing Conditions.

1.13 The **BCCI Code of Conduct** is the BCCI Code of Conduct for Players and Player Support Personnel, as amended from time to time.

## 2 Implements and equipment

2.1 **Implements used in the match** are the bat, the ball, the stumps and bails.

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

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

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

2.3 A protective helmet is headwear made of hard material and designed to protect the head or the face or both, which shall be in line with the Clothing and Equipment Regulations. For the purposes of interpreting these Playing Conditions, such a description will include faceguards.

2.4 Equipment – a batsman's equipment is his bat as defined above, together with any external protective equipment he is wearing. A fielder's equipment is any external protective equipment that he is wearing.

2.5 **The bat** – the following are to be considered as part of the bat:

- the whole of the bat itself.

- the whole of a glove (or gloves) worn on the hand (or hands) holding the bat.

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

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

# 3 The playing area

3.1 **The field of play** is the area contained within the boundary.

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

3.3 **The outfield** is that part of the field of play between the square and the boundary.

# 4 Positioning

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

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

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

4.4 **The bowler's end** is the end from which the bowler delivers the ball. It is the other end of the pitch from the striker's end and identifies that end of the pitch that is not the striker's end as described in paragraph 4.3.

4.5 **The wicket-keeper's end** is the same as the striker's end as described in paragraph 4.3.

4.6 **In front of the line of the striker's wicket** is in the area of the field of play in front of the imaginary line joining the fronts of the stumps at the striker's end; this line to be considered extended in both directions to the boundary. See paragraph 4.2.

4.7 **Behind the wicket** is in the area of the field of play behind the imaginary line joining the backs of the stumps at the appropriate end; this line to be considered extended in both directions to the boundary. See paragraph 4.1.

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

4.9 **Off side/on (leg) side** – see diagram in paragraph 13

4.10 **Inside edge** is the edge on the same side as the nearer wicket.

# 5 Umpires and decision-making

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

5.2 **Bowler's end umpire** is the umpire who is standing at the bowler's end (see paragraph 4.4) for the current delivery.

5.3 **Striker's end umpire** is the umpire who is standing at the striker's end (see paragraph 4.3), to one side of the pitch or the other, depending on his/her choice, for the current delivery.

5.4 **On-field umpires** shall mean, collectively, the bowler's end umpire and the striker's end umpire.

5.5 **Third umpire** is the umpire who may use television evidence and other available technology in order review a decision of the on-field umpires, by way of an Umpire Review under the protocol set out in Appendix D.

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

5.7 **Umpire Review** is the process set out in Appendix D / E by which an on-field umpire has the discretion to refer a decision to the third umpire or, under certain circumstances, to consult with the third umpire before making a decision.

5.8 **Soft Signal** is the visual communication by the bowler's end umpire to the third umpire (accompanied by additional information via two-way radio where necessary) of his/her initial on-field decision prior to initiating an Umpire Review.

5.9 A **Fair Catch** is a catch that has been taken cleanly by the fielder in accordance with clause 33.

5.10 A **Bump Ball** is where the ball has made contact with the ground shortly after making contact with the striker's bat.

# 6 Batsmen

6.1 **Batting side** is the side currently batting, whether or not play is in progress.

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

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

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

6.5 **Wicket he has left** is the wicket at the end where a batsman was at the start of the run in progress.

6.6 **Guard position** is the position and posture adopted by the striker to receive a ball delivered by the bowler

6.7 For the purposes of these Laws, **waist height** is defined as the point at which the top of the batsman's trousers would conventionally be when he/she is standing upright at the popping crease.

# 7 Fielders

7.1 **Fielding side** is the side currently fielding, whether or not play is in progress.

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

7.3 **Fielder** is one of the 11 or fewer players who together represent the fielding side on the field of play. This definition includes not only both the bowler and the wicket-keeper but also nominated players who are legitimately on the field of play, together with players legitimately acting as substitutes for absent nominated players. It excludes any nominated player who is absent from the field of play, or who has been absent from the field of play and who has not yet obtained the umpire's permission to return. A player going briefly outside the boundary in the course of discharging his duties as a fielder is not absent from the field of play nor, for the purposes of clause 24.2 (Fielder absent or leaving the field of play), is he to be regarded as having left the field of play.

# 8 Substitutes

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

# 9 Bowlers

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

9.2 **Delivery swing** is the motion of the bowler's arm during which he normally releases the ball for a delivery.

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

# 10 The ball

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

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

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

# 11 Runs

11.1 **A run to be disallowed** is one that in these Playing Conditions should not have been taken. It is not only to be cancelled but the batsmen are to be returned to their original ends.

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

# 12 The person

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

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

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

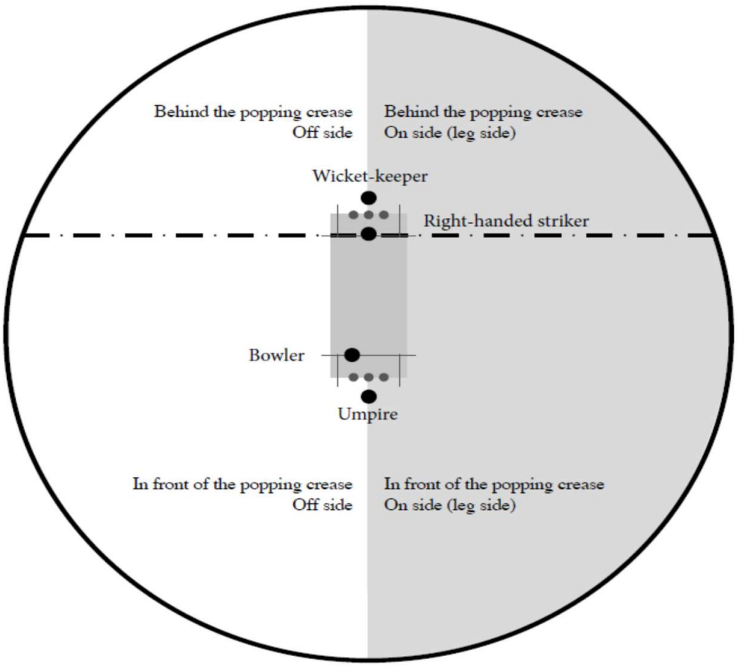
For a batsman, a glove being held but not worn is part of his person.

