



# OPEN LEARNING MANUAL

Laws of Cricket (2000 Code 4th Edition – 2010)

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## 2000 Code of Laws 4th Edition – 2010

### Preliminary Observations

**The purpose of this manual** is to set out a straightforward account of the Laws of Cricket, in a form which the student can easily digest and from which he can learn. Its primary aim is not to train umpires to pass examinations, but to help them to do a better job on the field of play. It offers the two essential tools – a good knowledge of the Laws and basic understanding of the principles of applying them on the field of play. On the other hand anyone who is interested in gaining a qualification will find within the covers more than sufficient for the first stages of examination and a good basis for later stages. Further information on examinations can be obtained from your local umpires' association.

The Manual is designed for home study, but can also be used as a supplement to a course of instruction. All the Laws of Cricket are dealt with, for completeness, although some provisions apply only in higher level matches. For example, questions of following on, or of a captain forfeiting an innings, cannot arise unless the match is scheduled to have two innings for each side, which is not the case except in higher levels of cricket. Most of the Laws however deal with matters which can arise in any match. Umpires must remember that in addition to the Laws themselves there may be special regulations applying to particular matches only. When officiating in any match, they will need to know what, if any, those regulations are.

**The manual is to be used** in conjunction with the Laws of Cricket (2000 Code 4th Edition – 2010). Copies can be obtained from MCC at the following address: Marylebone Cricket Club, (MCC Book Shop), Lord's Cricket Ground, London, NW8 8QN.

Within each Law, the points for study are summarised under the heading '**Analysis points**'.

The provisions of Law on these points are explained under the heading '**Commentary**', in which points are lettered to match the Analysis Points. The page numbers are in the form (for example) Law 15 – 4a. '15 – 4' indicates that this is the 4th page of text about Law 15, not that it is about Section 4 of Law 15. That is shown as Law 15.4. The final 'a' indicates that this page is as published in the edition of the Manual which refers to the 2nd edition (2003) of the 2000 Code of Laws. In subsequent editions of the Manual these final letters are changed sequentially. In the Manual relevant to the 2008 edition of the Code they are 'b'; for this 2010 edition of the Code they are 'c'.

Although the 2010 Edition of the 2000 Code is not a new Code, it is a major overhaul of details in the Laws. In addition to these details there are a number of significant changes of Law. These changes have together necessitated revising the text, to a greater or lesser extent, on approximately half the pages of the Manual. Consequently this edition of the Open Learning Manual is to be regarded as a new issue, replacing previous editions. For this purpose all identifying letters (as explained above) will become c irrespective of whether or not there has been any change of wording on a particular page. For the future, the policy of renumbering pages when there are only a few changes of Law will be reviewed.

*continued overleaf*

When studying any particular Law, the student should remember to look in the Definitions in Appendix D to the Laws of Cricket. These have been collected together to avoid much repetition in the Laws and will clarify many points. From here on, the five appendices to the Laws will be referred to simply as Appendix A, Appendix B, Appendix C, Appendix D and Appendix E. Appendices to this Manual will be numbered, not lettered.

**The Preamble to the Laws – The Spirit of Cricket** – also gives guidance on judging what is fair and what is unfair.

The Manual divides the 42 Laws and appendices into 10 sections, as listed below. At the end of each section there are 'self-test' questions. The answers are at the end of the Manual, in Appendix 1. It is strongly advised that the student establishes a good grasp of one section before going on to study another one.

**On the field of play**, an umpire must be ready both to seek assistance from and give assistance to the other umpire. This will largely be on matters of observed fact, and on such things as checking the number of balls already bowled in an over, but could include judgment as to whether action by a player was accidental or a deliberate unfair act. The two umpires in a match should always work as closely together as possible. Specific points are given under appropriate Laws. There is a further need to liaise closely with the scorers.

**Finally**, throughout the Laws and this manual. 'the umpire', without any other description, always means the umpire at the bowler's end.

Contents of Sections are as follows:

Section 1	Laws 1 to 4
Section 2	Laws 5 to 11
Section 3	Laws 12 to 17
Section 4	Laws 18 to 21 and Law 26
Section 5	Laws 19 to 25
Section 6	Laws 27 to 29
Section 7	Laws 30 to 35
Section 8	Laws 36 to 39
Section 9	Laws 40 to 41
Section 10	Law 42
	Appendix 1 – Answers to Revision Questions
	Appendix 2 – Appendices to the Laws

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## 2000 Code of Laws 4th Edition – 2010

### Section 1

#### The players and officials

#### Laws 1 to 4

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- Law 1      The players
- Law 2      Substitutes and runners;  
              Batsman or fielder leaving the field;  
              Batsman retiring;  
              Batsman commencing innings
- Law 3      The umpires
- Law 4      The scorers

**LAW 1: THE PLAYERS****Analysis points**

- a* Number of players  
more or fewer than 11
- b* Captain nominating players  
changing a player
- c* Deputy to act for captain  
especially for toss and nomination  
who can be deputy
- d* Captain responsible for ensuring fair play

**Commentary**

- a* Law 1.1 specifies 11 players in a side and this is the normal situation. A side, often called a team, can comprise fewer than 11 or more than 11 players, but special arrangements must be made before the toss for either of those cases. Even if it is agreed that a team can consist of more than 11 players, there must be no more than 11 fielding at any given moment. It is not necessary for the whole of each team to be present for the match to commence, although clearly it would not be sensible for a team to start with only two or three players. There may or may not be special regulations for the match which insist on a certain minimum number before starting.
- b* One of the team is to be its captain. Umpires must discover who this is. The captain's first duty is to give one of the umpires a written list of the players in his team, and this must be done before the toss. The time when the toss is to take place is laid down in Law 12. The phrase 'before the toss' is one of those defined in Appendix D. A captain will often wish to have sight of his opponent's list. The scorers will certainly want both lists.  
The 11 (or number agreed otherwise) on the list are 'nominated players'. These are the players, and no others, who are allowed to take a full part in the match. One of the umpires' duties is to ensure that only nominated players take a full part in the match.  
There are two ways in which other players may take part.  
The list may be changed, so that a name is deleted from it and a new one put in instead. To do this a captain must have the consent of the opposing captain. The latter is by no means obliged to give it. If the original list was incomplete, then a new name can be added, but this still requires the consent of the other captain. If there is any question of such a change, umpires need to be assured that the necessary consent has been given and to know who the newly named person is. He then becomes a nominated player, as though he had been on the original list. Anyone deleted ceases to be a nominated player. Such changing of the list of nominated players is not common.  
It may be possible for another player to act, in a very restricted capacity, on behalf of a nominated player. This is the subject of several sections of Law 2.
- c* It may happen that the captain of a team is not available to discharge the duties required of him. If this is so, a deputy must act instead of him. This is true at any time during the match but, in particular, the umpires must insist that someone submits a list of nominated players and conducts the toss within the time limits laid down in Law 12. There is no restriction on who gives the list of players to one of the umpires. Once this list of players has been given to an umpire, however, anyone acting as deputy, to conduct the toss or at any subsequent time, must be one of those on that list – a nominated player.
- d* In addition to practical matters of batting, bowling and field placing, and a few specific duties, the captain is responsible for seeing that his team plays the game fairly. In this respect, umpires should regard the captain as the disciplinary officer of his team. The Preamble – the Spirit of Cricket – gives important guidance on the interpretation of 'fair' and 'unfair'. It should be studied carefully, although it does not attempt to give a full list, but sets out some examples of unacceptable practices.

## LAW 2: SUBSTITUTES AND RUNNERS; BATSMAN OR FIELDER LEAVING THE FIELD; BATSMAN RETIRING; BATSMAN COMMENCING INNINGS

### Analysis points

- a* Entitlement to substitute or runner  
injury or illness during match
- b* Substitute or runner at umpires' discretion
- c* Opposing captain has no power to object to  
who acts as substitute  
where substitute fields
- d* What substitute is allowed/not allowed to do
- e* Player who has had a substitute can bat and bowl
- f* Fielder absent from or leaving field  
permission to return  
penalty after return without permission  
timing of absence  
unscheduled interruption during absence  
interval during absence  
bowling after return
- g* Runner  
who can be runner  
dress and equipment  
where runner to stand
- h* Batsman with runner  
where to stand when not striker  
penalties/dismissals as striker  
penalties/dismissals when not striker
- i* Batsman retiring  
when  
reason for retiring  
conditions for resuming innings  
entry in score book
- j* Commencement of batsman's innings

### Commentary

#### Definitions

A player who fields instead of a nominated player is a **substitute**.

The role of a batsman is two-fold. On the one hand he faces the bowling and hits, or attempts to hit the ball; on the other hand he runs between the wickets. For a partially incapacitated player these roles may be separated, so that one player may (attempt to) hit the ball, but another player runs between the wickets. The latter is a **runner**.

#### Preliminary comment

The many provisions of this Law have been grouped as follows in the Analysis points and Commentary.

Sections *a* and *b* explain when the umpires will allow either a substitute or a runner.

Sections *c*, *d* and *e* deal in detail with substitutes.

Section *f* sets out the conditions on a fielder who is not himself fielding, irrespective of whether a substitute is allowed for him or not.

Sections *g* and *h* set out the Law applicable in the case of a batsman who has a runner.

Sections *i* and *j* deal with a batsman

retiring (deciding to stop batting and leave the field)

resuming his innings after retiring

starting his innings initially.

Allowing a substitute or runner

- a 'During the match' is one of the formal definitions in Appendix D. It does not mean 'while play is in progress'. It is the whole time from the moment of the toss until the match is finished. 'After the nomination of the players' is the same continuous period of time, with the addition of the period from the moment when the lists are given to the umpires until the toss.

If a nominated player is taken ill or sustains an injury  
**and** the umpires are satisfied that this has occurred 'after the nomination of the players'  
 a substitute or a runner is to be allowed, without question.

The substitute will field *instead* of the nominated player. The runner runs *in conjunction with* the partially incapacitated batsman.

Note that here it is the circumstances that justify the concession. Neither umpires nor captains have the power to deny it. The umpires must, however, be satisfied that injury or illness has occurred after the nomination of the players and see that the conditions and restrictions imposed by Law (set out below) are observed.

- b The umpires are permitted to allow a substitute or a runner, if they consider reasons other than illness or injury during the match are sufficient to justify it. The problems must be of some gravity. Two examples of 'reasons sufficient to justify it' are  
 a doctor called away to an emergency – a substitute could be allowed  
 a player with an artificial leg, who could field in a static position in the slips but could not run between wickets – a runner could be allowed.

'Changing shirt, boots etc' is specifically excluded in Law as sufficient reason for allowing a substitute. Umpires will not allow a substitute or runner for similarly trivial reasons.

Note that in this case it is the umpires' decision as to whether a substitute/runner is to be allowed. If they do, the captain of the opposing side cannot object. If the umpires decide that a substitute or runner is not justified, then none will be allowed, irrespective of the views of either captain.

The Law relating to substitutes

- c If one of the nominated players cannot field, it is obvious that a substitute has to be brought in from outside the nominated list. Anyone can be used as a substitute. The fielding captain is responsible for deciding who it shall be. Often, well organised teams will have a '12th man' appointed with the idea that he can act as a substitute if required. He is acceptable as a substitute, if one is allowed, but the captain is not compelled to use him as one. Whoever is chosen, the captain of the batting team has no option but to accept this person. Note that while a 12th man may well be named beforehand, he is not a nominated player.

When a substitute comes on to field instead of a nominated player, he is not compelled to field in the position vacated by the original player. The fielding captain can place him anywhere, with the one exception that he is not allowed to keep wicket. If the reason for a substitute is the absence of a wicket-keeper, then one of the nominated players must take over this role. The substitute fielder must field in some other position.

- d A substitute cannot act as wicket-keeper. He is also prohibited from  
 acting as captain. If it is the captain who is incapacitated, it has already been noted that a deputy must act for him and, the teams have been nominated, the deputy must be one of the nominated players.  
 bowling.  
 batting. He was allowed to join the side as a substitute *fielder*. When that team is batting he can take no part. Only nominated players can bat. He cannot even act as a runner (see section g).

- e In contrast to the prohibition described in d, it is quite legitimate for a player who has had a substitute to return to the field and then to bowl, or when his side is batting, to bat. For example, a player sustains a serious blow and is taken to hospital for X-ray and examination. After some hours he is pronounced fit to play and returns. While he has been absent, a substitute has fielded instead

of him. When he returns, the substitute is dispensed with and he himself, as a nominated player, can take a full part in the game, though the restriction described in Comment *f* may apply.

*f* A player 'withdrawing' from fielding

(i) absence

Perhaps a player does not appear when his side comes on to the field at the beginning of a session of play. Perhaps he actually leaves the field during play. The difference between just going outside the boundary and leaving the field is described in the Definitions in Appendix D.

The umpire (that is the umpire at the bowler's end) must be *informed* of the reason for the absence of the fielder. Normally the captain of the fielding side will do this. Occasionally the player himself will explain the problem before leaving. If necessary the umpire must enquire. As we have seen above, reason for absence determines whether a substitute can be allowed.

(ii) return

Although the umpire need only be *informed* why a fielder is absent, the umpire must *consent* to the fielder's return. This is not to say that the umpire has the power to forbid or allow the return. It is so that the umpire can choose a suitable time for it. If there has been a substitute, he must go, so that no more than 11 fielders are on the field. If there has been no substitute, the captain may well wish to adjust his field at this point. The umpire must choose the moment of giving permission to minimise the delay in play which either of these situations could cause. On the other hand the umpire must not keep the returning fielder waiting unnecessarily. He must look for a suitable point, as soon as he is made aware that the fielder wishes to return.

The fielder might perhaps return without permission. Whether this is a deliberate attempt to gain fielding advantage or, much more likely, through misreading the situation or ignorance of the Law, he will incur a penalty if he comes into contact with the ball, while the ball is in play.

Briefly,

- the ball becomes dead on the instant of contact
- 5 penalty runs are awarded to the batting side, which entails a signal to the scorers
- all the relevant people are to be told
- the ball is not to count as one of the over
- the incident is to be reported (as soon as possible after the match).

Once the incident is concluded on the field, to regularise the situation the necessary permission to return should be given (and any substitute must leave).

As always, any penalty for a No ball or Wide will stand. In addition, any runs completed by the batsmen will count, including the run in progress if they had crossed at the instant of the fielder's contact with the ball. These runs will be extras or credited to the striker as normal. Once the incident is concluded on the field, to regularise the situation the necessary permission to return should be given (and any substitute must leave).

Students should fill in the details of this outline procedure by studying Law 2.6.

(iii) how long was the fielder absent?

This is not simply a matter of the difference between the time he went off (or first failed to appear) and the time of his return. There are several provisions about how much of that total time is to count and how much is to be ignored.

The time during a match can be divided into three 'types'.

**Playing time** – Players are on the field and play is taking place even though at any particular moment nothing may be happening. For example, a wicket has fallen and a new batsman is awaited before the next ball is to be bowled. This still counts as playing time. Playing time starts when **Play** is called and stops when **Time** is called. Calls of Play and Time are explained in Law 16, but it is not necessary to study that Law immediately.

**Interval** – An arranged break in play, such as the break between innings, or the lunch interval. An interval starts when **Time** is called and ends when **Play** is called for the start of the next session of playing time. Although players remain on the field (normally) during a drinks interval, this still counts as an interval.



**Interruption** – Play is not in progress because of some unforeseen event, often bad weather. Again an interruption is bounded by the calls of Time and Play, just as for an interval. The difference is that an interval is arranged, an interruption is unforeseen.

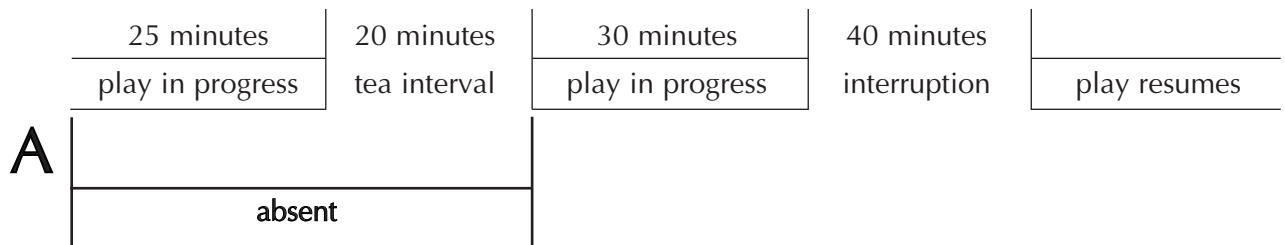
In counting how long a fielder has been absent, **only playing time** is to be taken into consideration.

If an *interval* forms part of the time the fielder was absent, then the time taken for the interval is not included in counting how long he was absent.

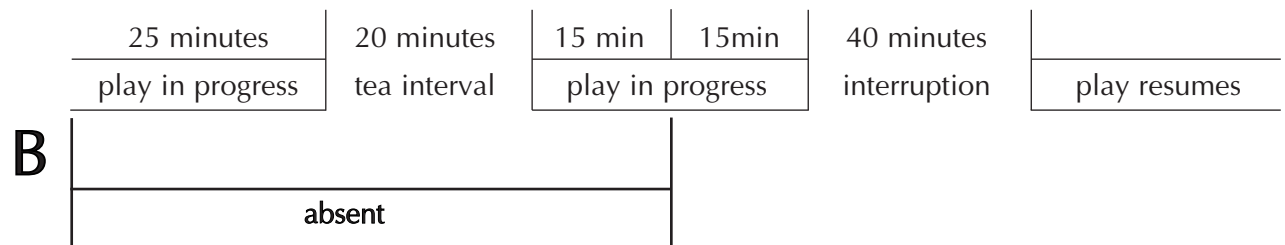
If an *interruption* forms part of the time the fielder was absent, then the time taken for the interruption not only does not count towards the time of his absence, it **can** count as time he was actually on the field, **if** he returns to the field as soon as the interruption is over. If he remains absent when the interruption is over, this concession does not apply.

It follows that umpires must be meticulous in noting the times when a session of play starts and finishes, as well as the fielder's times of departure and return.