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

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

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

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

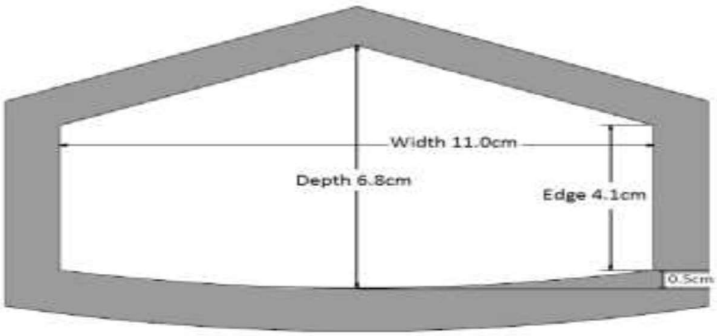


# Appendix B - Equipment

## 1 The Bat

### 1.1 Bat Gauge

All bats must meet the specifications defined in clause 5.7. They must also, with or without protective coverings permitted in clause 5.4, be able to pass through a bat gauge, the dimensions and shape of which are shown in the following diagram:

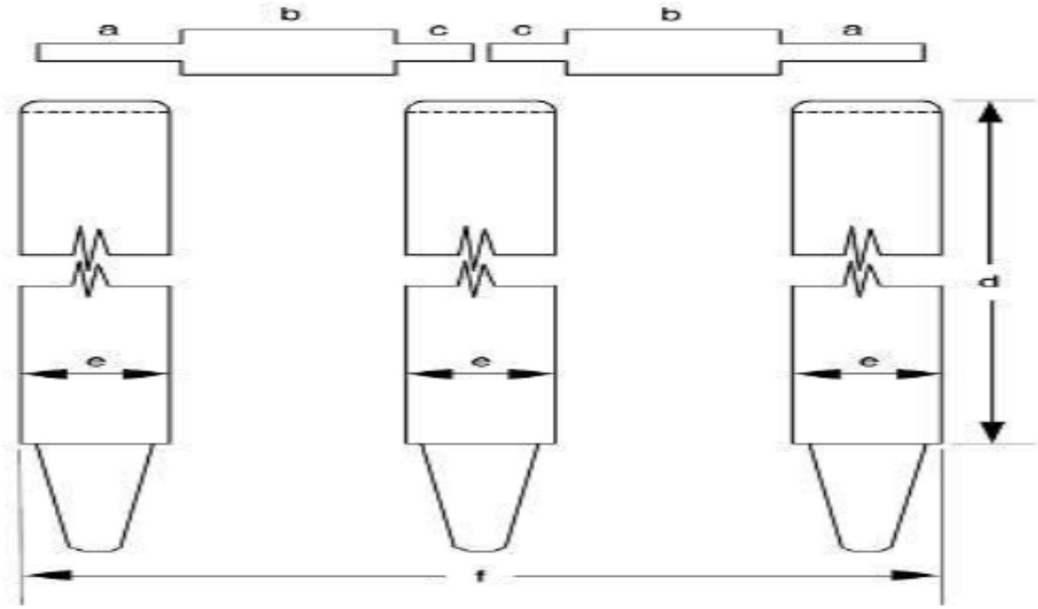



Dimensions of aperture

| | |
|---|---|
| Total depth: | 2.68 in/6.8 cm |
| Width: | 4.33 in/11.0 cm |
| Edge: | 1.61 in/4.1 cm |
| Curve: | 0.20 in/0.5 cm |

Note: The curve of the lower edge of the aperture is an arc of a circle of radius 12.0 in/30.5 cm, whose centre is on the vertical centre line of the aperture.

## 2 The wickets




2.1 Bails

Overall 4.31 in / 10.95 cm

a = 1.38 in / 3.50 cm

b = 2.13 in / 5.40 cm

c = 0.81 in / 2.06 cm

2.2 Stumps

Height (d) = 28 in / 71.1 cm

Diameter (e) - maximum = 1.5 in / 3.81 cm; minimum = 1.38 in / 3.50 cm

2.3 Overall

Width (f) of wicket 9 in / 22.86 cm

## 3 Wicket-keeping gloves

3.1 The images below illustrate the requirements of clause 27.2 in relation to:

• no webbing between the fingers;

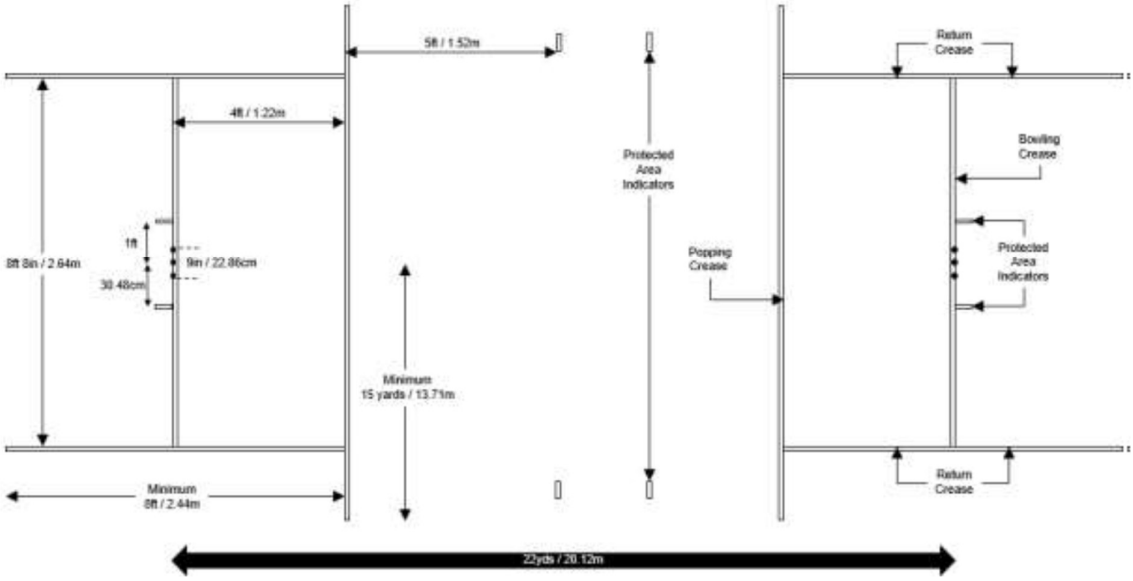
• a single piece of non-stretch material between finger and thumb as a means of support; and

• when a hand wearing the glove has the thumb fully extended, the top edge being taut and not protruding beyond the straight line joining the top of the index finger to the top of the thumb.

3.2 Note also the requirement for wicket-keeping gloves to comply with the Clothing and Equipment Regulations in relation to the size and position of marks and logos.

# Appendix C - The venue

## 1 The pitch and the creases



# Appendix D – Third Umpire – DRS / NON-DRS Matches

**1 General**

1.1 Wherever there is a provision of live or delayed telecast of the match – DRS / NON-DRS, the BCCI will appoint a third umpire.

1.2 The host association will ensure that a separate room is provided for the third umpire and that he has access to the television equipment and technology so as to be in the best position to facilitate the referral and/or consultation processes referred to in paragraphs 2 (Umpire Review) and 3 (Player Review) below.

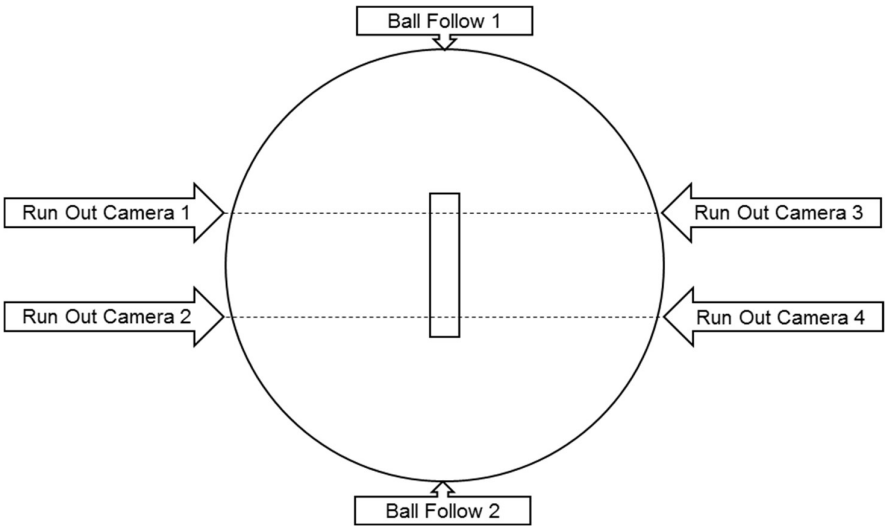
1.3 In case of NON-DRS matches decisions and processes as described in umpire review can only be carried out by Third Umpire.

1.4 In case of NON-DRS matches the third umpire shall only have access to TV replays. Use of other technology which may be in use by the broadcaster for telecast purposes (Ball tracking, stump microphone, Ultra-edge etc.) shall not be permitted.

1.5 In case of DRS matches decisions and processes as described in paragraphs 2 (Umpire Review) and 3 (Player Review) can be carried out by Third Umpire.

1.6 Minimum requirements for use of DRS.

1.6.1 The camera specification set out below shall be mandatory as a minimum requirement.




1.6.2 The table below summarises the minimum requirements for DRS to be used, and the regulations around the appointment of the third umpire:

| | **DRS** |
|---|---|
| Minimum Requirement | Cameras<br>- Specification detailed in paragraph 1.2.1.<br><br>Technology<br>- Approved ball-tracking technology.<br>- Approved sound-based edge detection technology. |
| Third Umpire Jurisdiction | Umpire Reviews and Player Reviews |
| Replays that can be used | Any replay, stump microphone audio or technology detailed in paragraph<br>3.8.1 below. |
| BCCI Technical Officer | The BCCI shall appoint an independent technology expert (BCCI Technical Officer) to be present at every series to assist the third umpire and to protect the integrity of the DRS process. |

**2. Umpire Review**

In the circumstances detailed in paragraphs 2.1, 2.2, 2.3 and 2.4 below, the on-field umpire shall have the discretion to refer the decision to the third umpire or, in the case of paragraphs 2.2, and 2.4, to consult with the third umpire before making the decision. In line with clause 21.5, the third umpire shall already have reviewed television replays of the bowler's feet landing and, where satisfied that not all the requirements have been met, shall immediately have advised the bowler's end umpire (who shall in turn have immediately called and signalled No ball). Accordingly, paragraphs 2 (Umpire Review) and 3 (Player Review) of this Appendix D shall operate on the basis that this element of the referral and/or consultation process has already been undertaken.

Save for requesting the umpire to review his/her decision under paragraph 3 (Player Review) below, players may not appeal to the on-field umpires to use the Umpire Review. Breach of this provision may constitute dissent and the player may be subject to disciplinary action under the BCCI Code of Conduct for Players and Player Support Personnel.

**2.1 Run Out, Stumped, Bowled and Hit Wicket Decisions**

2.1.1 The relevant on-field umpire shall be entitled to refer an appeal for run-out, stumped, bowled or hit wicket to the third umpire.

2.1.2 An on-field umpire wishing to refer a decision to the third umpire shall signal to the third umpire by making the shape of a TV screen with his/her hands.

2.1.3 In the case of a referral of a bowled, hit wicket or stumped decision, the third umpire shall first check the fairness of the delivery (any mode of No ball on request except for (i) in respect of the feet (if it is already checked as per auto no ball check); and (ii) the bowler using an Illegal Bowling Action, subject to the proviso that the third umpire may review whether the bowler has used a prohibited Specific Variation under Article 6.2 of the Illegal Bowling Regulations). If the delivery was not a fair delivery the third umpire shall indicate that the batter is Not out and advise the on-field umpire to signal No ball. See also paragraph 2.5 below.

2.1.4 Additionally, if on review of a run out, bowled or hit wicket, the third umpire finds the batter is Out by another mode of dismissal (excluding LBW), or Not out by any mode of dismissal (excluding LBW), he/she shall notify the on-field umpire so that the correct decision is made.

2.1.5 If the third umpire decides that the batter is Out, a red light shall be displayed; if the third umpire decides that the batter is Not out, a green light shall be displayed. Should the third umpire be temporarily unable to respond, a white light (where available) shall remain illuminated throughout the period of interruption to signify to the on-field umpires that Umpire Reviews are temporarily unavailable, in which case the decision shall be taken by the on-field umpire. As an alternative to the red/green light system, the replay screen (where available) may be used for the purpose of conveying the third umpire's decision, in line with the BCCI Big Screen Policy.

**2.2 Caught Decisions, Obstructing the Field**

2.2.1 Where the bowler's end umpire is unable to decide upon a Fair Catch or a Bump Ball, or if, on appeal from the fielding side, the batter obstructed the field, he/she shall first consult with the striker's end umpire.

2.2.2 Should both on-field umpires require assistance from the third umpire to make a decision, the bowler's end umpire shall consult by two-way radio with the third umpire followed by making the shape of a TV screen with his/her hands.

2.2.3 The third umpire shall determine whether the batter has been caught, whether the delivery was a Bump Ball, or if the batter obstructed the field. However, in reviewing the television replay(s), the third umpire shall first check the fairness of the delivery for all decisions involving a catch ( any mode of No ball, on request, except for (i) in respect of the feet (if it is already checked as per auto no ball check); and (ii) the bowler using an Illegal Bowling Action, subject to the proviso that the third umpire may review whether the bowler has used a prohibited Specific Variation under Article 6.2 of the Illegal Bowling Regulations) and whether the batter has hit the ball. If the delivery was not a fair delivery he/she shall advise the bowler's end umpire to signal No ball. See also paragraph 2.6 below. Additionally, if it is clear to the third umpire that the batter is Out by another mode of dismissal (excluding LBW), or Not out by any mode of dismissal (excluding LBW), he/she shall notify the bowler's end umpire of his/her decision, which will then be displayed on the big screen.