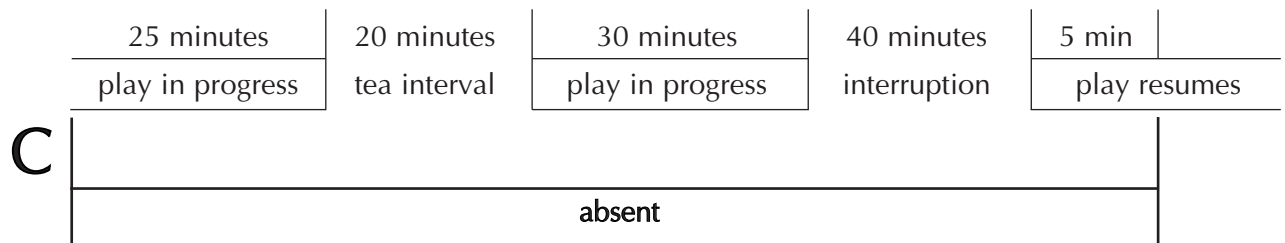
The diagrams show four situations in which a fielder leaves 25 minutes before the tea interval. When play has been in progress for 30 minutes after tea, there is an interruption lasting 40 minutes. Play is then resumed.



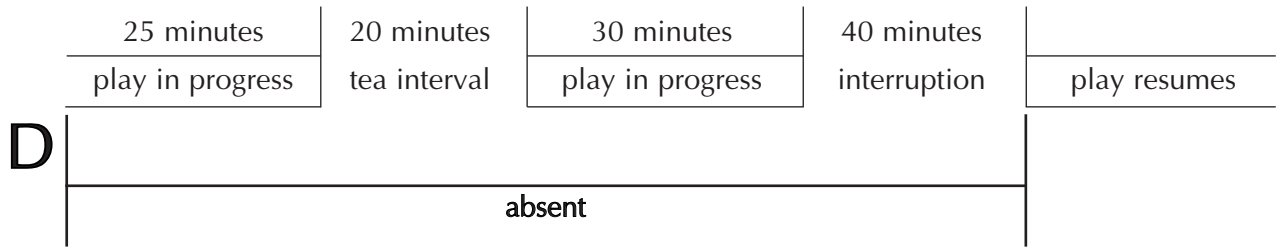
Fielder A, returning after tea has been absent for 25 minutes of playing time. Ignore the tea interval.



Fielder B, returning 15 minutes into the session after tea has been absent for 25 + 15 (=40) minutes of playing time.



Fielder C, returning 5 minutes into the last session shown, has been absent for 25 + 30 + 5 (=60) minutes of playing time. Interval and interruption are both ignored.



Fielder D, returning after the interruption, has been absent for 25 + 30 (=55) minutes of playing time and *counts as having already been on the field for the 40 minutes of the interruption*. This does not apply to C, who did not return at the end of the interruption. The time when D was actually fit to return is not relevant.

(iv) a fielder who has been absent being allowed to bowl

If the playing time he has been absent, as set out above, is less than 15 minutes, he may bowl as soon as his captain wants. This does not apply to any of A, B, C, or D.

If he is absent for 15 minutes or more of playing time, then he must be on the field (or count as being on the field) for exactly the same length of playing time as he was absent, before he is eligible to bowl.

A could bowl after 25 minutes of the middle session.

B needs to wait for 40 minutes of playing time after his return. 15 of those minutes are in the latter half of the middle session. The other 25 he can count as during the interruption, because he returned with the others after the interruption. He could bowl straight away in the final session.

C cannot count the interruption as time on the field, because he did not return immediately after it. He would have to wait for an hour of playing time after his return.

D who has to wait 55 minutes of playing time can count 40 of them already done, because of the interruption. He need wait only 15 minutes into the final session.

*g* Runners

A substitute has to be someone not on the team's nominated list. The exact opposite applies to runners. *Only a nominated player of the same side as the batsman himself can act as a runner.*

He must have already batted except in the one case where it is one of the two opening batsmen who is granted a runner. In this situation someone from much lower down the batting order should act.

He must wear batting pads and gloves if the batsman does. He must wear a helmet if the batsman does.

He must carry a bat.

When a runner's batsman is facing the bowling, the runner must stand so as to be grounded behind the popping crease at that end. The striker's end umpire needs to be able to see him, to see the batsman and to see the popping crease. He will direct the runner to stand so that he, the umpire, has the best view of these things. This will usually be with the runner at square leg, the umpire himself moving over to the off side.

When a runner's batsman is not facing the bowling, the runner takes up the position of an ordinary non-striker.

*b* Batsman with runner

When he is not facing the bowling, he must stand where he is least likely to be in the way of the fielders. The striker's end umpire will decide where this position is and direct the batsman to stand there. Although not always possible, especially if the umpire has reason to be on the off side, it will usually be somewhat backward of square leg, a good distance from the wicket, but positioned

somewhere near the umpire, who needs to be aware of any action or movement by him. In this position he is regarded as out of the game. He can still incur penalties, however, or be dismissed, if his actions are not consistent with being out of the game. He might deliberately get in the way of a fielder. He might handle the ball while it is in play – and so on. If he does, then the Laws will apply to him as normal.

When he is the striker, he and his runner between them count as a single person. He can be out or incur a penalty because of something he does himself, or because of something his runner does. There is, however, a special provision about being run out that applies only to a striker with a runner. If he is out of his ground when the wicket at the wicket-keeper's end is put down, then he will be out, without regard being taken of where the runner and non-striker are. Section 8(c) sets out whether he is out Stumped or out Run out. The criteria differ slightly from those for a normal striker, because a striker with a runner is not to be regarded as attempting a run whether he is moving or stationary. He has relinquished his running to his runner, who is excluded from consideration by this particular clause. Whether he is dismissed Run out or Stumped, any runs completed by his runner and the non-striker will be disallowed. This cancellation of runs applies only if the striker himself is out Run out or Stumped and does not include any penalties. Those will still be counted. If he is out because his runner is out for any reason, all runs will be scored as normal.

*i* Batsman retiring

This is not the same as 'walking' from the wicket when he is out but no appeal has been made. It is a decision on his part to stop batting. It is usually a decision forced on him by injury. He may, however, simply decide to let some other members of his side have an opportunity to bat.

The only restriction on the timing of a batsman's retiring is that it must be while the ball is dead.

Just as the umpire must know why a fielder has absented himself from fielding, so also must he know the reason for a batsman retiring, because the conditions for the batsman to come back and continue his innings depend upon it. If the reason is not obvious and no information is volunteered, the umpire must enquire. He must not let play continue until he is informed.

A batsman who has retired may return and continue his innings. The conditions governing this are set out below.

#### BATSMAN RETIRING

Reason for retiring	Return	Does not return because	Entry in scorebook
Illness or injury during the match	BY RIGHT* *	Still unfit No wicket fall or retirement Any other reason	Retired – not out
Any other reason	Needs consent of other captain* *	Other captain refuses consent No wicket fall or retirement Any other reason	Retired – out
<b>* * Return can be only at the fall of a wicket or the retirement of another batsman</b>			

Note that the Law includes 'other unavoidable cause' in with illness or injury. Umpires must judge what this covers.

*j* When a new batsman's innings starts

This will be at the call of Play if he comes in at the start of the match or after an interval.

Example – the two batsmen opening a side's innings after the interval between innings.

Example – a wicket falls  
an interval (drinks/lunch etc) is taken  
new batsman comes in at the start of the following session.

A new batsman, however, more often comes in directly after the fall of a wicket, with no interval intervening. Then his innings starts when he steps on to the field of play, as long as Time has not been called for that session.

**LAW 3: THE UMPIRES****Analysis points**

- a* Umpires
  - two to be appointed
  - to control game as required by the Laws
  - with absolute impartiality
  - conditions for changing an umpire
- b* Umpires' duties before toss
  - when to arrive
  - what to agree with captains
  - what to decide and tell captains
  - informing scorers
- c* Umpires' duties before toss and during match
  - wickets and creases
  - boundary
  - implements and equipment
  - conduct of the game
- d* Sole judges of fair and unfair play
- e* Ground weather and light
  - umpires are final judges of fitness
  - dangerous conditions
  - unreasonable conditions
  - procedure if play is suspended
  - resumption of play after an interval
  - exceptional circumstances
- f* Positioning of umpires
- g* Umpires changing ends
- h* Consultation between umpires
- i* Signals to scorers
  - when made, by which umpire
  - separately acknowledged
- j* Umpires' responsibility with regard to scores
  - to satisfy themselves of correctness
  - what they must check with scorers
  - and when

**Commentary**

- a* The first three analysis points under *a* are virtually self-explanatory. The two umpires are there to see that all the details of the Laws are observed. They can help each other to do this in a multitude of ways. In particular the umpire at the striker's end will count the balls in the over to assist should the bowler's end umpire lose count for some reason. In general both will observe all the action, so that when one is called upon to adjudicate upon an incident, the other is ready to help with information about something that his colleague may not have been able to see.

Impartiality goes without saying. It is one of the most important qualities of an umpire.

The same two umpires should umpire throughout a game. Regrettably this requirement of Law is not always achievable. The only reasons *in Law* for changing an umpire are the same as those for allowing a substitute fielder - illness, injury or exceptional circumstances. If such a situation arises the other umpire will decide that the change of umpire is necessary the best available replacement will be brought in the captains have no powers in the matter of who the replacement is the captains may, however, if they so agree, make a positive decision that the replacement shall be a full one. Otherwise he will *automatically* act as striker's end umpire throughout.

*b* Before the match

## (i) Umpires alone

Umpires are to arrive at least 45 minutes before the start. They should make contact with officials in charge of the ground. This usually means someone dealing with preparing the ground including, of course, the pitch. There is no universally used description of such a person (or persons). For convenience, in this text the term 'groundstaff' will be used.

Although not laid down in Law, they need to meet each other and the scorers and familiarise themselves with the ground.

They should inspect the wickets and creases, to check that they comply with the Law. Appendices A and B give full details of the requirements.

They should inspect the boundaries and check that any sight-screen is completely outside the boundary.

If any faults are discovered in their inspections, they must make what arrangements they can to rectify them. Their responsibility for seeing that the provisions of the Laws are observed applies to the period before the match as well as during it.

## (ii) Umpires to agree with captains and tell scorers

Umpires must make a point of meeting captains before the toss to deal with the items under this heading, which are clearly laid down in Law 3.3. Special playing conditions affecting the match should also be confirmed at this meeting.

The hours of play may well have been laid down in competition rules and therefore not negotiable. It is, however, necessary that umpires and captains and scorers know what they are.

It must be agreed, not only how many balls, but exactly which ones are to be used. Law 5 requires that umpires then take charge of those balls for the whole of the match.

Timing of lunch and tea should take account of catering facilities if relevant. Timing of drinks should take account of weather conditions. All should be agreed so as not to erode playing time unnecessarily.

Details of what has to be agreed about boundaries are set out in Law 19.

## (iii) Umpires to tell the captains and the scorers

Umpires should note the difference between items under (ii) above - which are to be agreed between captains and umpires - and the two matters in Law 3.4, which are for the umpires to agree between themselves and then merely *inform* the captains (and scorers).

The back up timepiece is important. Many provisions of Law depend on accurate timing. Umpires must not risk being without means of knowing the time.

*c* During the match

## (i) Implements of the game and equipment

These are defined in Appendix D. Law 3.6 indicates where the relevant requirements are to be found. Umpires must 'satisfy themselves' that they are met.

Although the pre-match checking covers most of these items, the checking of wickets and creases, boundary and balls has to continue throughout the match. The wicket may be put down, or a bail be broken; the creases may be re-marked; a boundary rope may get disturbed; often the sight-screens have to be moved. The balls agreed before the toss may deteriorate. Each incoming batsman means a different bat needing a simple visual check.

Each player must wear no more protective equipment than permitted for that player (wicket-keeper, other fielders, batsmen).

'Equipment' covers items specific to players. In particular, Appendix E and Appendix C give details of requirements for bats and for wicket-keeper's gloves respectively. Section 6(b)(ii) of the Law recognises that it is impossible for umpires to check the very detailed requirements for the bat.

He must check what he can see – is the bat too long? – is it too wide? – is the blade clearly not made entirely of wood? Umpires will have to ascertain before the match whether bats covered in cloth or similar material – Type C bats – are permitted in this match.

(ii) Conduct of the game

The umpires are responsible for seeing that the provisions of the Laws are observed. This includes a requirement for play to be in the spirit and traditions of the game. Law 1 (and Law 42) lays on the captains the responsibility for ensuring this. The umpires have to see that the captains discharge this duty.

*d* The umpires are the sole judges of fair and unfair play. Many acts of unfair play are specifically defined within the Laws. It is for the umpires, and the umpires alone, to judge whether any action falls within one of those definitions or, if none of those definitions is relevant, whether the action is fair or not. The Spirit of Cricket, set out in the Preamble will give basic guidance.

*e* Whether conditions are suitable for play

(i) Ground, weather and light

The umpires are the *sole* judges of the fitness of conditions of ground, weather and light. In exercising this responsibility, umpires must accept that they have a duty of care for the safety of players and for each other. They must also remember that ‘ground’ includes the pitch, the rest of the square and the outfield. It is dangerous for play to take place if any reasonable person could foresee the likelihood of injury to someone on the field of play. The light may be so poor that some fielders will not be able to see the ball coming towards them soon enough to deal with it safely. The ground underfoot may be so slippery that the players (and even the umpires!) have difficulty in moving and are likely to slip badly and be injured. These are not necessarily the only considerations. The umpires must decide if conditions are dangerous or not. They will do this together, independently of any players. When they reach the decision jointly that conditions are dangerous, they will forbid play.

If play is not in progress, having been forbidden because conditions are dangerous or unreasonable, it is the umpires’ responsibility to monitor conditions. When they agree that conditions are now neither dangerous nor unreasonable, play is to resume. The captains have no say, nor is their opinion to have any bearing on the decision either to forbid play or to resume play.

(ii) Unreasonable conditions

The description ‘unreasonable’ is not to be interpreted as ‘not very good’. As an example, if a fielder has collapsed and is lying unconscious on the ground, it would be unreasonable to continue play. In such exceptional situations, the umpires are to proceed exactly as described for dangerous conditions. They must decide together whether or not a particular situation warrants forbidding play.

*f* The position of umpires

(i) The umpire at the bowler’s end

while the ball is being delivered – must stand in the line middle stump to middle stump, far enough back to see the bowler’s back foot land, without taking him further back than is absolutely necessary from the action of the front foot landing and subsequent events as the ball travels to the other end. He can accommodate requests from the bowler to alter his position only as far as these requirements permit, also taking account of the striker’s need to see the bowler’s action.

when the batsmen are running – must move to gain a side on view of the wicket and the creases at his end.

(ii) The umpire at the striker’s end

must stand with a side on view of the wicket and the creases at his end normally on the striker’s leg side

far enough back to be able to see the wicket and the popping crease simultaneously

far enough back to be reasonably out of the close fielders’ way

not so far back that his view of the action at the wicket is unnecessarily distant.

- g* In a game in which each side has only one innings, the umpires do not change ends. If two innings per side are scheduled, then the umpires change ends after both sides have each had one innings. Even though an innings may not have physically taken place, because it was forfeited, it counts as being one of the side's innings for this purpose.
- b* The umpires are instructed to consult each other 'whenever necessary'. The word 'necessary' specifically prohibits an umpire from *merely* seeking a second opinion on some incident. He must make his own judgments and decisions and be seen to do so. He must, however, base such judgments and decisions on the fullest evidence available. If, for instance, circumstances prevent him from observing all the *facts* necessary for making a decision, the word 'whenever' implies that he must not hesitate to consult if he believes that his colleague may be able to supply the missing information.

There are many situations where the umpires can give each other this kind of help without having to leave their positions to have a conference. A few helpful signals for standard situations can be agreed between the two of them before the match.

A signal by the striker's end umpire can show when he has counted 5 balls in the over. Some umpires make this signal after 4 balls. There must be clear agreement about this before the start, of course.

'Did the ball carry?' can be asked and answered 'Yes' by a small catching gesture, answered 'No' by any agreed negative gesture.

The striker's end umpire can touch his leg to indicate that the ball came off the striker's person rather than off his bat.

The vital point is that an umpire must understand what question is being asked, and the other one must be clear beyond doubt what the answer is. If unobtrusive pre-arranged signals don't achieve this, then a physical conference will be necessary.

In many instances of unfair play, the Law specifies what action is to be undertaken jointly by both umpires. Action in settling disputes should always be undertaken jointly.

In other cases, it may be necessary to confirm an opinion that a player's action was deliberate rather than accidental.

Consultation should be limited to situations where it is demanded by the Laws removing doubt about what has occurred, *where one umpire may have been better placed to observe some part of the action than the one who has to make the decision.*

- i* The umpire at the striker's end will make the *initial* call and signal during play if
- he decides that a delivery is a No ball
  - he has to call Dead ball
  - he decides that a run at his end was a Short run (this signal is not made until the ball is dead)
  - he gives a batsman out (there is no call with this signal and it is not repeated).

The umpire at the bowler's end equally has within his responsibility judgment of No balls, calling of Dead ball, judgment of Short runs at his end, dismissing a batsman. If *he* is the one who makes one of those decisions, *he* will then make the *initial* call and signal for it. He always has responsibility for calling and signalling Wide ball if one is delivered.

It is the bowler's end umpire who is to inform the scorers, when the ball is dead. He therefore repeats any signal of No ball or Dead ball initially made by the striker's end umpire. Short run is a special situation, explained in detail in Law 18. If he has to make more than one signal, they should be in the order set out in the following list.

When the ball is dead the bowler's end umpire will

first signal any penalty runs to either side that may have been awarded

then signal Short run if required. It may first be necessary to sort out with the other umpire exactly which runs were short and not to be scored. If more than one is not to be scored it is the bowler's end umpire who is to convey to the scorers the number of runs to be scored.

then repeat any signals that may have been made for No ball, Dead ball, Wide ball, even if some were first made by the other umpire

make any signal for Bye or Leg bye that may be appropriate

finally signal a Boundary 4 or 6 if there is one.

The umpire at the bowler's end will also indicate to the scorers at the appropriate times

when a new ball is taken into use.

when the last hour is to start.

It is essential that each umpire is aware of signals that the other has made.

It is essential that the umpire (at the bowler's end) receives a separate acknowledgement for each signal he makes to the scorers. From here on, if the text includes 'the umpire' just as it is, it will not be followed by the reminder '(at the bowler's end)'.

*j* The umpires are not responsible for the correctness of the scores, but must *satisfy* themselves that they are correct. Their remit in this respect extends only as far as

the number of runs scored by a side

the number of wickets that have fallen

and the number of overs (if this is important, as for example in the last hour).

Umpires should keep a watchful eye on the scoreboard throughout and must check the two (three) items above with the scorers every time they come off the field for an interval. Checking at the end of an innings, and even more at the end of the match, is vital. The result of the game depends on the final scores of each side.



## LAW 4: THE SCORERS

### Analysis points

- a* Scorers
  - two to be appointed
  - what they must record
- b* Scorers checking
  - with each other
  - with umpires – what and when
- c* Acknowledging signals

### Commentary

This Law is the mirror image of provisions in Law 3

- a* Two scorers should be appointed. This Law is often not observed, but is nevertheless important. Their job is to record the same things that the umpires must check
  - the number of runs scored by a side
  - the number of wickets that have fallen
  - and the number of overs (if this is important, as for example in the last hour).Most scorers will record much more detail than this, but are not obliged to by Law.
- b* Scorers must check with each other 'all the time', to ensure that there is no discrepancy between them. They have the responsibility for seeing that the scores are correct. The umpires' role is only to be satisfied of this correctness. Scorers must check the two (three) items above with the umpires every time the players come off the field for an interval. Checking at the end of an innings, and even more at the end of the match, is vital.
- c* In acknowledging each separate signal, they must be as sure that the umpire has received the acknowledgement as the umpire must be that it has been made.

## REVISION QUESTIONS

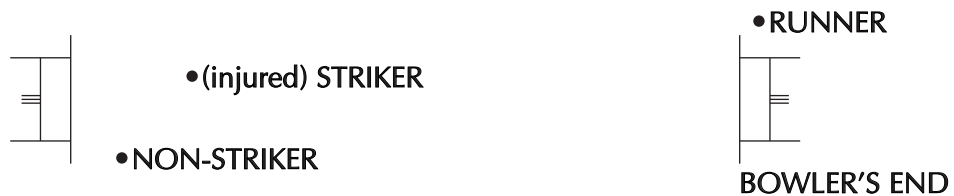
### Section 1

#### The players and officials

#### Laws 1 to 4

1. Is a fielding substitute allowed
  - a) to field in a close catching position?
  - b) to act as captain of the fielding side?
  - c) to be the wicket-keeper?
2. The match is due to start in 16 minutes' time. The toss has not been made because the captain of the visiting team has not yet arrived. What must the umpires do?
3. Certain matters are to be agreed or decided between the captains and umpires before the toss. When this has been done, the umpires have a duty to inform the \_\_\_\_\_. Supply the missing word.
4. A batsman is injured and is unable to complete his innings. How should this be recorded in the scorebook?
5. Which four signals given by an umpire must also be accompanied by a call?
6. The ball crosses the boundary in front of the score box. You signal Boundary 4 but receive no acknowledgement. What do you do?
7. You have taken up position at the bowler's end when the bowler asks you to step back two or three feet. Under what circumstances would you comply with the request?
8. A fielder leaves the field of play and is off the field for 23 minutes of playing time. After this player has been back on the field of play for 16 minutes, the captain of the fielding side indicates that he wishes the player to bowl. What action would you take?
9. The captain of the visiting side is late arriving. The team coach offers to make the toss. How should the umpires respond to this offer?
10. Rain has caused play to be suspended. The rain stops; after a little while the umpires go out to see what conditions are like. Both captains are keen to restart play. In what circumstances should the umpires nevertheless not allow play to restart?
11. A batsman is hit on the head by a rising delivery and is forced to leave the field. When would you and your colleague allow him to continue his innings?
12. Which four signals are made by an umpire while the ball is in play?
13. If a substitute is required for a fielder who has been injured what, as a member of the fielding side, is the substitute not permitted to do under the Laws?
14. A fielder is forced to leave the field for attention to a minor injury. He has been absent for 32 minutes when play is suspended due to heavy rain. When play resumes at the end of the interruption, which has lasted for 24 minutes, the injured player returns with his side. The captain asks you when the player will be allowed to bowl. How do you answer the query?
15. An injured batsman asks for a runner.
  - a) Who can act as the runner?
  - b) How must the runner be equipped?
16. Describe the signals for 5 penalty runs to the fielding side and Dead ball.

17. The umpire at the striker's end may sometimes wish to stand on the off side of the pitch. What should he do before moving to the off side?
18. When should the scorers expect the umpires to check the scores with them?
19. As the fielding side are about to take the field at the start of a match, one of their players trips and sprains his wrist. The captain of the fielding side asks if the 12th man could be a full member of the team instead of the injured man.
  - a) State the circumstances in which his request could be granted.
  - b) What happens if it is not granted?
20. What is each captain required to do in respect of nominating his players?
21. In what circumstances may an umpire be changed during a match?
22. An injured striker has a runner. After the ball is hit, all three batsmen run. A fielder throws in the ball and removes a bail from the wicket at the bowler's end. At this moment the positions of the three batsmen are as marked in the diagram. There is an appeal.



- a) How should the appeal be answered?
- b) If, without further incident, the non-striker then makes good his ground at the wicket-keeper's end, will a run be scored or not?
23. What specific items of the score must the umpires agree with the scorers?
24. Describe the signals for Leg bye and Revoke last signal.
25. **You are at the striker's end.** A batsman who has a runner is not taking strike. He is standing at square leg some 7 inches in front of the popping crease. The wicket-keeper notices this, puts down the wicket and appeals. How do you answer the appeal – and why?
26. What are the scorers required to record?
27. One of the umpires is suddenly taken ill and has to be escorted from the field. The Chairman of the home club advises that one of the spectators would be prepared to umpire for the remainder of the game.
  - a) Who is required to make the decision as to who takes over as umpire?
  - b) The captains are permitted to agree on one specific point about the replacement umpire. What is that point?
  - c) What happens if they do not agree on this point?
28. The umpires should suspend play when they consider the conditions are so bad that it would be \_\_\_\_\_ or \_\_\_\_\_ for play to take place.  
Supply the two words which are missing.
29. What situation would cause the umpires to consider that it was dangerous for play to take place?

30. The Law requires the umpires to agree certain items between themselves before the match and to inform captains and scorers of what they have agreed. What are these items?
31. A fielder runs off the field to collect sweaters for himself and two members of his side. The first ball of the next over is bowled before he comes out of the pavilion. As he emerges the ball is hit towards the pavilion but the batsmen do not run, expecting a boundary. The player drops the sweaters, runs on to the field of play, picks up the ball and returns it to the wicket-keeper. State in full the actions you are required to take.
32. Before the toss in a one-day match, you confirm with the captains that it is laid down in the Regulations that
- each side is to bat for a maximum of 45 overs.
  - the only interval is to be tea taken between the innings.
  - drinks intervals can be taken after 23 overs (without interruptions) of each innings.
- There are no other special conditions.  
Each captain hands you a match ball and a spare ball and these are all approved.  
What else does the Law require shall be agreed between umpires and captains before the toss?

# OPEN LEARNING MANUAL



## 2000 Code of Laws 4th Edition – 2010

### Section 2

#### The field of play and implements of the game

#### Laws 5 to 11

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Law 5	The ball
Law 6	The bat
Law 7	The pitch
Law 8	The wickets
Law 9	The bowling, popping and return creases
Law 10	The preparation and maintenance of the playing area
Law 11	Covering the pitch

**LAW 5: THE BALL****Analysis points**

- a Specifications of ball
  - for men's cricket
  - for women's cricket
  - for junior cricket
- b Balls to be approved
- c Balls to be under control of umpires
  - when umpires to take possession of ball in use
- d New ball
  - each innings
  - when new ball may be taken during an innings
- e Procedure if ball lost or unfit

**Commentary**

- a Only the weight and circumference of the ball are specified – for men's cricket in Law 5.1 – for women's cricket and junior cricket in Law 5.6.
- b Before the toss the captains and umpires are to approve those balls that are to be used in the match. This approval should include used balls to be available as replacements.
- c Before the toss, after balls have been approved, the umpires take possession of all these balls. One will be in use during play; the others remain in the umpires' possession throughout the match. The umpire who will be at the bowler's end for the next delivery is *required* to take the ball currently in use from the fielders
  - whenever a wicket falls
  - whenever Time is called for an interval
  - whenever Time is called for an interruption.

He *may* take it at other times. This is discussed under Law 42.
- d Law 5.3 indicates that normally there will be a new ball at the start of each innings, but allows for agreement otherwise. This agreement is to be 'before the match' so must either be part of the match regulations or made jointly by the two captains with the approval of the umpires, at latest before the toss.

The statement 'either captain has the right to demand a new ball at the start of each innings' means that, unless there is such an agreement, if either captain wants a new ball to start the innings, the other captain cannot prevent its use. Two possibilities exist for an innings starting with a used ball:

- there is an agreement to this effect as explained above
- both captains indicate that they do not wish to take up the option of demanding a new ball.

Law 5.4 states when a new ball may be taken other than at the beginning of an innings.

This is only in matches scheduled for more than 1 day.

It is an option; a new ball will not automatically be brought into use.

In this case, the option is available only to the captain of the fielding side.

The umpire must both ensure that his colleague knows when a new ball is taken and inform the scorers.

- e A ball will have to be replaced if the one in use
  - cannot be found – is perhaps lost in some bushes outside the boundary, under a building, etc
  - cannot be recovered – is stuck up a tree, has fallen into the river bordering the ground, etc
  - has become unfit for play. The umpires will decide if this is the case, though often it will be a player who draws attention to its condition.

Law 5.5 lays down the procedure. It is not the players but the umpires who choose the replacement ball. They must choose, from those available, the ball nearest to the requirements laid down in Law 5.5. There is a different procedure (in Law 42) if damage to the ball has been caused deliberately by a player rather than by ordinary wear and tear.

**LAW 6: THE BAT****Analysis points**

- a Categories of bat
- b Checking the legality of bats
- c The bat
  - held by batsman
  - contact between bat and ball

**Commentary**

The current form of this Law was first introduced in 2008. It was slightly modified in 2010 to change the description 'Grade' to 'Type'. This was to emphasise that the type of a bat is not an indication of its quality. The Law lays down very detailed specifications for the bat. These are set out in Appendix E. The manufacturers have the principal responsibility for seeing that bats comply with these. The umpires, however, can be expected to check no more than the visible features of a bat.

- a Categories of bat
 

The **Type** of a bat indicates which of a range of features it has. The requirements for type A are more stringent than for type B, which in turn are more stringent than for type C. All bats within the Law will be marked A, B or C in due course, to indicate the type, but many players will still have bats not so marked. However, in the absence of any Competition Rules banning Type C – bats with complete cloth covering – all three grades can be accepted in recreational cricket. Bats which do not qualify for any of the three categories may not be used except by special regulation or in forms of cricket not within the Laws.
- b Checking the legality of bats
 

An inspection of each bat that is brought to the wicket is not appropriate. Umpires should, however, be visually alert to see that:

  - the length is not more than 38 inches. Length varies with the stature of the batsman. The maximum of 38 inches is rarely reached in practice.
  - the width is not more than 4<sup>1</sup>/<sub>4</sub> inches. Umpires should check any bat that appears to be too wide. Bat gauges are available for this purpose.
  - there is nothing to indicate material other than wood in the blade.
  - the surface of anti-scuff material or any binding on the blade is not likely to damage the ball beyond normal wear and tear. Brittle plastic which can crack and develop sharp edges, a hard grained surface which could be abrasive are two examples of unacceptable materials.

The type of bat used will rarely be a problem unless there is a specific statement in the rules of a competition banning Type C.
- c Law 6.8 is extremely important. It has a direct bearing on many situations within the game. It applies in any Law where the bat is mentioned, except as set out in the paragraph below.
 

There are only two Laws (28 and 35), both relating to the putting down of the wicket, in which a bat not being held by a batsman has any relevance. This is spelt out clearly in the wording of those two Laws. Elsewhere, where there is no such specific wording, 'the bat' must always be taken as 'the bat held by the batsman'. The bat will be 'held' if the glove *worn* on a hand (or the bare hand) is in contact with the bat. Contact between the bat and a glove *not* being worn has no significance.

It should be appreciated that for a batsman anything attached to him which is not his bat is his person (and *vice versa*). The definitions in Appendix D give further guidance on what items make up his person.

	bare hand	glove worn on hand	glove attached* to batsman, not being worn
holding bat	bat	bat	N/A
not holding bat	person	person	person

\* Attached – carried in a hand, tucked into a waistband etc. Any item, including a glove, which is completely separate from the batsman has no significance with regard to his person, except as stated in Laws 28 and 35.

Part (b) of Law 6.8 sets out clearly when the ball can be regarded as having made contact with the bat. This is vital information for the umpire in several situations.



**LAW 7: THE PITCH****Analysis points**

- a* Definition of pitch
  - dimensions of standard pitch
  - dimensions of non-turf pitch
- b* Responsibility for pitch
  - selection and preparation
  - use and maintenance
- c* Fitness of pitch for play
- d* Changing the pitch

**Commentary**

- a* Law 7.1 lays down exactly which part of the field of play is the pitch, albeit that some of the defining edges are imaginary lines. It also sets out *precise* dimensions, but these apply only to a normal turf pitch. Law 7.5 lays down *minimum* dimensions for a non-turf pitch.

Whilst it is not in general necessary for umpires to check the measurements, unless something appears to be wrong, they must be aware of just where the pitch begins and ends, both as to length and to width. 'On the pitch' or 'not on the pitch' is significant in a number of Laws.

The pitch stretches from bowling crease to bowling crease. In width, relating the 5 feet either side of the centre to the diagrams of the creases in Appendix B, will enable the umpire to form a good picture of the width as extending to 8 inches beyond the return crease on either side.

- b* Responsibility for the pitch

- (i) before the toss

Neither umpires nor players are involved. The groundstaff, or equivalent, select and prepare the pitch. However, even before the toss, the umpires must ensure that the pitch is not too dangerous for play to take place and the captains must be allowed to inspect it, unless conditions prohibit doing so.

- (ii) during the match

All players have a responsibility to avoid damaging the pitch as far as that ideal is compatible with the movements necessary in playing the game. The umpires, however, have over-riding responsibility for its care and maintenance. They are to see that all the provisions in Laws 10 and 11 about maintenance are carried out, as far as facilities permit, and that the strictures in Law 42 about damage to the pitch are observed.

- c* Law 3 sets out the umpires' responsibilities when questions arise of the fitness of ground, weather or light. Since the pitch is part of the ground, these all apply to the fitness of the pitch. The umpires are the sole judges of its fitness for play. The umpires do not have responsibility for the use and maintenance of the pitch until after the toss. If, however, they jointly agree that the pitch is unreasonable or dangerous, they do not have to wait for the toss to pronounce it unfit for play.
- d* Law 7.4 allows for the possibility of changing the pitch after the match has started. The conditions for this are
  - the match has started
  - the umpires must have decided either that it would be dangerous to play on it because there was obvious and foreseeable risk to the safety of players or umpires, or that circumstances had made it unreasonable to play on it
  - the captains must agree to a different pitch being used
  - (and another pitch must be available!).

If the captains do not agree, then either the match will be abandoned, if it is clear that conditions will not improve sufficiently within the available time, or play will be resumed on the original pitch, if and when conditions have improved sufficiently.

**LAW 8: THE WICKETS****Analysis points**

- a* Definition of wicket
- b* Dimensions of
  - one wicket
  - wickets in relation to each other
  - stumps
  - bails
  - wickets for junior cricket
- c* Bails as part of wicket
- d* Dispensing with bails

**Commentary**

The matters listed in Analysis points *a* and *b* are fully covered in Law 8 in sections 1, 2, 3(b) and 4. The diagrams in Appendix A give clear illustrations.

- c* The two points in Law 8.3(a) are important for umpires to check.
  - Bails must not project more than  $\frac{1}{2}$  inch above the top of the stumps.
  - Even more importantly, the bails must fit into the grooves reasonably snugly, but without forcing any of the stumps out of the vertical.
- d* If the bails become dislodged during play, it is possible that they will not be replaced until the ball is dead. Accepting that there will therefore be a short time during which they are not in position on top of the stumps is not 'dispensing with bails'. That description can be applied only when the umpires, acting together, take a definite decision that no bails will be used.

It is for the umpires to make such a decision. It is not one to be taken lightly.

The reason for such a decision is that the bails frequently fall from the stumps spontaneously, causing frustration and delay. Poor bail grooves and/or windy conditions will probably be the cause.

Even though not all the bails are causing trouble, both sets must be dispensed with.

If conditions improve sufficiently the use of bails must be resumed.

Procedures when this decision has been made are set out in Law 28.

**LAW 9: THE BOWLING, POPPING AND RETURN CREASES****Analysis points**

- a* What creases to be marked
- b* Where creases to be marked
  - bowling crease
  - popping crease
  - return creases
- c* Which edge of marking is the crease

**Commentary**

- a* Law 9.1 specifies four creases to be marked at each end of the pitch. Notice that they are to be marked in white.
- b* Laws 9.2, 9.3 and 9.4 set out in precise detail the measurements and the relation to each other, to the stumps and to the pitch for the
  - bowling crease
  - popping crease
  - two return creases
 respectively.

It should be noted that only the bowling crease is of a specified length. The others are deemed to extend right to the edge of the field of play. The measurement laid down is for the minimum length that is to be marked.

Appendix B gives clear illustrations of the two sets of creases (though the distance between the two sets has been compressed for convenience of presentation).

- c* A most important point to be grasped is that the white lines painted on the ground are not creases, but *crease markings*. Each *crease* is an *edge* of its white marking. In the Laws it is the *creases* that are important.

Which edge is the crease is stated for each marking.

- bowling crease – the back edge
- popping crease – the back edge
- two return creases – the inside edges.

The terms 'back' and 'inside' are defined in Appendix D. The correct edges are marked clearly in the diagrams of Appendix B.

**LAW 10: PREPARATION AND MAINTENANCE OF THE PLAYING AREA****Analysis points**

- a* Rolling the pitch
  - who decides
  - when rolling may be done
  - how long rolling can last
  - choice of roller
  - after a delayed start
- b* Time limits for rolling
- c* If there is insufficient time for permitted rolling to be carried out
- d* Sweeping the pitch: restrictions
- e* Debris to be removed
  - on what occasions
  - at what times
- f* Mowing the pitch and outfield
  - on what occasions
  - by what means
  - at what times
  - whose responsibility
- g* Arrangements if mowing not possible
- h* Pitch not to be watered
- i* Other items of pitch maintenance
  - re-marking creases
  - footholes made by bowlers and batsmen
  - securing footholds
- j* Non-turf pitches

**Commentary**

Law 10 sets out what should be done to maintain the pitch and outfield in the best possible condition for play. Even in the humblest games, clearing debris and some form of crease re-marking can be done. In most matches, rolling, sweeping, and items of general maintenance will also be possible. Mowing, which requires more sophisticated machinery, does not apply except in games of more than one day. Such matches will usually take place on grounds where the machinery is available.