2.2.4 The third umpire shall communicate his/her decision as set out in paragraph 2.1.5.

**2.3 Boundary Decisions**

2.3.1 The bowler's end umpire shall be entitled to refer to the third umpire for a decision on:

2.3.1.1 whether a four or six has been scored;

2.3.1.2 whether a fielder had any part of his person in contact with the ball when he touched the boundary; or

2.3.1.3 whether the fielder had any part of his person in contact with the ball when he had any part of his person grounded beyond the boundary; or

2.3.1.4 the number of runs scored when a boundary results from an overthrow or the wilful act of a fielder (see clause 19.8).

2.3.2 A decision shall be made immediately and cannot be changed thereafter.

2.3.3 If the television evidence is inconclusive as to whether or not a boundary has been scored, the default presumption shall be in favour of no boundary being awarded.

2.3.4 Where the bowler's end umpire wishes to use the assistance of the third umpire in this circumstance, he/she shall communicate with the third umpire by use of a two-way radio and the third umpire shall convey his/her decision to the bowler's end umpire by the same method.

2.3.5 The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows a boundary line infringement or incident that appears not to have been acted upon by the on-field umpires.

**2.4 Batters Running to the Same End**

2.4.1 Where both batters have run to the same end and the on-field umpires are uncertain over which batter made his ground first, the on-field umpires may consult with the third umpire.

2.4.2 The procedure set out in paragraph 2.3.4 shall apply.

**2.5 Short run**

2.5.1 The third umpire shall automatically review any call of Short run by an on-field umpire under clauses 18.3 and 18.4, communicating with the relevant on-field umpire by two-way radio and conveying his/her decision by the same method.

**2.6 No Balls**

2.6.1 If the bowler's end umpire is uncertain as to the fairness of the delivery following a dismissal (other than in respect of the feet (if it is already checked as per auto no ball check), either affecting the validity of the dismissal or which batter is dismissed, he/she shall be entitled to request the batter to delay leaving the field and to check the fairness of the delivery with the third umpire. Communication with the third umpire shall be by two-way radio.

2.6.2 The third umpire shall check all modes of No ball (other than in respect of the feet (if it is already checked as per auto no ball check) except for the bowler using an Illegal Bowling Action (subject to the proviso that the third umpire may review whether the bowler has used a prohibited Specific Variation under Article 6.2 of the Illegal Bowling Regulations). The third umpire shall apply clause 21.5 when deciding whether a No ball should have been called (and must therefore be satisfied that none of the three conditions in clause 21.5 have been met before calling a No ball).

2.6.3 If the delivery was not a fair delivery, the bowler's end umpire shall indicate that the batter is Not out and signal No ball (except in the case of a dismissal for obstructing the field, which may still be effected despite a No ball being called, in which case the bowler's end umpire shall indicate that the relevant batter is Out and additionally call a No ball).

2.6.4 If a No ball is called following the check by the third umpire, the batting side shall benefit from the reversal of the dismissal and the one run for the No ball, but shall not benefit from any runs that may subsequently have accrued from the delivery had the on-field umpire originally called a No ball. Where the batters crossed while the ball was in the air before being caught, the batters shall return to their original ends as if the striker had been dismissed, but no runs shall be credited to the striker even if one (or more) runs were completed prior to the catch being taken.

**2.7 Cameras On or Over the Field of Play**

2.7.1 The on-field umpires shall be entitled to refer to the third umpire for a decision as to whether the ball has at any time during the normal course of play come into contact with any part of the camera, its apparatus or its cables above the playing area, as contemplated in clause 20.1.3.

2.7.2 Where an on-field umpire wishes to use the assistance of the third umpire in this circumstance, he/she shall communicate with the third umpire by use of a two-way radio and the third umpire shall convey his/her decision to the bowler's end umpire by the same method.

2.7.3 A decision shall be made immediately and cannot be changed thereafter. If the television evidence is inconclusive as to whether or not the ball has come into contact with any part of the camera, its apparatus or its cables above the playing area, the default presumption shall be in favour of no contact having been made.

2.7.4 The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows the ball to have been in contact with any part of the camera or its cables above the playing area as envisaged under this paragraph.

**3. Player Review**

The following paragraphs shall operate in addition to and in conjunction with paragraph 2 (Umpire Review).

3.1 **Circumstances in which a Player Review may be requested**

3.1.1 A player may request a review of any decision taken by the on-field umpires concerning whether or not a batter is dismissed, with the exception of 'Timed Out' (Player Review).

3.1.2 No other decisions made by the umpires are eligible for a Player Review.

3.1.3 Only the batter involved in a dismissal may request a Player Review of an Out decision and only the captain (or acting captain) of the fielding team may request a Player Review of a Not out decision.

3.1.4 A decision concerning whether or not a batter is dismissed that could have been the subject of a Umpire Review under paragraph 2 is eligible for a Player Review as soon as it is clear that the on-field umpire has chosen not to initiate the Umpire Review.

3.2 **The manner of requesting the Player Review**

3.2.1 The request shall be made by the player making a 'T' sign with both forearms at head height.

3.2.2 The total time elapsed between the ball becoming dead and the review request being made shall be no more than 15 seconds. The bowler's end umpire shall provide the relevant player with a prompt after 10 seconds if the request has not been made at that time and the player shall request the review immediately thereafter. If the on-field umpires believe that a request has not been made within the 15 second time limit, they shall decline the request for a Player Review.

3.2.3 The captain may consult with the bowler and other fielders, and the two batters may consult with each other prior to deciding whether to request a Player Review. Either the captain or the two batters may, in respect of a decision relating to an appeal for LBW, question the bowler's end umpire as to whether his/her decision has been made on the basis that the striker made no genuine attempt to play the ball with the bat. Under no other circumstance is any player permitted to query an umpire about any aspect of a decision before deciding on whether or not to request a Player Review. If the on-field umpires believe that the captain or either batter has received direct or indirect input emanating other than from the players on the field, then they may at their discretion decline the request for a Player Review. In particular, signals from the dressing room must not be given.

3.2.4 No replays, either at normal speed or slow motion, shall be shown on a big screen to spectators until the 15 second time limit allowed for requesting a Player Review has elapsed.

3.2.5 Where either on-field umpire initiates an Umpire Review, this does not preclude a player seeking a Player Review of a separate incident from the same delivery. The request for a Player Review may be made after the Umpire Review, provided the request is still within the 15 second time limit described in paragraph 3.2.2 above. (See paragraphs 3.9.2 and 3.9.3 below for the process for addressing both an Umpire and Player Review).

3.2.6 A request for a Player Review cannot be withdrawn once it has been made.

3.3 **The process of consultation**

3.3.1 On receipt of an eligible and timely request for a Player Review, the relevant on-field umpire shall make the sign of a shape of a TV screen with his/her hands in the normal way.