*a* **Rolling** the pitch is an **option**.

The captain of the side batting, or about to bat, has the right to choose, separately on each occasion, whether or not to have the pitch rolled

immediately before his side's innings starts, unless it is the first innings of the match before the start of any day's play (except the first day).

If the captain decides to take up the option of having the pitch rolled, he can choose how long rolling is to last, *up to a maximum of 7 minutes* for each occasion. Few, if any captains make any choice about time, expecting the maximum. which roller is to be used, should there be more than one.

There is a concession on rolling before the first innings/before the first day's play.

If, after the toss, the start of the match is delayed,

the captain of the batting side still does not have the *right* to choose rolling but can *request* to have the pitch rolled (for up to 7 minutes).

the umpires will, however, refuse the request if they both consider that the condition of the pitch has not changed noticeably during the delay.

- b* No timing is specified for rolling between innings. There is barely time to fit it in.

Rolling before the start of a day's play

cannot begin until only 30 minutes remain before play is due to start

can start as late as 10 minutes before play is due to start, at the choice of the captain of the batting side.

'before play is due to start' is not necessarily the time at which play was originally scheduled to begin. If there has been a delay, a new start time will have been agreed. This new time becomes 'when play is due to start'.

- c* For a number of reasons, there may not be time to finish the rolling before the next session of play is due to start. In such a situation, the length of time for rolling (as chosen by the captain, up to the 7 minutes maximum) is not to be curtailed. Any time lost at the start of the next session is not to be made up by adding on time later.

There is a reminder of this provision in Laws 13 and 14, dealing with following on, declaring and forfeiting.

- d* **Sweeping** the pitch is subject to three conditions.

It must not be done to raise grass before mowing. If there is loose material on the pitch which could damage the mower, it must be removed before mowing but this can be done by hand only. It must not be done if the umpires consider it could damage the pitch, that is, break up the surface.

When done before rolling between innings, it must not interfere with the 7 minutes allowed for rolling.

- e* **When removal of debris** from the pitch is **obligatory**. Debris will include studs fallen out of players' boots, dead leaves, litter which may have blown on to the pitch etc, as well as loose dust and bits from the surface of the pitch. It **must** be removed during all intervals except those for drinks, i.e. during lunch, tea, break between innings, whether there is to be rolling or not, and overnight. For this last it will be before play the next morning. It is to be done before the start of play on the first day as well. In particular it must be done before any rolling, in order to prevent damage to the pitch which could be caused by rolling in bits of debris. Before a day's play or in a break between innings it will of course precede rolling, if there is any.

The removal is to be done by sweeping providing the three conditions above are met. Even if sweeping is not allowed, debris must still be removed, by hand, on the stated occasions.

In addition to the occasions listed above, when removal of debris is required by Law, it is permitted before mowing (but not by sweeping) and whenever either umpire considers it necessary.

Law 10.2(b) specifies time limits for removal of debris.

- f* **Mowing** the pitch is **obligatory**. Mowing the outfield is **virtually obligatory**.

Laws 10.3(a) and (b) set out the occasions for mowing  
the pitch  
the outfield.

Law 10.3(d) specifies the time limits for doing it.

The purpose of repeated mowing is to give each side comparable surface conditions.

Mowing on the first day is before the toss and hence the groundstaff's responsibility. Umpires will be concerned with mowing only in matches of more than 1 day. Then they will see that the requirements are met and supervise mowing done by the groundstaff, other than on the first day.

- g* The pitch must be mown unless the weather prevents it.

There may be reasons other than the weather which make mowing the outfield impossible. For instance, the heavy machinery required for such a large task may fail. The groundstaff must inform captains and umpires, as soon as a difficulty arises, of what alternative arrangements can be made.

*b* **Watering** the pitch is **entirely forbidden**.

*i* General pitch maintenance

(i) crease markings

These are easily obliterated by the (legitimate) movement of bowlers and batsmen. Umpires are to see that creases are re-marked *whenever necessary*.

Scoring a line with the edge of a boot or the end of a bail does not last long. It is the most readily available but least effective method; it is better than nothing.

The groundstaff coming on with brushes and paintpots is the most effective method, but may not be available on all grounds, and can delay play. If it can be done, umpires must balance the need for clear creases against this possible delay. Intervals, even for drinks, are obvious times to choose.

Umpires may be able to improvise other methods.

(ii) footholes

As well as scuffing out the creases, the bowlers and batsmen often create noticeable holes in the surface, even in dry weather. Umpires are to see that these are tidied up as much as possible and, in wet weather, dried out.

Overnight repair of holes made by bowlers and/or batsmen, with turf or a quick-set filling, is permitted.

(iii) footholds

If the ground is slippery where the bowlers' feet land in the delivery stride, or where the batsmen stand to make their strokes, sawdust can be sprinkled to improve the footholds. This will almost inevitably mean that some sawdust will be on the pitch in the vicinity of the bowling and popping creases. Care should be taken to prevent excess sawdust being carried on to any other part of the pitch.

*j* Non-turf pitches

Any of the provisions of this Law should be applied to a non-turf pitch if it is physically possible and sensible to do so. Clearing of debris is an obvious one which should take place. Mowing is equally obvious as something not applicable.

**LAW 11: COVERING THE PITCH****Analysis points**

- a* Covering the whole pitch  
until the toss  
for the rest of the match
- b* Bowlers' run ups to be covered  
in what circumstances  
what area may be covered
- c* When covers to be taken off  
at the start of the day  
during the day

**Commentary**

- a* Any covering of the pitch is dependent on the availability of covers. Nevertheless, however many covers there are, only certain areas may be covered.

- (i) Before the toss

As with all matters concerning the physical treatment of the pitch before the toss, covering before the toss is entirely the prerogative of the groundstaff.

They can cover as much as they deem advisable and are able to.

They can delay removal of covers as long as they wish up to the moment of the toss.

They must, however, allow pre-toss inspection of the pitch by  
the umpires – who have a duty under Law 3 to see that it is fit for play and that crease markings are correct  
the captains – who will want to work out their strategy according to conditions.

Umpires and players should not demand such pre-toss inspection in unreasonable conditions.

- (ii) The whole pitch for the rest of the match

As the Law stands, it is not permitted to cover the whole pitch. It is, however, allowable for this prohibition to be set aside, but to do so there must be an agreement

either in regulations/special playing conditions for the match

or by a specific agreement before the match (a phrase defined in Appendix D).

- b* Bowlers' run ups (during the match)

Unlike the whole pitch, these *must* be covered (unless the facilities are not available). The conditions are

covering must be specifically to keep them dry in wet weather

the covers can in any case extend forward of the wicket, up to 5 feet in front of the popping crease

when there is agreement for full pitch covering, but not otherwise, then the whole area, to include run ups at both ends, and the whole pitch between, can be covered.

- c* Whatever covers are used, Law 11.4 dictates when they are to be removed. It distinguishes between covers left on overnight and other covering.

The phrase 'the earliest possible moment' means

as soon as the weather no longer creates a need to keep the ground dry

as soon as it is reasonable to expect the groundstaff to be physically able to do it. It may be fine and dry at 5 a.m., but it would not be reasonable to expect removal then (nor possible to monitor!).

## REVISION QUESTIONS

### Section 2

The field of play and implements of the game

Laws 5 to 11

1. When must the umpires and captains approve the balls which are to be used during the game?
2. When do the umpires become responsible for the use and maintenance of the pitch?
3. Who decides if the bails should be dispensed with when they are continually falling off during play?
4. The bowler shows you that the seam of the ball is badly split. What action are you required to take?
5. What is the maximum time allowed for rolling the pitch on any one occasion?
6. What is the width of the pitch? (Do not include dimensions of a non-turf pitch.)
7. The bails at one end are continually falling off because the bail grooves are poor and there is a stiff breeze. Is it in order to remove the bails at that end?
8. What is the maximum permitted width of the blade of a bat, without binding or covering?
9. There is no Special Regulation or agreement about covers. How far in front of the popping crease are they allowed to extend when play is suspended because of rain?
10. Which creases are considered to extend to the edge of the field of play?
11. When may the pitch be watered during a match?
12. What should the maximum width and height of a wicket be when the bails are in place?
13. The start of the second innings is delayed by heavy rain which has soaked the outfield. The captain of the fielding side tells you that, although there was no agreement to this effect before the toss, he wishes to start the innings with a used ball rather than a new one.  
In what circumstances can the umpires grant this request?
14. If the pitch is covered overnight to protect it from the weather, when should the covers be removed?
15. When is the umpire required to take possession of the ball which is being used?
16. The captain of the visiting side wins the toss and decides to bat first. He tells you that he considers the pitch has not been properly prepared and asks for it to be rolled before play begins.  
What is stated in the Law about this situation?
17. For each crease, state which edge of the marking is the crease.
18. When should the creases be re-marked?
19. Give full details of the circumstances in which the pitch may be changed during a match.
20. How long before the scheduled start of play should the mowing of
  - a) the pitch
  - b) the outfieldbe completed?



# OPEN LEARNING MANUAL



## 2000 Code of Laws 4th Edition – 2010

### Section 3

#### The structure of the game

#### Laws 12 to 17

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Law 12	Innings
Law 13	The follow-on
Law 14	Declaration and forfeiture
Law 15	Intervals
Law 16	Start of play; Cessation of play
Law 17	Practice on the field

**LAW 12: INNINGS****Analysis points**

- a* Agreement before match
  - one innings each side or two
  - innings to be a certain number of overs
  - innings to last a specified time
- b* Situations when innings not alternate
- c* The five situations in which the innings is complete
- d* The toss for choice of innings
  - who makes it
  - where it is to be made
  - when it is to be made
- e* Decision to bat or bowl
  - when to be notified
  - not to be changed

**Commentary**

- a* Matches have either one innings (opportunity for the side to bat) for each side or two innings for each side.

Which applies in a particular match must be settled 'before the match'. This means that it may have been laid down in advance in regulations for the match otherwise it must be agreed before the toss.

There *must* be agreement about how many innings for each side.

There *may* be agreement that instead of running its course, an innings may be terminated when a given number of overs has been bowled or when a given time has elapsed.

Although such agreements are not obligatory, if they are made they must be made before the toss unless laid down in advance they cannot place a limitation on an innings of one side, without a similar limitation applying to the corresponding innings of the other side they must include instructions on determining the result in situations where the usual criteria do not apply.

Law 12.1(b) sets this out in detail.

- b* When there are two innings for each side, the four innings are to be taken alternately, first one side then the other, unless
  - a captain forfeits one of his side's innings
  - a side has to 'follow-on'.

These two situations are explained in Laws 13 and 14.

- c* Law 12.3 sets out clearly the five situations in which a side's innings is to be considered as completed.

The side being all out is obvious.

The situation described under Law 12.3(b) is a little complicated. It can arise when the last but one wicket falls (or a batsman retires at the equivalent stage).

This could happen on the last ball of the innings. In that case there is no problem. The side is *not* all out, and the innings is *not regarded as completed*.

If it happens before the last ball of the innings, normally the last batsman would then come in and continue the innings. If, however, the one remaining batsman has retired because he was injured, although he has the right to return, he may not be able to do so because

- either he is still unfit, or not yet returned from hospital
- or he was one of the last two at the wicket, so play cannot continue to give opportunity for a further wicket fall or retirement, without which he cannot return, even when recovered.

Nevertheless, because his retirement was caused by injury, he is not out. The side is not all out, but because no further batsman can come in to continue it, the innings has to be *regarded as completed*.

Although described for one injured batsman, it could apply when more than one batsman is injured and unable to return.

The other three possibilities of declaring, forfeiting and following-on are explained in Laws 13 and 14.

- d* The toss for choice of innings is a watershed between 'before the match' and 'during the match'. Throughout the Laws it is referred to simply as 'the toss'.

It is to be made by the two captains. If one is not available (or both are not) the umpires must insist that another person conducts the toss. This was explained in Law 1 Comment *a*.

It is to be made on the field of play and supervised by an umpire. It is usually conducted on the pitch, though the Law requires only that it is 'on the field of play'. It is to be made in the presence of an umpire. The Law requires one umpire to be present but allows for both umpires undertaking this supervision. Although not specified in Law, it is advisable that the umpire insists that the captain tossing the coin allows it to fall to the ground so that the fairness of the procedure is apparent to all.

It is to be made

- not more than 30 minutes before
- not less than 15 minutes before

the time when play is due to start. This may be a re-scheduled start time if there has been a delay.

It was explained in Law 1 that the umpires need to identify the captain of each team. This should be done before the start of the 15 minute period for the toss so that, if either captain has not arrived, the players can be alerted to the need for a deputy to act. This tactic is a useful way of reminding captains that the time for the toss is approaching. Once the list of nominated players has been given to an umpire – anyone can do this – the deputy must be one on that list. If the captain arrives before the end of the 15 minute period, no harm is done. If he does not, a deputy is then ready to act within the laid down time limits.

- e* The captain who wins the toss must be ready with his choice of batting or fielding first. He must notify the other captain of it there and then, at the same time informing the umpire(s) present. As with all information given to an umpire, the latter will ensure that both the other umpire (if not present) and the scorers know.

**This decision cannot be changed** once it has been notified to the opposing captain, whatever the circumstances.

The time restriction is important. A captain needs to organise his team; batsmen and wicket-keeper need to put on pads etc. The start of play could be unnecessarily delayed, if the captain does not know in good time whether his side is to bat or to field.

**LAW 13: THE FOLLOW-ON****Analysis points**

- a What 'follow their innings' means
- b Conditions for follow-on to be possible
- c Effect of loss of one or more days' play
  - what constitutes 'play taking place'
  - what counts as a day's play
- d Notification of decision
  - effect on time for rolling

**Commentary**

- a Normally innings are taken alternately in the sequence side A, side B, side A, side B. The phrase 'requiring the other side to follow their innings' means that the captain of side A has the right to require side B to take its second innings immediately after completing its first one. The sequence is to be side A, side B, side B, side A. This is described as 'following-on'.
- b Following-on can happen
  - only when the match is scheduled for two innings per side
  - only when each side has completed one innings
  - only when side A's score exceeds side B's score by a sufficiently large margin.

Following-on is not automatic. Being ahead by sufficient runs only confers the *right* to require the follow-on. The captain of side A is not compelled to take up this option.

What is a sufficiently large margin depends on the number of days that the match is scheduled to last. The required margins are set out in Law 13.1. Notice that the figures there give the *minimum* required.

- c 'The number of days that the match is scheduled to last' can be affected by loss of playing time caused by adverse conditions.

The deciding factor is the *number of days from the actual start, counting the starting day as a complete day*.

- (i) there is no play on the first day of the match

If *no play at all* takes place on the first day of a match, then the match is regarded as being scheduled for fewer days than it was originally.

As an example, a match is scheduled to last three days.

Play actually commences at lunch time on the second day – now a two-day match.

Play actually commences at 3 p.m. on the third day – now a one-day match.

- (ii) some play takes place on the first day of the match

If 'play takes place' however briefly, on the first day of a match, then *no change* is made to the number of days that the match is scheduled to last, and no alteration is made to the margins needed for the follow-on. As an example, a match is scheduled to last five days, Thursday to Monday inclusive.

Play begins on time on Thursday and two overs are bowled.

There is no further play on that day.

It is not possible to resume play until after lunch on Sunday.

Because there was play on Thursday, this is still regarded a five-day match, although most of Thursday, all of Friday and Saturday and part of Sunday have been lost.

The phrase 'play takes place' is defined in the last sentence of Law 13.3. Because there it refers to another Law, it is set out here in full. Play has taken place when the point is reached where

Play has been called  
**and** the first bowler has started his run up (or his action if he has no run up) for the first delivery.

A day on which there is any play at all counts as 'a day's play' in this context.

- d* If a captain is in a position to require a follow-on and decides to take up this option, he must notify the opposing captain the umpires of this intention.

No time limit is specified, but unreasonable delay in doing so might well be considered unfair. Even a perfectly acceptable delay of two or three minutes in making and notifying this decision may well make it impossible for the rolling – if it is required by the other captain – to be completed before the next innings is due to start. This point is covered in Law 10.1(e). The rolling will be completed; time lost at the start of the next innings will not be made up.

Although not specified in Law, the umpires should check that the scorers are aware of the decision.

**LAW 14: DECLARATION AND FORFEITURE****Analysis points**

- a* Significance of  
declaration  
forfeiture  
follow-on
- b* Conditions required for  
declaration  
forfeiture
- c* Notification of decision to declare or forfeit  
effect on time for rolling

**Commentary**

- a* Declaration – A side is not all out, nor has any limit of overs/time expired, but the captain decides that the innings will terminate. That innings is just as complete as if the side had been all out. In order to declare an innings closed, it must have begun.

Forfeiture – The captain decides that his side will not bat at all in one of its innings. Such a decision may be made at the time when his side is due to bat, or earlier in the match. It can apply to either of his side's innings. It is relevant only in a two-innings-a-side match.

Follow-on – This was explained in Law 13.

The effect of forfeiting an innings and of requiring the follow-on may often appear to be the same in that usually one side will bat twice consecutively.

The differences between the two are that a captain does not always have the power to enforce a follow-on, but a follow-on merely alters the order of the innings. His side bats later than otherwise.

always has the power to forfeit an innings, but that innings is wiped out entirely. His side does not get it back later.

- b* In order for a captain to declare an innings closed the innings must have started the ball must be dead.

There are no other limitations.

There are no prescribed conditions for forfeiting an innings, other than this must be done before the innings has begun.

- c* If a captain decides to declare, or to forfeit an innings, he must notify the opposing captain and the umpires. Exactly the same comment about timing and rolling applies as in Law 13 Comment *d*. The umpires should check that the scorers are aware of the forfeiture.

**LAW 15: INTERVALS****Analysis points**

- a* Definition of intervals
- b* Agreeing intervals
  - when to be agreed
  - what is to be agreed
  - particular conditions affecting agreement about drinks intervals
- c* How the length of an interval is measured
- d* Changing what has been agreed about intervals
  - for lunch
  - for tea
  - for drinks
  - between innings
- e* Agreement to forgo an interval
- f* Scorers to be informed

**Commentary**

- a* What an interval is has been set out in Law 2 Comment *f*(iii). The periods of time that are to be considered intervals are listed in Law 15.1. Umpires must be familiar with this list.
- b* Agreeing intervals. Other conditions affecting intervals are set out in other sections.

- (i) When to be agreed

All agreements about timing and intervals are to be made between captains and umpires before the toss, though there may be later alterations in some cases. If regulations for the match have pre-determined some of them, the captains and umpires still need to confirm them before the toss.

- (ii) What is to be agreed

The hours of play.

These are the times when play is to start on any day and to finish on that day. These times are of vital importance to timing in every game. They may have been laid down in regulations for the match; they will otherwise have to be agreed before the toss.

Intervals for meals.

When these are to be taken and how long they are to last. Again regulations may have laid this down already.

In a one-day match it is permitted to agree the tea interval to be between innings rather than at a particular time. Its duration would still have to be agreed, unless laid down in regulations.

Intervals for drinks.

These are discussed in more detail in *b*(iii) and in Comments *d*(ii) and *d*(v).

Any other intervals.

These will rarely arise. There may be some formal event or ceremony during which play will have to be suspended and which is impossible to organise so that it coincides with one of the standard intervals.

Notice that the **intervals between innings are not negotiable**. They start when an innings is completed, in any of the five ways stated in Law 12. They end 10 minutes later. There are, however, many occasions when they interact or overlap/coincide with standard intervals. Then the interval between innings may 'disappear'.

- (iii) Special conditions affecting agreement about drinks intervals

The times when they are to occur are to be agreed before the toss **and** before play on each subsequent day.

They are not allowed during the ‘last hour’ of the match.

Their duration is not to be a fixed time, nor to be negotiable. They must be as short as circumstances allow and must not last longer than a *maximum* of 5 minutes.

Further points about drinks are set out in Comments *d(ii)* and *d(v)*.

*c* How the length of an interval is measured

Every interval is an arranged gap between sessions of play. This gap - i.e. the interval - starts when Time is called for the end of the session of play. It ends when Play is called to start the next session.

Notice that for lunch, tea and the interval between innings, it is for the umpires to adjust the timing of the call Play so that the correct time for the interval has elapsed since the previous call of Time.

For a drinks interval, Play will be called so that both requirements about its duration are met.

For an overnight interval, the call of Play will be based on the agreed hours of play. A length of interval is not relevant here.

*d* Changing what has been agreed about intervals

This is a complex subject, not because it is difficult to understand, but because there are so many different cases. It is discussed in detail with actual examples for most situations. These should be studied side by side with the relevant section of Law. Which Law section is relevant is noted in each case.

- (i) **Length of intervals.** All the provisions allowing change deal with when an interval starts whether an interval is dispensed with altogether or absorbed into another interval.

There are **no powers to change any agreement on *how long* an interval is to last.**

- (ii) **General powers to change starting times of intervals.** (Law 15.5)

There are two cases.

- 1 *Whenever playing time is lost* because of adverse conditions, the umpires and captains are empowered to agree to change the *starting* time of the lunch interval and/or the tea interval. Even if time has not been lost, the starting time of the lunch interval or the tea interval can be changed, in the interests of maximising the time available for play, providing the captains and the two umpires all agree, and the catering facilities can accommodate the change.
- 2 The umpires and captains are empowered to agree to change the *starting* time of drinks intervals in any one particular session, if the players leave the field (because an innings ends, or for adverse weather etc) **and** this happens when fewer than 30 minutes remain until the originally agreed time for drinks in that session. Such an agreement is for that session only.

Specific circumstances in which changes may be made are set out separately for each type of interval.

- (iii) **Specific circumstances affecting the start time for lunch.** (Law 15.6)

In order to give actual examples *suppose* that lunch is agreed for **1-30 p.m.** for **40 minutes**. Other times may apply in a particular match and then the figures in the examples would have to be adjusted accordingly.

‘When more than 10 minutes remains until the agreed time for lunch’ is any time **up to, but not including 1-20 p.m.**

Examples 1 and 2



'When 10 minutes or less remains until the agreed time for lunch'  
is **1-20 p.m. or any time after 1-20**, before lunch is taken.

Examples 3 and 4

Example 1 *An innings ends at 1-15 p.m.*

**either** Both umpires and both captains can **agree to alter the time of lunch.**

**or** there will be the 10 minutes interval between innings.  
play will resume at **1-25 p.m.**  
lunch will be taken at **1-30 p.m.** as agreed.

Example 2 *A stoppage occurs at 1-10 p.m.*

**either** the umpires and captains can **agree to alter the time of lunch**

**or** lunch will be taken at **1-30 p.m.**  
play will resume as soon after **2-10 p.m.** as conditions permit  
time lost after 2-10 p.m. will count as an interruption to be added to the 20  
minutes already lost.

Example 3 *An innings ends at 1-22 p.m.*

Lunch will be taken immediately

play will resume at **2-02 p.m.** (40 minutes after 1-22)

the 10 minutes between innings will have been absorbed into the lunch interval.

Example 4 *A stoppage occurs at 1-22 p.m.*

Lunch will be taken immediately

play will resume as soon after **2-02 p.m.** as conditions permit.

If play cannot start at 2-02 p.m., then

from 1-22 p.m. to 2-02 p.m. is an interval;

from 2-02 p.m. onwards counts as an interruption.

**(iv) Specific circumstances affecting the start time for tea.** (Laws 15.7 and 15.8)

Again for example only, *suppose* that tea is agreed for **4-00 p.m.** for **20 minutes**

'When 30 minutes or less remains until the agreed time for tea'

is **3-30 p.m. or any time after 3-30 p.m.**, but before tea is taken.

Examples 5 and 6

'When 30 minutes remains until the agreed time for tea, an interval is in progress'

means an interval starts before **3-30 p.m.**, **lasts until after 3-30 p.m.**

Example 7

A special provision about

the **tea** interval only

and the fall of the **ninth** wicket only.

Examples 8, 9, 10 and 11

(Law 16 deals more generally with the fall of wickets in the period leading up to an interval).

Example 5 *An innings ends at 3-44 p.m.*

**either** The captains can **agree to forgo the tea interval**

there will be the 10 minutes interval between innings

play will resume at **3-54 p.m.**

**or** Tea will be taken immediately

play will resume at **4-04 p.m.** (20 minutes after 3-44)

the 10 minutes between innings will have been absorbed into the tea interval.

Example 6 *A stoppage occurs at 3-44 p.m.*

**either** The umpires and captains can **agree to alter the time of tea**

**or** The captains can **agree to forgo the tea interval.** Play will resume as soon as  
conditions permit

**or** Tea will be taken immediately

play will resume as soon after **4-04 p.m.** as conditions permit  
time lost after 4-04 p.m. will count as an interruption.

Example 7 *An innings ends at 3-26 p.m.*

The 10 minutes between innings will be taken till **3-36 p.m.**

Although less than 30 minutes then remains to 4-00 p.m., play will resume at **3-36 p.m.**

Tea will be taken at **4-00 p.m.** (unless the captains agree to forgo the tea interval).

The fall of the ninth wicket. (Law 15.8) Notice that

Although in some circumstances the retirement of a batsman can count as equivalent to the fall of a wicket, it is not so in this case.

if **any** wicket **except the ninth or tenth** falls during the period after 3-58 p.m. but before the end of the over in progress at 4-00 p.m., then tea is taken at once. This is dealt with in Law 16, rather than here.

the examples do not take into account the possibility of agreement to forgo the tea interval, nor of end of innings, rain etc causing a stoppage. In those circumstances, the points set out in earlier examples would apply.

In looking at the fall of the ninth wicket, the crucial time is from 'the moment when 2 minutes remains before the agreed time for tea' until 'the end of the over in progress when the agreed time for the tea interval (4-00 p.m. in the examples) has been reached'. In examples 8, 9 and 10

at **3-59 p.m.** a new over starts

at **4-00 p.m.** (if play is in progress then) **two** balls of it have been bowled

**3-34 p.m.** has been chosen as a time before 3-58 p.m.

Slightly different times are used in example 11.

**If there is to be a continuation** it will be until the end of the over in progress at **4-30 p.m.** Notice, however, the exception 'unless players have cause to leave the field of play or the innings is completed earlier'. It will apply in each case but will not be stated in each example. Moreover, all the provisions of Law that apply to the tea interval, *except this one about 9 wickets down*, will apply during the continuation as though the agreed time for tea had been **4-30 p.m.**

Example 8 The **ninth** wicket falls at **3-34 p.m.**

This means that when 3-58 p.m. (2 minutes remains until tea) arrives, 9 wickets are already down.

Then **play continues**; tea will be taken at the end of the over in progress at **4-30 p.m.**

Example 9 The **eighth** wicket falls at **3-34 p.m.**

At **4-00 p.m.** no further wickets have fallen and 2 balls of an over have been bowled.

The over is completed at **4-03 p.m.**, without further wickets falling – still 8 down.

Tea is then taken; play resumes at **4-23 p.m.**

The same would be true for any wicket except the ninth or tenth.

Example 10 The **eighth** wicket falls at **3-34 p.m.**

At **4-00 p.m.** no further wickets have fallen and 2 balls of an over have been bowled.

The **ninth** wicket falls on the fourth (or third, fifth or sixth) ball of this over at **4-02 p.m.**

Here the ninth wicket has fallen after 3-58 p.m., during the time from then until the end of the over in progress at 4-00 p.m.

Then **play continues**; tea will be taken at the end of the over in progress at **4-30 p.m.**

Example 11 The **eighth** wicket falls at **3-34 p.m.**

A new over starts at **3-56 p.m.**

At **3-59 p.m.** the **ninth** wicket falls on the fifth ball of this over.

If it had been any wicket except the ninth, tea would be taken because a wicket has fallen within 2 minutes of the time agreed for an interval. In this case, however, as it is the **tea** interval and it is the **ninth** wicket, **play will continue**. A new over will be started even if this is not till after 4-00 p.m.

Tea will be taken at the end of the over in progress at **4-30 p.m.**

**(v) Specific circumstances affecting the start time for a drinks interval.** (Law 15.9)

In addition to the points about drinks made in Comments *b*(iii) and *d*(ii) 2,  
 if a wicket falls within 5 minutes of the agreed time – i.e. when less than 5 minutes remains until the agreed time,  
 drinks will be taken immediately. The retirement of a batsman can be counted here as equivalent to the fall of a wicket  
 and – a reminder from Law 2 – the incoming batsman’s innings will not commence until Play has been called to restart play.

**(vi) When no allowance is to be made for the interval between innings.** (Law 15.4)

Mention of specific instances have been made in the examples concerning lunch and tea. Law 15.4 lists others. Far from being complicated, they all come under the one guiding principle.

If the end of an innings occurs at the start of (or during) any other break in play, then the 10 minutes between innings will be absorbed into that break, provided the break is at least 10 minutes long. Then the 10 minutes will have no effect on when the break will end.

Occasions when there will not be enough time to do this are  
 during a drinks interval – the full 10 minutes would be allowed for the interval between innings.

during a break for rain etc, which is shorter than 10 minutes – the full 10 minutes would be allowed for the interval between innings.

when a captain declares with only a few minutes remaining until the time when play is next due to start. Here no specific allowance is to be made, but reasonable time given for batsmen to pad up etc. If rolling is required, this will be done as specified in Law 10.1(e). The time rolling takes should be sufficient for the padding up and so on.

*e* Agreement to forgo an interval

There are *circumstances* in which alterations may be made to  
 the lunch interval  
 the overnight interval  
 the interval between innings

but it **cannot be agreed to forgo any of these intervals**.

**It can be agreed to forgo**

any tea interval. This must be an agreement between the two captains who must inform the umpires that they have so agreed.

any drinks interval. This must be an agreement between

either the captain of the fielding side and the two batsmen at the wicket. This is the most frequent situation.

or the captain of the fielding side and the captain of the batting side.

The umpires must be informed.

*f* Scorers are to be informed

of all initial agreements about hours of play and intervals  
 of all changes that are made to those agreements.

**LAW 16: START OF PLAY; CESSATION OF PLAY****Analysis points**

- a* Calling Play and Time
  - when these calls are to be made
- b* Significance of calling Time
- c* When an interval is almost due
  - an over ends
  - a wicket falls
- d* An interval becomes due during an over
- e* Calling Time when there is an interruption
- f* Last hour of match
  - definition
  - minimum number of overs to be bowled
- g* Reducing minimum number of overs to be bowled
  - if time is lost for an interruption
  - if time is lost for an interval between innings
- h* How a match is concluded
  - finishing the over

**Commentary**

- a* When calls of Play and Time are to be made.

Play and Time are the 'GO' and 'STOP' of a game of cricket. They will always alternate with each other. Studying the lists in Law 16.1 and Law 16.2, together with the list in Law 15.1 of what intervals are, shows that

the umpire is to call Play

- when the match is to begin
- after lunch, after tea, after drinks, after the interval between innings (to start a new innings), after an overnight interval (to start a new day's play)
- after rain, or other cause for interruption.

the umpire is to call Time

- before lunch, before tea, before drinks, before the interval between innings (to end the innings), before an overnight interval (to end play for the day)
- before leaving the field for rain, or other cause for interruption
- when the match is at an end.

- b* Both calls are important. The call of Time is particularly so. It brings play to a complete halt. Once it has been called,
  - no incident that happens is relevant unless it is one of the few situations stated as applying 'at any time during the match'
  - no valid appeal for dismissal can be made, even for an incident which happened before the call.

To forestall any unfortunate incidents, umpires must not neglect to call it on each of the occasions listed. There are many Laws where procedures depend upon the distinction between

- play is in progress – after the call of Play and before the next call of Time
- play is not in progress – after the call of Time and before the next call of Play.

It will always be the bowler's end umpire who calls Play and who calls Time. In calling Play he must ascertain that the fielding side, the other umpire, the scorers and the batsmen are all ready and that the time to call Play has been reached. A signal to the scorers (usually the same one used to signal Byes) and acknowledged by them is advised. An enquiring look at the other umpire, returned by a nod from him, can accomplish the checks with him.

When calling Time, it is essential that he checks with the other umpire that the required time has been reached. Again, this can be achieved by unobtrusive signals between the two umpires. In some situations 'the required time' will be 2 minutes before the *agreed* time.

- c When an agreed interval is almost due (but the agreed time has not been reached)
- (i) an over ends. The umpire who has been at striker's end has to walk in at the same pace as he has used throughout play so far. Starting another over depends on when he arrives in position to become bowler's end umpire for the new over.

Is he there

**before the agreed time has been reached?** – another over will be started  
**or not?** – Time will be called and the interval taken.

- (ii) a wicket (but not the last wicket) falls. Here the important condition is how much time remains before the agreed time for the interval. Suppose that lunch is agreed for **1-15 p.m.**

Is the time left two minutes or more? – any time up to and including **1-13 p.m.** the next batsman is to come in and play continue.

Is the time left less than two minutes? – after **1-13 p.m.**, including times after 1-15 p.m. the interval will be taken. The next batsman will come in after the interval.

Remember, however, that the fall of the ninth wicket is a special case when the tea interval is due or nearly due. This was explained in examples 8 to 11 in Law 15.

There could be conflict between these two situations, if a wicket falls on the last ball of an over. In this case, during the general course of play the criterion to be applied is that of less than two minutes left or not, rather than that of the umpire arriving in his new position. The situation is different at the end of the match. This is set out in Comment *b*.

- d An interval becomes due during an over. For example, lunch is due at 1-15 p.m. At 1-14 p.m. a new over is started [as in *d*(i) above]. At 1-15 p.m., two balls of the over have been bowled without incident.

The over will be finished before lunch (or whatever interval) is taken **unless**, during the remaining four balls of the over

- (i) an innings ends. The over will remain unfinished.  
(ii) a wicket falls or, equivalently, a batsman retires without ending the innings. The over will be completed after the interval.  
(iii) there is an interruption of any kind, for which the players have to leave the field.

In these three cases, the interval will be taken immediately.

- e It has already been noted under Comment *b* that the umpire must not neglect to call Time on each occasion listed. The importance of doing so when an interruption occurs must be emphasised. There may be a sudden violent downpour, when everybody runs off the field as fast as they can. The umpires may have to leave the field to investigate an incident (described in Law 21), leaving the players on the field. Time is to be called in all such situations, to prevent any incident relevant to the game taking place during the break.

- f The last hour of a match

In agreeing the hours of play, a time will have been laid down for the close of play on the *final* day of the match. The 'final day' will be the only day in very many matches.

*Suppose*, as a specific example, to be used in each part of *f* and of *g*, this final time for close of play is **6-30 p.m.**

- (i) The definition is stated in the second paragraph of Law 16.6.

At **5-30 p.m.**, an over is in progress (as will almost always be the case); after this over finishes, the next over starts at **5-32 p.m.**

From **5-32 p.m.** onwards until the match finishes is the period defined as ‘the last hour of the match’. It is occasionally less than one hour in length; it is frequently much more than one hour. It is still ‘the last hour’.

(ii) The minimum number of overs to be bowled

The umpire is to announce to the players and to inform the scorers that the last hour is starting. There is an official signal for doing so. This will be at **5-32 p.m.** From then on, if there are no intervals and no interruptions, *at least* 20 overs are to be bowled

Intervals and interruptions are dealt with in *g*. Setting these aside for the moment, the match will continue until

either **both** the time is 6-30 p.m. or later  
**and** a *minimum* of 20 overs has been bowled

or a result has been reached before these have both been achieved.

Notice that the time for close of play remains at **6-30 p.m.** even though the last hour did not begin until **5-32 p.m.**

Two examples (still ignoring intervals and interruptions)

At 6-30 p.m., 15 overs and 4 balls have been bowled. Play must continue (if there is no result) until all 20 overs have been bowled.

At 6-24 p.m., all 20 overs have been bowled. Play must continue (if there is no result) until the end of the over in progress at 6-30 p.m.

*g* If there are intervals or interruptions then the minimum number of overs to be bowled is reduced from 20.

(i) An interruption, or more than one interruption, occurs.

The method of calculating what the *minimum* number of overs is to become is set out step by step in Law 16.7. All the details are covered in Examples 1, 2 and 3, which should be read side by side with Law 16.7.

(ii) An interval between innings occurs

Again, the method of calculating what the *minimum* number of overs is to become is set out step by step, this time in Law 16.8. All the details are covered in Examples 4 and 5, which should be read side by side with Law 16.8.