3.3.2 The relevant on-field umpire shall initiate communication with the third umpire by confirming;

3.3.2.1 That a Player Review has been requested,

3.3.2.2 The mode of dismissal for which the relevant on-field umpire adjudicated the appeal,

3.3.2.3 The decision that has been made (Out or Not out), and;

3.3.2.4 For LBW appeals, where relevant, if the bowler's end umpire believed that the striker made no genuine attempt to play the ball with the bat (the default presumption of the third umpire in the absence of any information on this point from the bowler's end umpire shall be that a genuine attempt to play the ball with the bat was made).

3.3.3 A two-way consultation process shall begin to investigate whether there is anything that the third umpire can see or hear which would indicate that the on-field umpire should change his/her original decision.

3.3.4 The third umpire shall not withhold any factual information which may help in the decision making process. In particular, in reviewing a dismissal, if the third umpire believes that the batter may instead be Out by any other mode of dismissal, he/she shall advise the on-field umpire accordingly. The process of consultation described in this paragraph in respect of such other mode of dismissal shall be conducted using the on-field umpire's original decision as the default reference.

3.3.5 The third umpire shall initially check all modes of No ball except for the bowler using an Illegal Bowling Action (subject to the proviso that the third umpire may review whether the bowler has used a prohibited Specific Variation under Article 6.2 of the Illegal Bowling Regulations), where appropriate advising the on-field umpire accordingly.

3.3.6 If despite the available technology, the third umpire is unable to decide with a high degree of confidence whether the original on-field decision should be changed, then he/she shall report that the replays are 'inconclusive', and that the on-field decision shall stand. The third umpire shall not give answers conveying likelihoods or probabilities.

3.3.7 In circumstances where the television technology (all or parts thereof) is not available to the third umpire or fails for whatever reason, the third umpire shall advise the on-field umpire of this fact but still provide any relevant factual information that may be ascertained from the available television replays and other technology.

3.3.8 The on-field umpire shall then make his/her decision based on the information provided by the third umpire, any other factual information offered by the third umpire and his/her recollection and opinion of the original incident. 87

3.3.9 The on-field umpire shall reverse his/her decision if the nature of the supplementary information received from the third umpire leads him/her to conclude that his/her original decision was incorrect.

3.4 **Review of LBW Decisions**

3.4.1 In assessing whether a batter is Out LBW in accordance with clause 36, the third umpire shall first judge whether the delivery is fair (as set out in clause 36.1.1), and second, whether or not the ball has touched the bat before being intercepted by any part of the striker's person (as set out in clause 36.1.3).

3.4.2 If the batter is still eligible to be Out, the ball-tracking technology shall then present three pieces of information to the third umpire relating to the path of the ball:

3.4.2.1 The point of pitching (where applicable) (PITCHING)

3.4.2.2 The position of the ball at the point of first interception (IMPACT)

3.4.2.3 Whether the ball would have hit the wicket (WICKET)

3.4.3 This Decision Review System (DRS) and Third Umpire Protocol includes a category of Umpire's Call, which shall be the conclusion reported where the technology indicates a

marginal decision in respect of either the point of first interception or whether the ball would have hit the stumps.

3.4.4 PITCHING

3.4.4.1 The interpretation of "pitches in line between wicket and wicket" in clause 36.1.2 shall refer to the position of the centre of the ball at the point of pitching, in relation to the Pitching Zone.

3.4.4.2 The Pitching Zone is defined as a two dimensional area on the pitch between both sets of stumps with its boundaries consisting of the base of both sets of stumps and a line between the outside of the outer stumps at each end.

3.4.4.3 Where applicable, the ball-tracking technology shall report that the ball pitched in one of the following three areas in relation to the Pitching Zone:

| | |
|---|---|
| **In Line** | The centre of the ball was inside the Pitching Zone |
| **Outside Off** | The centre of the ball was outside, and to the off side of, the Pitching Zone |
| **Outside Leg** | The centre of the ball was outside, and to the leg side of, the Pitching Zone |

3.4.4.4 Subject to the satisfaction of the other elements of clause 36, the batter can be Out if the ball-tracking technology reports that the ball pitched Outside Off or In Line, but the batter shall be Not out if the ball pitched Outside Leg.

3.4.5 IMPACT

3.4.5.1 The interpretation of "the (first) point of impact, even if in above the level of the bails, is between wicket and wicket" in clause 36.1.4 shall refer to the position of the ball at the point of first interception, in relation to the Impact Zone.

3.4.5.2 The Impact Zone is defined as a three dimensional space extending between both wickets to an indefinite height and with its boundaries consisting of a line between the outside of the outer stumps at each end.

3.4.5.3 The ball-tracking technology shall report that the point of first interception was in one of the following categories in relation to the Impact Zone:

| | |
|---|---|
| **In Line** | The centre of the ball was inside the Impact Zone. |
| **Umpire's Call** | Some part of the ball was inside the Impact Zone, but the centre of the ball was outside the Impact Zone, with the further sub-category of 'Umpire's Call (off side)' where the centre of the ball was to the off side of the Impact Zone and the bowler's end umpire communicates to the third umpire that no genuine attempt to play the ball was made by the batter. |

| | |
|---|---|
| **Outside** | No part of the ball was inside the Impact Zone, with the further sub-categories of 'Outside (off)' and 'Outside (leg)' to indicate the location of the point of first interception in relation to the Impact Zone when the bowler's end umpire communicates to the third umpire that no genuine attempt to play the ball was made by the batter |

3.4.5.4 Where a Not out decision is being reviewed, and it is judged that the batter has made a genuine attempt to play the ball, the ball-tracking technology must report that the point of first interception was In Line for the batter to be eligible to be given Out, otherwise the batter shall remain Not out.

3.4.5.5 Where a Not out decision is being reviewed, and it is judged that the batter has made no genuine attempt to play the ball, the ball-tracking technology must report that the point of impact was In Line, or Umpire's Call (off side), or Outside (off) for the batter to be eligible to be given Out, otherwise the batter shall remain Not out.

3.4.5.6 Where an Out decision is being reviewed, and it is judged that the batter has made a genuine attempt to play the ball, the ball-tracking technology must report that the point of first interception was Outside for the decision to be reversed to Not out, otherwise the batter shall remain eligible to be given Out.

3.4.5.7 Where an Out decision is being reviewed, and it is judged that the batter has made no genuine attempt to play the ball, the ball-tracking technology must report that the point of first interception was Outside (leg) for the decision to be reversed to Not out, otherwise the batter shall remain eligible to be given Out.

3.4.6 WICKET

3.4.6.1 The interpretation of whether "the ball would have hit the wicket" in clause 36.1.5 shall refer to position of the ball as it either hits or passes the wicket, in relation to the Wicket Zone.

3.4.6.2 The Wicket Zone is defined as a two dimensional area whose boundaries are the actual outline of the whole wicket from the base to the top of the stumps, which includes the outline of the bails as they protrude above the top of the stumps.