For each example, it is again supposed that close of play has been agreed for **6-30 p.m.** and, in examples 1, 2 and 5, the last hour begins at **5-32 p.m.**

Example 1 *Basic calculation for an interruption.* At 5-41 p.m. 2 overs and 4 balls have been bowled (written as 2.4 overs); then there is an interruption of 8 minutes

5-32 *At least* 20 overs to be bowled

5-41 2.4 overs bowled *At least* 17.2 overs still to bowl  
8 minutes lost  
this is only 2 complete periods of 3 minutes (‘complete threes’)  
lose 2 overs

5-49 play resumes after interruption *At least* 15.2 overs still to bowl

5-50 remaining 2 balls of over bowled, to complete the broken over

Situation now is 3 overs achieved (the third one in two parts), 2 overs lost.

*At least* 15 overs still to bowl

Example 2 *A second interruption.* Suppose later in the same innings, at **6-10 p.m.**, another interruption occurs. By this time another 5.1 overs have been bowled since 5-50 p.m. Play resumes at **6-24 p.m.**

It does not matter that in the previous interruption there were 2 minutes left over after counting complete threes. The fact that there has been a previous interruption is ignored completely and the present calculation starts afresh.

For this second interruption, the situation starts where the previous one ended at

5-50 15 overs still to be bowled

6-10 5.1 of these have been bowled *At least 9.5 overs still to bowl*  
 14 minutes lost  
 this is only 4 complete threes  
 lose 4 overs

6-24 play resumes after the interruption *At least 5.5 overs still to bowl*

It is obvious that these overs will not be completed by 6-30. Nevertheless play must continue until they are completed, unless there is another time loss, or a result is achieved.

Example 3 *At 5-30 p.m. an interruption is already in progress.* Play is halted for rain at **4-45 p.m.** after one ball of an over. Play is resumed at **5-47 p.m.**

Although 62 minutes have been lost to rain, only 17 (5-30 to 5-47) of those count for calculating reduction of overs

17 minutes lost  
 5 complete threes  
 lose 5 overs from the 20.

*At least 15 overs to be bowled*

5-47 play resumes. Over to be completed (5 more balls).

5-49 The broken over finishes.

It does not count towards the minimum required.

*At least 15 overs still to be bowled*

Example 4 An innings ends at **5-29 p.m.** Hence at **5-30 p.m.** *the interval between innings is already in progress.* The calculation will be done exactly as for Example 3. On resumption after the interval at **5-39 p.m.**, 9 minutes (=3 overs) have been lost. *At least 17 overs remain to be bowled.* Notice that because an innings has ended, there is no completion of an over on resumption.

Example 5 *An interval between innings occurs during the last hour.* Last hour starts at **5-32 p.m.**

At **5-39 p.m.**, after 2.2 overs have been bowled, an innings ends. It is *only* in this situation, of an innings *ending* during the last hour, that two calculations are to be made.

### Overs

5-39 2.2 overs bowled *At least 17.4 overs still to bowl*  
 interval is 10 minutes  
 3 complete threes  
 lose 3 overs. *At least 14.4 overs still to bowl*

round 14.4 up to 15 (rounding up would not be done if it was already a whole number).

*At least 15 overs to be bowled in the new innings*

**Time**

5-39	innings ends	51 minutes remain	
	interval is 10 minutes	41 minutes remain	
	this is 13 complete threes		
	add 1 more for the extra 2 minutes here.		<i>At least 14 overs to be bowled</i>

The overs calculation gave 15 overs; the time calculation gives 14 overs.

Taking the larger number

*At least 15 overs to be bowled.*

*b* There are three ways in which a match is concluded

- (i) A result is reached. What this entails is discussed in Law 21.
- (ii) The agreed time for close of play is reached  
**and** the minimum number of overs for the last hour have been bowled, as discussed above.
- (iii) An interruption occurs and it is not possible to resume play after the interruption.

Finishing an over

Law 16.4 states conditions for a new over to be started or not. This applies at all times during the match except as explained in the last paragraph of Comment *d(ii)*. The criterion of 'is the umpire in his position before time has been reached' will apply to starting an over when it is nearly time for close of play, as much as when an interval is nearly due.

There is one difference however between the general course of play and the end of the match. In the last stages of a match, if a wicket (other than the last wicket) falls on the last ball of an over, the criterion of 'is the umpire in his position before time has been reached' will be applied, even if less than 2 minutes remains until time for close of play. For example, a wicket falls at 6-29, with close of play due at 6.30. If the umpire is in position before 6.30, the fact that less than 2 minutes remained when the wicket fell is ignored. A new over will be started.

Law 16.5 states conditions about finishing or not finishing an over in progress at the time when an agreed interval is due. These do not apply at the end of the match. An over in progress will always be finished before the end of the match, unless physically impossible because

- a result has been reached and the match is at an end
- adverse conditions cause play to be suspended.



**LAW 17: PRACTICE ON THE FIELD****Analysis points**

- a The 'extended pitch'
- b When and where practice is not allowed
  - the 'extended pitch'
  - the rest of the square
- c Practice on the outfield
  - when it is allowed
  - who is allowed to practise
  - restrictions on what practice may take place
- d Trial run up
- e Penalties if players breach regulations on practice

**Commentary**

- a In this Law, the umpire has to consider an area formed by the pitch itself and two more strips, one each side of the pitch, adjacent to it and of the same dimensions as it. There is no marking for these extra strips. The umpire has to judge for himself.

Just as in the title of this Law, 'field of play;' is abbreviated to 'field', so in the heading of Section 1 of the Law the word 'pitch' does duty for this triple-strip area. This is made abundantly clear in the text of the Section. To avoid confusion, this text will use the description 'pitch+strips' for this special area, so that 'pitch' is always as defined in Law 7.

- b Practice by players on the field of play is allowed at some times and not others. It is allowed in some areas and not others. There are restrictions on who may participate. Some forms of practice are allowed, others are not. There is no restriction on practice outside the boundary. As to places, the field of play is divided into three areas: the 'extended pitch' (defined above), the rest of the square, the outfield. The square and the outfield are defined in Appendix D.

## Times and places

- 1 The *whole* of every day of the match, from dawn to nightfall as it were, **practice of any kind on the pitch + strips – is forbidden.**
- 2 Each day: from 30 minutes before play is due to start until after close of play on that day **practice of any kind on the rest of the square – is forbidden.**

**Additionally**, even at a permitted time, say at 45 minutes before play is due to start for the day, **practice on 'the rest of the square' is forbidden** on any particular day of the match, if the umpires jointly consider that it will have a detrimental effect on the surface of the square.

Any practice must have some effect but it would not be reasonable to forbid this practice at the permitted times unless,

- conditions are so dry and dusty that the practice could cause the surface to break up
- or the ground is soft, perhaps only just fit for play to take place, and will easily be damaged by players' feet.

Of course if the condition of the ground is not good enough for play to start on time that day, practice on the square would certainly be inappropriate.

- c From any call of Play until the next call of Time, **practice of any kind on the outfield – is forbidden, unless** there is a legitimate gap in play. Such a gap might occur while the sight screen is being moved, or the captain is adjusting the field. Such activities must not be allowed to take more than a reasonable time and practice must cease as soon as reasonable time for the activity has elapsed. The fall of a wicket also creates a legitimate gap ending with the arrival of the new batsman at the crease. As well as limits on the time available, there are further restrictions on practice during a gap in play.

*continued overleaf*

Bowling and batting practice are both excluded. Once Play has been called to start a session of play, there can be no bowling or batting practice anywhere on the field of play. In fact the Law specifies that these are allowed, and any other kind of practice, but only on the outfield and only before or after the day's play, at lunch or tea intervals or between innings. Again, the same restriction applies about damage to the surface. The outfield is of course more robust than the square.

Nobody can take part even in fielding practice except the fielders currently on the field of play, although the Law allows for the batsmen at the wicket to become peripherally involved by, say, picking up a ball and returning it to a fielder. Similarly, although participation by outsiders is forbidden, there would be no breach of Law in a spectator retrieving a ball outside the boundary and tossing it back in, as long as it was clear that this was not part of any practice.

A player may use an overarm action (without run up) to 'bowl' the ball to a fielder who is not on the square to catch, but must not deliberately bowl or hurl it hard on to the ground.

*d* A trial run up by a bowler is not part of the ban on bowling practice. However, it too can be only during a genuine gap in play. Moreover, the bowler must not follow through on to the pitch, since any practice on the pitch is forbidden. A player who does run through on to the pitch will be contravening that ban. Often bowlers get round this problem by starting at the wicket and running back away from it to try out their run ups.

*e* Penalties

A player who engages in fielding practice other than strictly within a suitable gap in play, even by overrunning that gap, is guilty of time wasting and therefore subject to the penalties laid down for this in Law 42.9 or Law 42.10.

A player who deliberately hurls the ball on to the ground will be guilty of 'action to change the condition of the ball' and therefore subject to the penalties set out Law 42.3.

A player who contravenes any of the other strictures either by practising in the wrong place – and this includes running through on to the pitch after a trial run up – or at a forbidden time (or both!) will be subject to the very specific penalty laid down in Section 4 of Law 17.

This ban on bowling will apply

- even if the contravention takes place when play is not in progress, and
- even if the culprit's side is not bowling when play next resumes.

Examples

- 1 A player is practising bowling on the square but not on the 'pitch+strips', and is stopped from so doing, at 10-40 a.m. Play starts at 11-02 a.m. He could be allowed to bowl at 11-32 a.m., if there are no interruptions to play, because there has been 30 minutes playing time. It does not matter whether his side is batting or fielding during this 30 minutes.
- 2 At 10-15 a.m. a player is seen (and stopped from) bowling to a batsman on the strip adjacent to the pitch. Neither of them would be eligible to bowl at start of play at 11-01 a.m. Both would be released from the ban at 11-15 a.m. because an hour would have elapsed by then. Again, it would not matter which side was fielding.

If play is in progress, the ban will apply immediately. If the culprit is the current bowler, he will not be allowed to finish the over.

## REVISION QUESTIONS

### Section 3

The structure of the game

Laws 12 to 17

1. When must the captain of the side winning the toss notify the opposing captain of his decision to bat or field?
2. A match is scheduled to be played over three days. The first day's play is completely washed out and play starts on the second day. What is the minimum lead required if a captain wishes to enforce the follow-on?
3. When may a captain declare his side's innings closed?
4. When should the toss for the choice of innings be made?
5. Should the umpires allow a captain to forfeit the first innings of a two innings match?
6. It has been agreed that there will be a drinks interval at 4-00 p.m. At 3-45 p.m. the captain of the fielding side tells you that he wishes to cancel the drinks. In what circumstances is it permitted to do this?
7. During the last hour of a match, after 5 overs have been completed, play is interrupted for 11 minutes. What is the minimum number of overs which must be bowled when play resumes?
8. Play takes place on the first day of a three day match. The side batting first scores 280. How many runs must the side batting second score in order not to be required to follow-on?
9. It has been agreed that the tea interval should be of 20 minutes duration. At the start of the interval the fielding captain requests that the interval should be lengthened to 30 minutes due to exceptional hot weather. What should the umpires tell him about the length of the interval?
10. It has been agreed that the lunch interval will be from 1-00 p.m. to 1-40 p.m. At 12-43 p.m. on the second day, an innings ends. The captain of the side now required to bat suggests that lunch be taken immediately. What should the umpires tell him?
11. A new bowler is to come on at your end. In what circumstances can you, the umpire, permit him to have a trial run up?
12. In a one-day match, play is scheduled to end at 7-30 p.m. At 6-20 p.m. play is interrupted by a heavy shower and it is agreed to re-start at 6-50 p.m. What is the minimum number of overs which must be bowled? Show how you arrive at your answer.
13. It has been agreed that drinks will be taken at 4-00 p.m. There have been no interruptions or intervals in this session. In what situation will drinks be taken before 4-00 p.m.?
14. On what occasions is the umpire at the bowler's end required to call Time?
15. It has been agreed that the tea interval should start at 4-00 p.m. The ninth wicket falls at 3-50 p.m. No further wickets fall before 4-01 p.m. when an over ends. At what time should tea be taken?
16. It has been agreed that tea will be taken at 4-15 p.m. A new over is started at 4-11 p.m. A wicket falls on the fifth ball of this over at 4-14 p.m. At what time should tea be taken if this is
  - a) the 7th wicket?
  - b) the 9th wicket?
17. On what specific occasions should the umpire call Play?
18. a) Players are forbidden to practise on the pitch or neighbouring strips at any time. A time limit is set on them practising on the rest of the square before the start of a day's play. What is this time limit?  
b) In what circumstances should the umpires refuse to allow practice on the square, even within the time limit?

# OPEN LEARNING MANUAL



## 2000 Code of Laws 4th Edition – 2010

### Section 4

#### Scoring runs; the result of a match

#### Laws 18 to 21 and Law 26

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Law 18	Scoring runs
Law 19	Boundaries
Law 20	Lost ball
Law 21	The result
Law 26	Bye and Leg bye

**LAW 18: SCORING RUNS****Analysis points**

- a* How runs can be scored
  - by running
  - by other means – relevant Laws listed
- b* Categories of run
  - Batsmen's runs
  - Allowances
  - Penalties
- c* Disallowing runs over-rides scoring of runs
- d* What constitutes a short run
  - what runs to count
  - procedure if batsman runs short unintentionally
- e* Procedure if batsman runs short deliberately
- f* Runs scored when batsman dismissed
- g* Runs scored when ball becomes dead
- h* Who is to face the following delivery

**Commentary**

- a* For completeness, Law 18 gathers together all the provisions about the scoring of runs. In most cases, however, there is merely an indication of the Law in which the detail for a particular point is to be found. The student is strongly advised to leave the study of each of those points until the appropriate Law.

Law 18.1 sets out the four different sources from which a side can acquire runs. One of these – the batsmen running between the wickets – is covered by this Law (18).

Runs resulting from the batsmen running from one wicket to the other

The phrase in the Law 'crossed and made good their ground from end to end' means that for a run to be scored, the batsmen must start at opposite ends cross each other **each** make good his ground at the other end of the pitch.

It is important to note, however, that there is no requirement for either batsman to be within a ground at the *start* of any run.

Runs acquired by the award of penalty runs

As one of the occasions for this award is deliberate short running by the batsmen, it is covered in this Law, in Law 18.5. The detail of this is set out in Comment *e*. All other penalties are dealt with under the appropriate Laws, which are listed without comment in Law 18.6.

- b* Although not defined or listed in the Laws, there are three *categories* of run – telescoping two of the four sources noted in 18.1 – mentioned throughout the Laws and particularly in this one. 'Runs completed by the batsmen' (often abbreviated to 'completed runs') are **any** runs made and completed by the batsmen running between wickets. These can loosely be described as 'batsmen's runs'. The run in progress at the moment of the relevant incident is sometimes to count as a completed run. *If there is no specific indication* as to what runs are to count, it should be assumed throughout this text that, unless a batsman is dismissed, the run in progress will count *if the batsmen had crossed at the moment of the incident. Note that the run in progress never counts if 'the incident' is the dismissal of the batsman.*

Overthrows are sometimes mentioned. When a fielder throws the ball, whether a short or a long distance, the throw may go wrong, either by missing its target, or by a mishap with the act of throwing. An overthrow is such a mis-throw which gives the batsmen opportunity they would attempt runs or further runs. A ball which slips out of the fielder's hand as he throws, and goes a few yards behind him, is just as much an overthrow as an attempt to put down the wicket, in which the ball misses the stumps, and has to be chased by another fielder.

Equally, a throw breaking the wicket but not causing a batsman to be out, and ricocheting off into the field is an overthrow.

Usually, an overthrow simply means that the total of batsmen's runs is greater than it otherwise would have been and no distinction is made between runs, if any, completed before the throw and those taken after the throw. Cases where this is not so are stated in detail in the relevant Laws.

‘Allowances’

- for boundaries (Law 19)
- in the case of Lost ball (Law 20)

Although runs for Lost ball are strictly an award, rather than an allowance, they are included under this heading because they are of the same type as boundaries.

If allowances are included, they are allocated to the striker, or to extras, as though they had been batsmen's runs.

‘Penalties’

- 1 run penalties for a No ball (Law 24), or a Wide (Law 25)
- 5 run penalties for specific unfair actions

c In several Laws circumstances are specified in which

- either some or all types of run will not be scored/not be credited/be disallowed
- or 5 run penalties will not be awarded
- or both.

These Laws are:

Law 2.8(c)	Batsman with runner himself run out or stumped [also Laws 18.10(c), 38.4]
Law 18.4	Short runs
Law 18.5	Deliberate short running
Law 26.3	Leg byes not allowable
Law 32.5	Striker out Caught
Law 34.4(d)	Runs after second stroke not allowable [also Law 34.5]
Law 37.5 (para 2)	Batsman obstructing the field prevents catch [also Law 18.10(b)]
Law 41.4	Penalty not to be awarded for ball hitting helmet/illegal fielding
Law 42.14	Batsman damaging pitch

There could be conflict between the provisions of one of these Laws and a statement that certain runs *will* be scored. For example, in Law 18.5, the umpire is instructed to disallow all runs from that delivery other than certain penalties. If the ball has crossed the boundary, this contradicts the statement in Law 19 that ‘A boundary shall be scored . . . . whenever . . . . the ball reaches the boundary, . . . .’ etc.

Law 18.2 states the very important principle that, if there is such contradiction, **the prohibition on the scoring of runs/penalties will take precedence over the awarding of them.** A statement to the effect that ‘runs will be scored’ is to be set aside if one of the situations for disallowance or non-allowance arises. This is sometimes, but not always, specifically stated in the relevant Law.

d The requirements for a run to be scored are set out in Comment a. A ‘short run’ fails to meet the requirements and is not scored.

(i) Short runs – defined

A run is a ‘short run’ if *at least* one batsman fails to make good his ground at the end of the run **and** turns to attempt another run.

It will not affect the following run, since a batsman is allowed to start a run from outside his ground.

Any one particular run is still only 1 short run, whether both batsmen transgress or only one does, on *that* run.

It is possible for more than one run to be short, if the turn-rounds fail at the ends of different runs. As the turning for the next run is a vital ingredient, two turn-rounds are necessary (at least three

runs attempted) for two runs to be short. Whenever the two criteria above apply to a run, that run is short and will not be scored. Students should note the comment, on disallowance of runs, in comment *h*.

‘Short run’ is one of the signals that is to be accompanied by a call.

The signal to the scorers will be interpreted as 1 short run. If more than one run is a short run, the scorers are to be advised how many runs are to be scored.

(ii) Procedure if a batsman runs short *unintentionally*

This is set out in Law 18.4. The umpire must judge whether the short run was unintentional or not. There is a significantly different procedure if the umpire concerned considers that it was deliberate.

Notice that (for accidental short running)

no action is to be taken about the short run

until the ball becomes dead

if the ball subsequently goes to the boundary.

the umpire at the end where the short running took place is to call and signal it when the ball is dead

thereafter all action is to be taken by the bowler’s end umpire

if both umpires signal, they must sort out which run or runs were short. It is noted under Law 3 Comment *h* that it is the bowler’s end umpire who will inform the scorers of the number of runs scored.

*e* Procedure if the umpire concerned considers that short running was *deliberate*

Again, no action is taken about it until the ball is dead. However, deliberate short running is not to be ignored, even if the ball goes to the boundary. It is still for the umpire seeing the short running to call and signal and for all action thereafter to be by the bowler’s end umpire. There is an additional procedure, leading eventually to the award of penalty runs.

In brief outline, to be read side by side with Law 18.5:

1. The first time that a batsman deliberately runs short

warn that this is unfair (warn both batsmen, even if only one has transgressed)

warn that any repetition will incur penalty (i.e. warning is final)

all the relevant people are to be told

return batsmen to original ends (if not there already)

disallow all runs from the delivery (but various penalties are to be allowed)

signal to the scorers and inform them of the number of runs scored.

2. The umpire is to tell each incoming batsman that a final warning has been issued. If subsequently in that innings any batsman deliberately runs short,

all the relevant people are to be told

return batsmen to original ends (if not there already)

disallow all runs from the delivery (but various penalties are to be allowed)

5 penalty runs are awarded to the fielding side, which entails a signal to the scorers

inform the scorers of number of runs scored

the incident is to be reported (as soon as possible after the match).

*f* Runs scored when a batsman is dismissed

When a batsman is dismissed, although penalties, if awarded, will be counted, whether or not runs completed by the batsmen will be scored will depend on the method of dismissal. In the case of a dismissal the following apply

5 run penalties (to either side)

These are not affected by the method of dismissal of a batsman. If awarded, they will be scored. It should be noted, however, that there are circumstances in which they will not be awarded. These are not connected with the *method* of dismissal and will be discussed later.

**1 run penalty for a No ball or a Wide**

Again if either of these is awarded, it will be scored, irrespective of the method of dismissal. In some cases, however, the award of one of these penalties means that the dismissal is not possible. This is noted in each case.

**Runs completed by the batsmen**

It is never possible for a boundary to be scored and a batsman to be dismissed on the same delivery, since the ball automatically becomes dead as soon as either event occurs.

The run in progress is never allowed when there is a dismissal, irrespective of whether the batsmen have crossed before the dismissal or not. Hence any batsmen’s runs allowed are purely completed runs. Section 9 sets out those methods of dismissal for which completed runs are allowed. For all other dismissals, no batsmen’s runs are to be scored.

In the charts below, an entry X under No ball indicates that if the call is made, the method of dismissal in that row is not possible. An entry ‘Possible ✓’ in this column indicates that the method of dismissal is possible after a call of No ball and that the one run penalty will stand, even though in some cases no batsmen's runs are to be allowed. Similar meanings apply in the case of Wide.

Where there is no entry in the fourth column, the not out batsman will go to the end that was his end at the moment of the dismissal.

An asterisk on the right hand side indicates that, in these cases only, the Law concerning the dismissal also states the runs to be scored.

<b>METHODS OF DISMISSAL FOR WHICH NO RUNS BY THE BATSMEN WILL BE SCORED</b>			
	Penalty for		Not out batsman
	No ball	Wide	return to original end
Bowled	X	X	Yes
Caught	X	X	Yes *
Hit the ball twice	Possible ✓	X	Yes
Hit Wicket	X	Possible ✓	Yes
Leg before wicket	X	X	Yes
Obstructing the field preventing a catch	X	X	Yes *
Stumped	X	Possible ✓	Yes
Striker with a runner himself run out	Possible ✓	Possible ✓	Yes *

<b>DISMISSALS FOR WHICH RUNS COMPLETED BY THE BATSMEN WILL BE SCORED</b>			
	Penalty for		Not out batsman
	No ball	Wide	return to original end
Handled the ball	Possible ✓	Possible ✓	Yes *
Obstructing the field but not a catch	Possible ✓	Possible ✓	Yes *
Run out other than as above	Possible ✓	Possible ✓	Yes *



*g* Runs scored when the ball becomes dead

Law 23 lists the occasions when the ball becomes dead. In some of these the ball unexpectedly and abruptly becomes dead,

because of intervention by an umpire, for example  
for unfair play  
if there is a serious injury.

as a result of some action of a player, for example  
fielding the ball 'illegally'  
touching the ball after return to the field without permission etc.

or because some specific incident has occurred, for example  
the ball becoming trapped or lodged in clothing or equipment.

In many cases, the appropriate Law specifies how many runs are to be scored. Law 18.10 lays down the general principles on which the number of runs is to be decided where there is no such specific guidance. It also calls attention to two particular Laws, where the question of allowing the run in progress if the batsmen have already crossed does not conform to the general principle. Each is explained in the relevant Law.

For the other occasions listed in Law 23 when the ball becomes dead, there is no need for comment about runs scored. These occasions are

- when the ball becomes dead, without either the intervention of an umpire or the occurrence of some particular event.

In all these cases either there can be no doubt about the number of runs to be recorded or, as in the case of short running, the number of runs is specified within the Law.

- when the umpire calls the ball dead before any question of scoring runs can arise – for example because the striker is seriously injured in playing the ball.

- when a boundary is scored – dealt with in Law 19.

- when a batsman is dismissed – dealt with above, in this Law.

- when Lost ball is called – dealt with under Law 20.

Note that the penalties referred to in Law 18.11(a) include the 1 run penalties for No ball or Wide as well as 5 run penalty awards.

*b* Who is to face the following delivery?

It is important that the batsman facing a delivery should be the correct one. There is an exceptional provision about this in the case of a deliberate attempt by the fielding side to obstruct or distract a batsman. This is dealt with under Law 42. This exception apart, Laws 18.11 and 18.12 set out the general principle by which 'the correct one' is to be identified. There are only two possibilities.

When the ball becomes dead after a delivery

either the batsmen **must** be at, or be sent to, the ends where they were when the ball came into play for that delivery. This is described as 'returning to the ends they originally left' or 'returning to their original ends'.

or circumstances determine which ends the batsmen are to be at.

(i) Batsmen must be at, or go to, original ends

Law 18.11(b) lists (in more formal words) three types of situation where this is a **requirement**.

when a boundary is scored

when runs are disallowed

with some exceptions, when a batsman is dismissed.

These are considered below but not in that order.

The dismissal of a batsman

All the cases of dismissal where the not out batsman *must* return to his original end are listed in Law 18.11(a). In the first table in Comment *f* above, they are the six entries with 'Yes' in the third column. The incoming batsman in these instances will go to the dismissed batsman's original end.

### When a boundary is scored

Normally batsmen are to return to their original ends when a boundary is scored. Law 19, dealing with boundaries, states two special cases where this does not apply, however. They are:

- the batsmen run more than the boundary allowance so that their runs replace this allowance. [Law 19.6(c)]
- the boundary results from an overthrow or the wilful act of a fielder. [Law 19.7]

### When runs are disallowed

The word 'disallowed' here is to be interpreted strictly. There is a difference between on the one hand runs being disallowed and on the other hand runs not being allowed, or not being scored. A run that is not scored is not a run; it does not exist. Therefore there is nothing to disallow. As an example of each

If a batsman deliberately runs short, the umpire is instructed to **disallow** runs from this delivery. In this case the batsmen are to return to their original ends.

If a batsman runs short accidentally, he has failed to complete the run in question and this run is **not scored**, and so disallowance cannot apply. In this case, the batsmen are not returned to their original ends.

Although this may appear confusing, there is no difficulty about whether batsmen are to return to original ends or not. If batsmen are to go to their original ends after disallowance of runs, this is stated in the Laws.

These Laws (excluding dismissals and boundaries) are

- Law 18.5 Procedure in case of *deliberate* short running - specifically stated.
- Law 26.3 Procedure if Leg byes not allowable - specifically stated.
- Law 34.5 Procedure if runs after second stroke not allowable - specifically stated.
- Law 41.4 Penalty withheld because ball deflected off person without attempt to play the ball with the bat etc. Procedure of Law 26.3 applies.
- Law 42.14 Procedure when batsman damages pitch - specifically stated.

Note that although there is an instruction to 'return batsmen to original ends' this will not be necessary if they are already at those ends.

### (ii) Circumstances determine which ends the batsmen are to be at

This is in all situations (other than the exception in Law 42 noted above) where there is *no requirement* for the batsmen to return to original ends. The determining factor is whether or not *the batsmen had crossed* at a particular defining moment. If they had crossed at this instant, then the batsmen continue on to the ends to which they were going. If they had not crossed, then they go back to the ends which they have just left. This is described in the Law as 'returning to the wicket he has left'

The 'defining moment' for

- |   |  |
|---|--|
| Caught                                    | is when the catch is completed.  |
| Handled the ball                          | is when the offence is committed.  |
| Obstructing the field (either situation)  | is when the offence is committed.  |
| Run out (not the injured striker himself) | is when the wicket is put down.  |
| Batsmen run more than boundary allowance  | is when the conditions for a boundary to be scored are fulfilled.  |
| Boundary from overthrow or wilful act     | is the instant of the throw or act.  |
| Lost ball                                 | is the instant of the call.  |
| Other cases                               | is the moment specifically stated in the Law for determining whether the run in progress is to be included in the total of runs scored. Laws 34.4(c) and 42.5(f) are particular cases to note. |

Notice that when a striker who has a runner is himself dismissed Run out, the non-striker will always return to his original end.

There is a point to note about the run in progress which, as indicated above, may or may not be part of the total of completed runs. If it is, this part run acquires the status of a completed run. If it is not, it is simply a part run that does not contribute to the total as, for example, the run in progress when a batsman is run out. It has **not been disallowed**. This is particularly important to understand *if runs are permitted* after a lawful second strike, where the significant 'run in progress' is the first run. In the cases where it is not to be included as a run it has not been disallowed. The batsmen will not be sent back to their original ends, but will remain at the ends at which they finish after completing the runs. Details about runs permitted or not permitted after a second strike are set out in the commentary on Law 34.

Occasionally there can be difficulties about 'crossing'. For example, perhaps the batsmen have misunderstood each other and are running in the same direction. These unusual possibilities are all dealt with under Law 29. After study of that Law, the student will see that the two possibilities at the start of this section are that each batsman (or his successor after dismissal)

either *must* be at, or go to, his original end

or is to be at, or go to, the end that was his end at the 'defining moment'.

**LAW 19: BOUNDARIES****Analysis points**

- a* Agreeing the boundary
  - sight-screens to be outside obstacles
- b* Marking the boundary
- c* The boundary edge
  - lines
  - ropes
  - fences
  - other objects
  - no physical marker
- d* Conditions for a boundary to be scored
  - fielder near the boundary
- e* Runs allowed for boundaries
  - agreeing
  - boundary allowance in addition to penalties
- f* Runs when there is a boundary
  - batsmen's runs
  - runs less than allowance
  - runs more than allowance
  - runs in addition to allowance

**Commentary**

- a* Agreeing where the boundary is

The boundary is 'the edge of the world' for the field of play. It is important to realise that the boundary is an **edge**, in exactly the same way that a crease is an edge. Exactly where this edge is – along its whole length - must be agreed between captains and umpires before the toss.

There can be no negotiation about sight-screens. They must be entirely outside the boundary. Outside (or beyond) the boundary is outside the field of play. The boundary must skirt round a sight-screen to exclude it, if there is insufficient room for any other arrangement.

As well as agreeing with captains where the boundary is, the umpires must decide between themselves, and inform the captains, if anything within the field of play which could be an obstacle – perhaps a tree – is to be regarded as a boundary. No obstacle can be so regarded unless, before the toss, the umpires have designated it as a boundary.

- b* Marking the boundary

A boundary is like a crease in that where it is marked, it is only an edge of the marking which is the boundary itself – the boundary edge. Unlike a crease, this marking can take a variety of forms, but whatever marks the boundary must have contact with the ground. The Law even allows for there to be no marking, leaving the edge as an imaginary line, but this creates difficulties in judging whether a boundary has been scored or not. It is quite common for the marking to take different forms in different sections:

- a* *white* line marked on the ground, just like a crease marking
- a rope laid along the ground
- a fence
- other solid objects.

In Law 19.2(c), a rope and a fence are each defined to include a much wider class of objects than normally associated with these words. These definitions should be studied.

A white line or a rope are the preferred methods but may not always be available. There may be sections where there is no marking. Then the imaginary *straight* line (on the ground) joining the two marked points at either end of this section will be the boundary edge.

If none of the markings listed is available, an agreement must still be made as to the position of the boundary. It could be, for example, where the short grass of the outfield meets the longer, uncut grass outside – an arrangement to be avoided if possible.

*c* Where is the boundary edge?

Whatever form the marking (or lack of marking) takes, a boundary edge must be agreed for the whole boundary. Law 19.2 defines what the boundary edge is to be for any of the markings listed. The umpire must be completely familiar with these. Where an unlisted form of marking is used, an edge must be agreed. For instance there might be a gully, whose inner lip would be the boundary edge. It is important to realise that *everything beyond the boundary edge*, even the marking itself, **is outside the boundary**. Sometimes, in order to make it easier to see where the boundary is, there will be boundary markers or flags as well as a white line. These must be placed beyond the boundary edge. Only when such markers are the *only* form of marking can any part of them be a boundary edge.

Law 19.2(e) gives guidance as to what becomes of the boundary edge if a physical object marking the boundary is moved or damaged. No action can be taken until the ball is dead.

*d* Conditions for a boundary to be scored

In essence the ball must reach the boundary and, while the ball is in play, touch one or more of  
 the boundary edge  
 or the ground beyond the boundary edge  
 or an object in contact with the ground beyond the boundary edge.

Every part of anything marking the boundary, except the boundary edge itself, is outside the boundary. Thus if, for instance, the ball rolls along the ground towards a boundary fence, it cannot physically touch the edge, because of the curve of the ball. In touching the fence, however, it touches something in contact with the ground beyond the boundary edge, even if the part it touches projects forwards – see next paragraph.

Fences may have a continuous base line, but quite often the support posts are the only parts in contact with the ground. A selection of such ‘fences’ is shown on the facing page. The definition of the boundary edge must be strictly applied. Note, in particular, number 8. It is a fence, because it has a flat surface projecting above the ground. It is immaterial that that surface is not vertical. The various forms of boundary boards/flags also fall within the definition of fence. For every fence shown, only the ground-contacts (emboldened) provide a physical marking. Every other bit of the fence-post or stick apart from the edge, even its front face, is outside the boundary, and moreover grounded beyond the boundary. In the gaps between the short sections of base line, the boundary edge is to be the imaginary line (dotted) joining the two nearest ground-contacts.

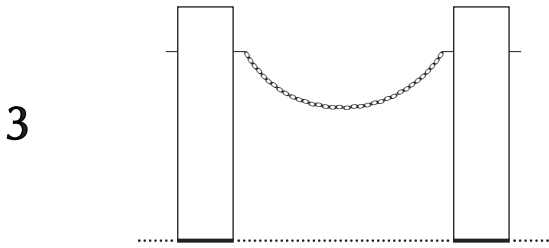
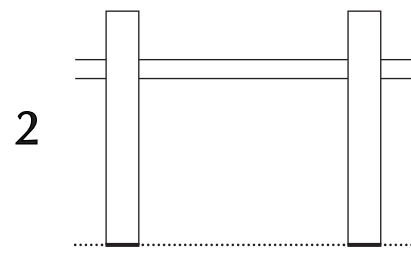
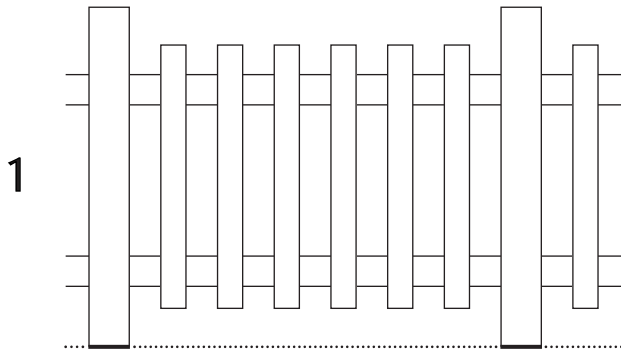
A ball may

hit a bit of fence projecting (in the air) inwards, or a cloth flag fluttering inwards. Because that bit of fence or cloth is attached to the post, the ball will have touched something in contact with the ground outside the boundary.

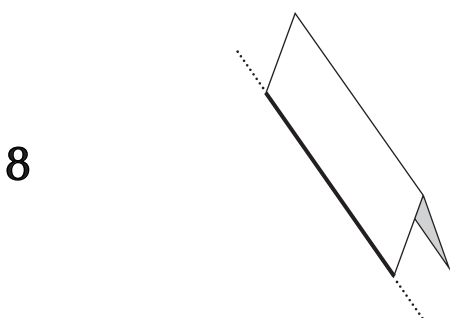
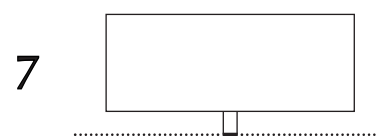
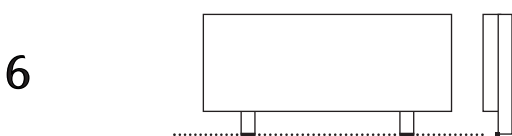
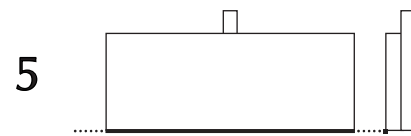
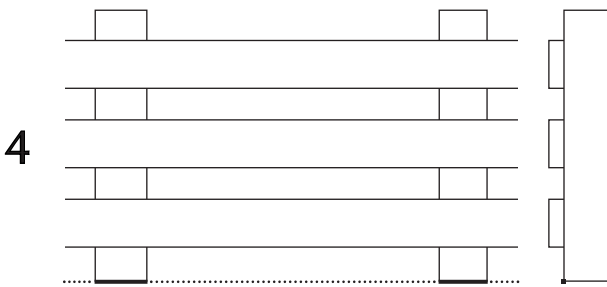
pass right through, especially in numbers 2 and 3, without touching anything. It will have crossed the boundary edge in crossing the imaginary line between posts. As soon as it comes into contact with anything grounded beyond, it will have pitched beyond the boundary. In this case, it is not until such contact is made that the boundary is scored.