3.4.6.3 The ball-tracking technology shall report whether the ball would have hit the wicket with reference to the following three categories:

| | |
|---|---|
| **Hitting** | The ball was hitting the wicket, and the centre of the ball was inside the Wicket Zone |
| **Umpire's Call** | The ball was hitting the wicket, but the centre of the ball was not inside the Wicket Zone |
| **Missing** | The ball was missing the wicket |

3.4.6.4 Where a Not out decision is being reviewed, the ball-tracking technology must report that the ball was Hitting for the batter to be eligible to be given Out, otherwise the batter shall remain Not out.

However, where the evidence shows that the ball was Hitting, the point of first interception was In Line, and the ball pitched In Line or Outside Off, but that:

- The point of first interception was 300cm or more from the stumps; or

- The point of first interception was more than 250cm but less than 300cm from the stumps and the distance between the point of pitching and the point of first interception was less than 40cm, the on-field decision shall stand (that is, Not out).

3.4.6.5 Where an Out decision is being reviewed, the ball-tracking technology must report that the ball was Missing for the on-field decision to be reversed to Not out, otherwise the batter shall remain eligible to be given Out.

3.4.7 When the ball strikes the batter on the full, and the evidence provided by the ball-tracking technology indicates that the ball would have pitched before striking or passing the wicket, there will be no information available from that delivery that will allow the ball-tracking technology to accurately predict the height of the ball after pitching.

3.4.8 With regard to determining whether the ball would have hit the wicket under these circumstances, the ball-tracking technology shall project the line of the ball in accordance with clause 36.2.3 (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), and display the simulated path of the ball from directly above the wicket.

3.4.9 The third umpire shall advise the bowler's end umpire only on the point of first interception and whether the ball would have hit the stumps (in line with the process set out in paragraph 3.4 above), but shall make no comment on the predicted height of the ball after pitching, which shall remain a judgment of the bowler's end umpire.

3.5 **The process for communicating the final decision**

3.5.1 For Player Reviews concerning potential dismissals, the relevant on-field umpire shall indicate Out by raising his/her finger above his/her head in a normal yet prominent manner or indicate Not out by the call of 'not out' and by crossing his/her hands in a horizontal position side to side in front and above his/her waist three times. Where the decision is a reversal of the on-field umpire's previous decision, he/she shall make the 'revoke last signal' indication immediately prior to the above.

3.5.2 If the mode of dismissal is not obvious or not the same as that on which the original decision was based, then the umpire shall advise the scorers via the third umpire.

3.6 **Number of Player Review requests permitted**

3.6.1 In each innings, each team shall be allowed to make a maximum of three Player Review requests that are categorised as 'Unsuccessful' (as set out in paragraph 3.6.3 below).

3.6.2 Where a request for a Player Review results in the original on-field decision being reversed, then the Player Review shall be categorised as 'Successful' and shall not count towards the innings limit.

3.6.3 Where a request for a Player Review results in the original on-field decision remaining unchanged (other than in the circumstances set out in paragraphs 3.6.4, 3.6.6 or 3.6.8), the Player Review shall be categorised as 'Unsuccessful'.

3.6.4 Where a request for a Player Review of an LBW decision results in the on-field decision remaining unchanged solely on the basis of an Umpire's Call, the Player Review shall be categorised as 'Unchanged – Umpire's Call'. A Player Review categorised as 'Unchanged – Umpire's Call' shall not count towards the innings limit set out in paragraph 3.6.1.

3.6.5 Where, following a request for a Player Review, the original on-field decision of Out is unchanged, but for a different mode of dismissal from the original on-field decision, then the Player Review shall still be categorised as 'Unsuccessful'.

3.6.6 Where, following a request for a Player Review, the original on-field decision of Not out is unchanged on account of the delivery being a No ball (for any reason), thereby not requiring any further evaluation, the Player Review shall not be counted as 'Unsuccessful' and accordingly shall not count towards the innings limit set out in paragraph 3.6.1.

3.6.7 Where a Player Review and an Umpire Review are requested from the same delivery and the decision of the third umpire from the Umpire Review renders the Player Review unnecessary (see paragraphs 3.9.2 and 3.9.3), the Player Review request shall be disregarded and accordingly shall not count towards the innings limit set out in paragraph 3.6.1.

3.6.8 A Player Review categorised as 'Unsuccessful' may be reinstated by the BCCI Match Referee at his/her sole discretion (if appropriate after consultation with the BCCI Technical Official and/or the television broadcast director) if the Player Review could not properly be concluded due to a failure of the technology. Any such decision shall be final and shall be taken as soon as possible, being communicated to both teams once all the relevant facts have been ascertained by the BCCI Match Referee. A Player Review categorised as 'Unsuccessful' shall not be reinstated if, despite any technical failures, the correct decision could still have been made using the other available technology. Similarly, a Player Review categorised as 'Unsuccessful' shall not be reinstated where the technology worked as intended, but the evidence gleaned from its use was inconclusive.

3.6.9 The third umpire shall be responsible for counting the number Player Reviews categorised as 'Unsuccessful' and shall advise the on-field umpires once either team has exhausted their allowance for the innings.

3.6.10 The scoreboard shall display, for the innings in progress, the number of Player Reviews remaining available to each team.

| Category of Player Review | Outcome of Player Review | Consequence of Player Review |
|---|---|---|
| Successful (paragraph 3.6.2) | On-field decision reversed | Does not count towards innings limit set out in paragraph 3.6.1 |

| | | |
|---|---|---|
| Unsuccessful (paragraphs 3.6.3 and 3.6.5) | On-field decision unchanged | Counts towards innings limit set out in paragraph 3.6.1 |
| Unchanged – Umpire's Call (paragraph 3.6.4) | On-field decision unchanged | Does not count towards innings limit set out in paragraph 3.6.1 |
| No ball – no evaluation required (paragraph 3.6.6) | On-field decision unchanged | Does not count towards innings limit set out in paragraph 3.6.1 |
| Failure of technology (paragraph 3.6.8) | On-field decision unchanged | Does not count towards innings limit set out in paragraph 3.6.1 |

3.7 **Dead ball**

3.7.1 If following a Player Review request, an original decision of Out is changed to Not out, then the ball is still deemed to have become dead when the original decision was made (as per clause 20.1.1.3). The batting side, while benefiting from the reversal of the dismissal, shall not benefit from any runs that may subsequently have accrued from the delivery had the on-field umpire originally made a Not out decision, other than any No ball penalty that could arise under paragraph 3.3.5 above.

3.7.2 If an original decision of Not out is changed to Out, the ball shall retrospectively be deemed to have become dead from the moment of the dismissal event. All subsequent events, including any runs scored, shall be ignored.

3.8 **Use of technology**

3.8.1 The following technology may be used by the third umpire during a Player Review:

3.8.1.1 Replays, at any speed, from any available broadcast camera

3.8.1.2 Sound from the stump microphones with the replays at normal speed and slow motion

3.8.1.3 Approved ball-tracking technology:

- HawkEye (HawkEye Innovations), or;
- VirtualEye (ARL)

3.8.1.4 Approved sound-based edge detection technology:

- Real-Time Snickometer (BBG Sports), or;
- UltraEdge (HawkEye Innovations)

3.8.1.5 Approved heat-based edge detection technology:

- Hot Spot cameras (BBG Sports)

3.8.1.6 LED Wickets (using the lights to indicate if the wicket is broken, as set out in paragraph 4.2):

- Zing Bails and Stumps

3.8.2 In addition, other forms of technology may be used subject to the BCCI being satisfied that the required standards of accuracy and time efficiency can be met.

3.8.3 Where practical usage or further testing indicates that any of the above forms of technology cannot reliably provide accurate and timely information, then it may be removed prior to or during a match. The final decision regarding the technology to be used in a given match shall be taken by the BCCI Match Referee in consultation with the BCCI Technical Official, BCCI management and the competing teams' governing bodies.

3.9 **Combining Umpire Review with Player Review**

3.9.1 If an Umpire Review (under paragraph 2) and a request for a Player Review (under paragraph 3) are made following the same delivery but relating to separate modes of dismissal, the incidents shall be addressed in chronological order. If the conclusion from the first incident is that a batter is dismissed, then the ball would be deemed to have become dead at that point, rendering investigation of the second incident unnecessary.

4 **Interpretation of Playing Conditions**

4.1 When using a replay to determine the moment at which the wicket has been broken (as per clause 29.1), the third umpire shall deem this to be the first frame in which one of the bails is shown (or can be deduced) to have lost all contact with the top of the stumps and subsequent frames show the bail permanently removed from the top of the stumps.

4.2 Where LED Wickets are used (as provided for in paragraph 3.8.1.6) the moment at which the wicket has been broken (as per clause 29.1) shall be deemed to be the first frame in which the LED lights are illuminated and subsequent frames show the bail permanently removed from the top of the stumps.

# Appendix E – Umpire Review – When Match Referee acting as Third Umpire

**1 General**

1.1 In all Multi Day Matches, where there is no provision for live or delayed telecast, but the match is covered by static cameras by BCCI, the Match Referee will act as third umpire.

**2 Umpire Review – When Match Referee acting as Third Umpire**

In the circumstances detailed in paragraphs 2.1 below, the on-field umpire shall have the discretion to refer the decision to the third umpire before making the decision.

Players may not appeal to the on-field umpires to use the Umpire Review. Breach of this provision may constitute dissent and the player may be subject to disciplinary action under the BCCI Code of Conduct for Players and Player Support Personnel.

**2.1 Run Out, Stumped and Hit Wicket Decisions**

2.1.1 The relevant on-field umpire shall be entitled to refer an appeal for run-out, stumped or hit wicket to the third umpire.

2.1.2 An on-field umpire wishing to refer a decision to the third umpire shall signal to the third umpire by making the shape of a TV screen with his/her hands.

2.1.3 In the case of a referral of a hit wicket or stumped decision, the third umpire shall first check the fairness of the delivery (Only with respect to foot faults or bowler breaking the wicket). If the delivery was not a fair delivery the third umpire shall indicate that the batsman is Not out and advise the on-field umpire to signal No ball. See also paragraph 2.2 below.

2.1.4 If the third umpire decides that the batsman is Out, a red light shall be displayed; if the third umpire decides that the batsman is Not out, a green light shall be displayed. Should the third umpire be temporarily unable to respond, a white light (where available) shall remain illuminated throughout the period of interruption to signify to the on-field umpires that Umpire Reviews are temporarily unavailable, in which case the decision shall be taken by the on-field umpire. As an alternative to the red/green light system, red/green flags may be used for the purpose of conveying the third umpire's decision.

In a match where only static cameras are used, when viewing a Stumping or Hit wicket referral, if the BCCI Match Referee has conclusive evidence of the Wicket keeper's encroachment, he shall advise the striker's end umpire to signal a No ball, and the striker shall not be dismissed.

Also, when viewing a Stumping or Hit wicket referral, if the BCCI Match Referee finds that the batsman is bowled then he must convey his decision as out bowled (Lights/Flags).

**2.2 No Balls**

2.2.1 If the bowler's end umpire is uncertain as to the fairness of the delivery (only with respect to foot faults and bowler breaking the wicket) following a dismissal, either affecting the validity of the dismissal or which batsman is dismissed, he/she shall be entitled to request the batsman to delay leaving the field and to check the fairness of the delivery

(only with respect to foot fault and bowler breaking the wicket) with the third umpire. Communication with the third umpire shall be by two-way radio.

2.2.2 The third umpire shall check for No ball (only with respect to foot faults and bowler breaking the wicket). The third umpire shall apply clause 21.5 when deciding whether a No ball should have been called (and must therefore be satisfied that none of the three conditions in clause 21.5 have been met before calling a No ball).

2.2.3 If the delivery was not a fair delivery, the bowler's end umpire shall indicate that the batsman is Not out and signal No ball (except in the case of a dismissal for obstructing the field, which may still be effected despite a No ball being called, in which case the bowler's end umpire shall indicate that the relevant batsman is Out and additionally call a No ball).

2.2.4 If a No ball is called following the check by the third umpire, the batting side shall benefit from the reversal of the dismissal and the one run for the No ball, but shall not benefit from any runs that may subsequently have accrued from the delivery had the on-field umpire originally called a No ball. Where the batsmen crossed while the ball was in the air before being caught, the batsmen shall remain at the same ends as if the striker had been dismissed, but no runs shall be credited to the striker even if one (or more) runs were completed prior to the catch being taken.

**3 Interpretation of Playing Conditions**

3.1 When using a replay to determine the moment at which the wicket has been put down (as per clause 29.1), the third umpire shall deem this to be the first frame in which one of the bails is shown (or can be deduced) to have lost all contact with the top of the stumps and subsequent frames show the bail permanently removed from the top of the stumps.

3.2 Where LED Wickets are used (as provided for in paragraph 3.8.1.6) the moment at which the wicket has been put down (as per clause 29.1) shall be deemed to be the first frame in which the LED lights are illuminated and subsequent frames show the bail permanently removed from the top of the stumps.

## Appendix F – Calculations

Calculation Template for Last Day of Multi Day Match

This template applies to any interruption on the last day which causes a loss in actual playing time, (i.e. an interruption longer than the amount of extra time available) and where play resumes after the scheduled tea interval. Where play resumes prior to tea, then the calculation of overs remaining in the day is performed as per Days 1-4, with the scheduled time for the last hour affected only by the adding of any extra time. Lines A, B, C, D and E should be completed at the start of an interruption on the final day.
If play resumes without any lost playing time, or prior to the tea interval, then this sheet can be discarded.
Once the length of interruption exceeds D and actual playing time is lost, then line F can be completed. Lines G and H can be completed immediately if the interruption starts after tea, otherwise as soon as the interruption includes the tea interval.

| | | |
|---|---|---|
| A | Start of interruption | |
| B | Minimum overs remaining before start of last hour as at time A – (See Note 1) | |
| C | Time required to bowl minimum overs @ 4 mins per over (B x 4) | |
| D | Extra time available as at time A | |
| E | Scheduled time for last hour as at time A | |
| F | Rescheduled time for last hour (Time basis) (D + E) | |
| G | Length of intervals covered by interruption:<br>enter 40 (lunch), 20 (tea), 60 (both) or 0 (neither) | |
| H | Rescheduled time for last hour (Overs basis) (A + C + D + G) | |
| I | Later of F and H above | |
| J | Time play resumes | |
| | Case A: If J is earlier than I, play resumes prior to the last hour | |
| K | Minutes playing time lost ( J – A – D – G ) | |
| L | Overs lost @ 4 mins per over (see Note 2) | |
| M | Minimum overs before start of last hour (B – L) (See Note 1)<br>The last hour then starts at the later of the time in Line F and the completion of the overs in Line M<br>Case B: If J is not earlier than I, play resumes in the last hour | |
| K | Time for last hour to finish (I plus 60 minutes) | |
| L | Minutes remaining in last hour (K – J) | |
| M | Overs remaining in last hour (L / 4 mins or part thereof)<br>(see Note 1) | |

Note 1: If an interruption occurs part-way through an over, in Row B enter the number of full overs remaining, ignoring the part over. Then in Row M, add back the part over to the minimum overs to be bowled on resumption.

Note 2: The actual overs lost for a given interruption will also reflect any earlier interruptions in the day, so that one over is lost in the day for each full four minutes of aggregated playing time lost. For example, 15 minutes loses 3 overs, but another 15 minute delay loses 4 overs.

**Appendix – G : Guidelines for applying Playing Conditions and the use of Light Meter**

1.1 The umpires shall use light meter readings as a guideline for determining whether the light is unfit/fit for play.

1.2 Light meter readings may be used by the umpires:

(a) At any time to determine whether there has been a deterioration or improvement in the light.

(b) As benchmarks for the remainder of a stoppage in the match

The terms 'unsuitable' or 'unfair' are not valid reasons for suspending play. Conditions need to be 'safe' to continue playing and 'unsafe' to suspend play. Umpires should only suspend play when conditions are 'dangerous.

**In practice the processes will work as follows:**

(a) On the first occasion when bad light is approaching in a match, the umpires shall consult. Unless the conditions have suddenly become unsafe with light deteriorating quickly (in which case the umpires shall stop play immediately), this first consultation will normally result in the umpires agreeing to re-evaluate again at a later stage - should the light conditions deteriorate.

NB. A light reading may be taken at this stage to assist the umpires in assessing whether the light is deteriorating or not. (For clarification, this reading, if taken, has nothing to do with any sort of benchmark related to suspension or resumption of play)

(b) This initial consultation should also alert the fielding captain to reassess his bowling options, if necessary. Unless conditions are unsafe, the umpires will issue a clear instruction that play is to continue.

(c) After this first consultation, if either of the umpires then considers that the light has deteriorated further, and it is now unsuitable for play, the umpires shall consult again.

(d) A further light reading shall be taken to check that the light has in fact deteriorated. The umpires shall again determine whether the conditions are unsafe for play, taking into account the bowler who is bowling at the time.

NB. In an ideal situation this might be the best time to suspend play.

(e) However other issues may arise:

If a fast/fast medium bowler is bowling and the umpires are of the view that the light is unfit for this type of bowling but would be satisfactory for a medium/slow bowler they shall inform the fielding captain.

(f) If the fielding captain chooses not to change the bowler then the umpires shall suspend play. A light reading shall be taken at this point, which will act as the benchmark for all future light decisions in respect of fast/fast medium bowlers.

(g) If the fielding captain changes the bowler to a medium/slow bowler, the umpires have another decision to make and shall probably allow play to continue again.

(h) If either of the umpires decides that the light has deteriorated further, to the extent that it is now unsafe for medium/slow bowlers, then the umpires shall again consult. If the umpires agree that the light is unfit for play, then play will be suspended and the light reading is taken as the future benchmark for medium/slow bowlers. A light reading shall be taken at this point, which will act as the benchmark for all future light decisions in respect of medium/slow bowlers.

Light meters should be used only to assist the umpires in their decision-making. They are to be used only as a guide, once a previous benchmark has already been set.

Setting a "soft" benchmark early in the match could make getting a result and playing longer, much more difficult at the end.

Approaches to consider when deciding whether to come off for bad light.

1. The first time that play is suspended for bad light – that reading becomes the benchmark (guide) for the match. That is the time to push the boundaries hard, every time.

2. There should be visible proof of light affecting the fielder's ability to see the ball – not just one occurrence and it should be genuine and not game tactic related.

3. Grounds are different – Each ground is different. So readings at each ground will be different.

**Umpiring Technique – judgment**

**Factors to consider when judging the light (for batsmen)**

i. Type of bowling (fast or slow)

ii. Are the batsmen hitting boundaries and scoring freely?

iii. Factors to consider when judging the light (for all players - unsafe to continue)

iv. Standing at square leg - do you lose the ball in the "V" as it is delivered to the batsman

v. Are the fielders losing the ball in the background?

vi. Are lights in and around the ground really bright?

**Teamwork**

i. Use only one (1) light meter - the same one between umpires for the match

ii. Use signals to know when to consult and to communicate dropping or improving light

iii. Keep consultations brief (30 seconds maximum)

iv. A mid over suspension of play may deny the fielding captain from changing his bowlers from fast to slow to extend the possibility of playing. If the light drops sharply during an over - you do not have to wait until the end of the over.

Maximize play where possible by keeping the fielding captain in the loop with your thoughts. 'We are not too far away from considering the light'.

Standing near the center of the pitch, record readings from both ends and in the same spot for consistency - write the readings down.

When the on field umpires are finding it difficult to pick up the ball, this is considered the correct time for the umpires to confer and consider the light and discuss the options. Both on field umpires must agree to suspend play. If only one on field umpire believes that play should be suspended, then play should continue.

Once the umpires have made the decision to suspend play there should be no further debate with the fielding captain. When umpires have made decisions - clear information is to be given to : both captains; the ground authorities; and the official broadcasters.

The umpires should still endeavour to ensure that:

1) Playing time is maximized within the parameters set out in the Laws and the playing conditions.

2) Umpires should not suspend play as soon as conditions become less than perfect, but only when the conditions are unsafe for play to continue.