The ball counts as having touched the boundary or something beyond it, if the touch is made by a fielder who is in contact with the ball. There is a specific provision set out in Comment *e* about the number of runs scored in this case.

Conversely, a fielder can field the ball even if he is himself wholly or partly beyond the boundary, if he is not in contact with the ball and the boundary (or beyond) at the same time. This means that even if the ball has passed over the boundary but is not in contact with the ground he can handle it without conceding a boundary if



In numbers 1, 2 and 3 the front faces of the support posts are further forward (towards the field of play) than any other part of the fence. In numbers 4 to 7 this is not so, as indicated by the side-on views. The boundary edge appears as a dot in each side-on view.



he is grounded inside the field of play but leaning over the boundary – fence, or whatever – without touching it

he has jumped in the air and is not grounded when in contact with the ball. In this case however he must have jumped up from being grounded inside, unless the ball has already been touched by a legitimately positioned fielder. For example, a fielder near the boundary gets a finger to a ball in flight without grasping it. The ball continues in the air over the boundary. He can run outside, jump up and while in the air bat it back into the field of play, as long as he is not grounded outside while in contact with the ball.

*e* Runs allowed for boundaries

(i) These must be agreed between umpires and captains before the match.

There are to be two distinct types of boundary – a Boundary 4 and a Boundary 6. For both, the conditions stated at the beginning of Comment *d* must be satisfied.

A Boundary 6 will be scored *only* if additionally  
     the ball has made contact with the striker's bat  
 and   has not subsequently made contact with the ground (or an obstacle that is to be regarded as a boundary) before touching something beyond the boundary.

If a Boundary is scored without satisfying this two fold condition, it will be a Boundary 4.

For either of these the actual number of runs to be allowed can be agreed as different from 4 or 6. Such agreements are to be guided by the prevailing custom at that ground. It can be agreed that one section of boundary – perhaps a particular fence – will have a different allowance from the rest of the boundary. All agreements must be clear to umpires, captains and scorers.

The signals for the two types are set out in Law 3.14 and will be used even though allowances other than 4 and 6 may have been agreed.

As noted above, a ball will have 'touched something beyond the boundary' if it touches a fielder who is in contact with the boundary edge or something beyond it. If this contact is made while the ball is in play, a boundary will be scored. In this case there is a special provision about the runs to be awarded. If conditions for a Boundary 6 apply, 6 runs will be awarded even if an allowance other than 6 has been agreed. Further comment on this is under Law 32 (Caught). For other boundaries 4 runs, or whatever allowance has been agreed instead of 4, will be awarded.

(ii) Whatever runs are awarded for a boundary, they will always be in addition to any penalties that may be applicable.

*f* Runs credited when a boundary is scored

A boundary is scored, when the ball, or a fielder in contact with the ball, touches the boundary or something beyond it. Comment *e* above deals with the appropriate *allowances*. The runs actually to be credited depend on other factors.

(i) Penalties – A 1 run penalty and/or a 5 run penalty, if awarded, will be scored in addition to any other runs.

(ii) Other runs – At the moment when the conditions for a boundary to be scored are satisfied, there may be some 'batsmen's runs' as described in Law 18 Comment *b*. These include the run in progress if the batsmen have crossed at that moment.

If, as is the normal case, the 'batsmen's runs' are fewer than or equal to the allowance, the 'other runs' are the boundary allowance only.

This replaces the batsmen's runs.

Batsmen return to their original ends.

if, as occasionally happens, the 'batsmen's runs' are more than the allowance, the 'other runs' are the 'batsmen's runs' only.

They *replace* the boundary

Therefore the batsmen do **not** return to their original ends.

In the case of an overthrow (explained in Law 18 Comment *b*)

the 'other runs' are the 'batsmen's runs' *and* the allowance added together. In this case, however, the 'batsmen's runs' are counted only up to the moment of the throw, **not** up to the moment when the conditions for a boundary to be scored are satisfied. The run in progress at the throw will, however, be counted if the batsmen had crossed at that instant. Note, however the special case of Law 34.4c (ii, iii).



**LAW 20: LOST BALL****Analysis points**

- a What counts as Lost ball
- b Fielder to call Lost ball
- c Replacing ball
- d Runs scored
  - what type of runs
- e Who faces next ball

**Commentary**

- a The title of the Law – Lost ball – describes a specific situation.
  - (i) The ball must be in play.
 

*None* of the following situations counts for Lost ball because the ball is not in play in any of them.

    - It is hit out of the field of play into some bushes and cannot be found.
    - It is hit into a river just outside the boundary and cannot be recovered.
    - A dog seizes it, after it has rebounded from a helmet on the ground. The dog remains within the field of play but evades capture, so that the ball cannot be recovered.
  - (ii) The fielders must be unable to retrieve the ball,
    - either because they cannot see where it is (unlikely within the field of play)
    - or because they cannot dislodge it from where it is
      - stuck up a tree which was not agreed as a boundary
      - fallen down a hole for a football goal post
      - etc.
- b Because in the situation described in (ii) the ball *is in play*, the batsmen can continue running. It is a fielder's responsibility to bring the running to a halt, by calling Lost ball. The umpires do not do so. At the call, the ball becomes dead.
- c Occasionally a ball will be recovered almost immediately after the call. If it is not, the umpires must replace it in order that play can continue. They will choose a replacement as close to the original, as regards wear, as can be achieved and inform the batsmen and the fielding captain, as laid down in Law 5.5.
- d The runs scored will be
  - (i) Penalties – A 1 run penalty and/or a 5 run penalty, if awarded, will be scored in addition to any other runs.
  - (ii) Other runs –The 'batsmen's runs' will include the run in progress if they have crossed at the instant of the call. If these are
    - 6 or fewer than 6, the other runs will be an award of 6 only
    - more than 6, the other runs will be the batsmen's runs only.

These runs, even if part of the award for Lost ball, will be all scored as if they had been batsmen's runs. That is,

    - if the striker hit the ball, they will be credited to his score
    - If he did not, then they will be Byes, Leg byes, No balls, or Wides as appropriate.

The penalties, if any, will be scored as extras in the usual way.
- e The batsmen will not be returned to their original ends. Each will go to the end that was *his end* (explained in Law 29) when the call was made.

**LAW 21: THE RESULT****Analysis points**

- a* How a result is achieved when match played out to a conclusion
  - Win
  - Tie
- b* Match Awarded or Match Conceded procedures
- c* A Draw
- d* Matches where innings are limited by time or number of overs
- e* Runs scored on the final delivery of a match
- f* How each form of result is to be stated
- g* Umpires' responsibility with regard to scores
  - to agree scores with scorers
  - to make decisions as to correctness
  - procedure if mistake is subsequently discovered
- h* Result not to be changed
- i* Discrepancies in scores
  - techniques for avoiding

**Commentary**

- a* Law 12 allows for matches in which, instead of having merely times for close of play and occurrence of agreed intervals on any day, individual innings can have a time limit set, or be limited to a stated number of overs. The result in such matches is discussed in Commentary *d*. Setting these aside until then, there are four possible forms of the result of a match. Two of them are a Win and a Tie.

The result can be a Win or a Tie, only if the match is played out to a conclusion. That is, the **side batting last**

- either scores a total of runs greater than the total scored by the other side. Then the result is a Win to this side
- or is all out (or their innings is complete as described in Law 12.3(b)). Then if their runs are
  - fewer than their opponents', the result is a Win to the other side
  - the same as their opponents', the result is a Tie.
  - more than their opponents', the result is a Win by Penalty runs, since this is the only way such a situation can arise. See the third example in Comment *e* below.

There is no difference in this respect between a one innings match and a two innings match, except that in a two innings match, a side's score is the aggregate of what it has scored in its two innings, if both of these have taken place.

- b* The other two possible forms of result are Match Awarded and Match Conceded.
  - (i) Match Conceded is self-explanatory. The captain of one side will 'give' victory to the other side. He must make his intentions clear to the umpires as well as to the other captain. The scorers will need to be informed.
  - (ii) Match Awarded. Here the umpires award the match to one side, because they judge that the other side is refusing to play. The procedure is as follows.
    - Some action by one side causes an umpire to consider that this side might be refusing to play.
    - He tells the other umpire.
    - Together they try to find out what the cause of the action is. If this entails leaving the field of play, the bowler's end umpire must first call Time and take possession of the ball.

If they decide that the action is a refusal to play

They must inform the captain of that side that this is their opinion and that the outcome of such a refusal is that the match will be awarded to the other side.

If the captain continues the action, they will award the match to the other side.

If the game was in progress, it will be necessary to return to the field of play, and call Time as the match is at an end. The scorers will need to be informed of the result.

If they decide that the action is not a refusal to play

If play had not started, then the match will start as soon as possible.

If play had already started, then the umpires will decide a time (which should be as soon as it is possible) when play can restart. They will note the time between the beginning of the action investigated and this restart time.

The time previously agreed for close of play will be extended on that day by this length of time. No overs will be deducted from the minimum to be bowled in the last hour on account of this time, or in the innings as a whole if a limit has been agreed.

- c The fifth way in which a match can end is a Draw – which does not count as a ‘result’ like the four forms listed above.

If the cause of the match ending is that

either the required number of overs have been bowled  
and the agreed Time has been reached

or conditions of ground, weather or light (or other circumstances mean that play cannot continue

**but** a result in the form of a Win, a Tie, Match Awarded or Match Conceded has not been achieved, then the match is considered a Draw.

- d When there is an agreement that individual innings are to be limited by time or by overs, the conditions for a Win will still apply. Which side scored the most runs in its completed innings? Awarding or Conceding a match will also apply. For any other situation, how the various possible outcomes are to be determined must be agreed before the match, either by agreement between captains and umpires, or, more likely, in rules governing the Competition. Such rules vary widely, too widely for detailed guidance to be given in a document like this. Umpires should ascertain what they are before the start of for any particular match.

e Runs scored on the final delivery of a match

- (i) The *batsmen's runs* from the final delivery will be counted in the same way as they would have been for any other delivery during the match, if the match ends  
in a Draw  
in a Tie  
as an Awarded, or Conceded match  
as a Win to the side *fielding* in the final innings.
- (ii) If a delivery is the final one because the side *battling* last **wins** on that delivery, with one exception, only the number of runs necessary to win are to be counted. As soon as that total is achieved, the match is over and, apart from a possible award of 5 penalty runs for an offence which has already been committed, nothing that occurs after that is part of the match.

Examples:

The batting side needs 1 run to win. The ball is delivered and No ball is called. The 1 run penalty is enough to win the match. Any other runs, which would normally be added to this, are not to count.

The batting side needs 3 to win. The ball is delivered and is called Wide. The batsmen run. As soon as they have completed 2 runs, to be added to the 1 run penalty, the match is won, and even if the batsmen continue running, or the ball subsequently reaches and touches the boundary, no further runs are to count.

The exception:

If a boundary is hit and if, *without* the boundary allowance, the batting side does not have enough runs to win, then the whole allowance will be counted, even though this may mean that the total is more than the minimum required to win.

Example. The batting side needs 2 to win. The striker hits the ball deep into the outfield and they run. Soon after they have completed the first run, the ball crosses the boundary. The 1 they have run is insufficient. The boundary is counted and all 4 runs allowed. This has no effect on the way the result is stated. It is still 'won by such-and-such number of wickets'

(iii) There may be runs from the last delivery that are to be disallowed, or not to count. The disallowance, or not counting will take precedence, as stated in Law 18.2. Two examples in which the **batting side needs 1 run to win**.

1. The batsmen run after the ball has come off the striker's pads without satisfying the conditions for Leg byes (explained in Law 26). They complete 1 run. Although this is sufficient to win, and the umpire's action in disallowing it is after the completion of the run, the disallowance will stand. 1 run is still needed to win.
2. After the striker has hit the ball high in the air, the batsmen run and complete 1 run. A second later a fielder catches the ball cleanly. Although the catch comes after the completion of the 1 run, the fact that no runs are to be scored from a catch over-rides this. 1 run is still needed to win.

*f* When the match ends in a Draw, or the result is a Tie, this can be stated exactly like that. If the result is one of the other three possibilities, which side has won must be stated.

Match Awarded to such-and-such a team

Match Conceded to such-and-such a team

are self evident.

In the case of a Win, however, the margin by which the match has been won is also to be stated. How this is to be done is set out in Law 21.7.

As examples to be studied together with the statement in Law 21.7, suppose the two teams are East and West. East bats last. West's total score was 200.

East achieves a total of 203 with 8 wickets down.

The result is – East won by 2 wickets.

East is all out for a total of only 175.

The result is – West won by 25 runs.

East is all out for a total of only 198.

The result would be – West won by 2 runs.

If, however, on the last delivery, 5 penalty runs are awarded to East, making East's score 203 all out, the result would be – East won by Penalty runs. This form of win applies only when the side batting last is all out

**and** has scored fewer runs than the opposing side

**but** an award of 5 penalty runs on the final ball increases its score to a total sufficient to win.

Notice that the award of 5 penalty runs when the ball is dead is the only situation in which anything can be added to the score of either side after a result has been reached. This exception will apply even if, as in this case, it changes the result! The offence for which the penalty is awarded will have taken place before the ball became dead.

As a further example on the scoring, or not, of the boundary allowance on the final delivery, notice that in the first example, East could not have had 200 and run 3; the match would have ended after the first run. They could perhaps have had 197 runs and hit a boundary 6 on the next delivery. Running 1 or 2 then before the ball reached the boundary would be insufficient. Hence the whole 6 would be allowed.

- g* The umpires and scorers are to check with each other, as stated in Laws 3.15, and 4.2, at the end of the match. They will come to agreement as to how many runs have been scored and how many wickets have fallen and, if relevant, the number of overs bowled.

If when they check there is a discrepancy which cannot be resolved by agreement, it is the umpires who are to make any necessary decisions as to the correct score.

If, however, the checking reveals an error, which will have an effect on the result, the umpires are to order play to resume if this is possible and necessary.

It will not be possible if

the match is concluded because the required number of overs has been bowled and the agreed time has been reached

the side batting last is all out

conditions of ground weather and light mean that further play is not possible.

It will not be necessary if

the actual result is not affected.

The side batting last needs 180 to win. The last wicket falls with the score apparently 170.

It is then discovered that the score is actually 172. Although the margin is different, this does not affect the fact that the other side has won. No action is required except to correct the score, change the result from 'won by 9 runs' to 'won by 7 runs' and inform the captains.

one captain concedes the match.

The side batting last needs 180 to win, and believes that this has been achieved for the loss of 6 wickets. It is then discovered that in fact the score is only 179. The fielding captain may decide that with so many wickets still to fall, it would be better to concede victory rather than resume play for just one more run to be scored.

If play is resumed in the case of an error in scores, it is to be resumed with

the number of overs, or part-overs, still to be bowled

the time remaining till close of play

exactly as they were when the umpire called Time.

- b* Once there is agreement between umpires and scorers as to the correct details of the scores, any mistakes having been put right as above, the result, or the fact that it is a Draw, will be determined by these details. It cannot thereafter be altered.

Mistakes should be extremely rare if umpires and scorers keep checking with each other.

- i* On some grounds the arrangements for displaying the score may be far from ideal. Those who are putting up the score on whatever scoreboard there is may make a mistake. Nevertheless, it should be possible to avoid the disagreeable situation of finding a discrepancy after the match was thought to have ended. If the scores are close as the match nears a finish, scorers should check that what is displayed is correct. Umpires should check that what is displayed is what they agree is correct. If facilities for display are inadequate, some other means must be found of ensuring that the umpires, scorers and players know what the correct score is.

**LAW 26: BYE AND LEG BYE****Analysis points**

- a Definition of Bye and Leg bye
- b When batsmen are not allowed to score Leg byes  
procedure if they run when Leg byes not allowed
- c Effect of calling No ball or Wide ball

**Commentary**

- a (i) The conditions for a Bye to be scored are set out in Law 26.1.  
The delivery must not be a No ball or a Wide.  
There must be no contact between the ball and any part of the striker's bat or person.  
The batsmen must run and complete a run or runs, or the ball must cross the boundary.
- (ii) The conditions for a Leg bye to be scored are set out in Law 26.2.  
The delivery must not be a No ball.  
The ball must be deflected off the striker's person. There must be no contact with his bat in any case before striking his person nor, in most cases, after striking his person.  
Contact with the bat after striking his person is discussed in Comment *b* below and under Law 34 (Hit the ball twice).  
He must, *to the umpire's satisfaction*,  
either have attempted to play the ball with his bat  
or have tried to avoid being hit by the ball.  
The batsmen must run and complete a run or runs, or the ball must cross the boundary.

If the umpire *is* satisfied on this point, an *inadvertent* contact subsequently with the striker's bat will not prevent runs from being scored. Such runs will, however, not be Leg byes. Runs in the case of a *deliberate* second strike might be Leg byes. This is discussed under Law 34 (Hit the ball twice). The student should postpone study of that situation until then.

- b If the umpire is *not* satisfied that the striker attempted to avoid being hit by the ball or to play the ball with his bat, then Leg byes will not be allowed. Moreover, neither the striker nor his side will be allowed to score *any* runs from that delivery even if there is subsequent contact with the striker's bat, except that if No ball has been called the 1 run penalty will be allowed. Even should some action by the fielding side merit the award of a 5 run penalty, it will not be allowed. This is the most severe prohibition on scoring of runs within the Laws.

If the batsmen do not run and the ball does not reach the boundary  
no action **need** be taken but the Law allows the umpire to call Dead ball if necessary.

If the batsmen do not run but the ball does reach the boundary  
Dead ball is to be called and signalled  
the boundary is to be disallowed.

If the batsmen run, the umpire will wait until  
either the batsmen complete one run  
or the ball reaches the boundary.

He will then  
call and signal Dead ball  
disallow the run (or boundary if the ball reached it first)  
return the batsmen to their original ends.

If either batsman is dismissed before the completion of one run, or the ball reaching the boundary, again no runs of any sort will be allowed, except a possible 1 run penalty for a No ball because all the other provisions of the Laws are to apply, the normal criteria will be used to decide the end to which the not out batsman should go.

- c If the delivery is a No ball, or a Wide, but the other two conditions for Bye are fulfilled, then the resulting runs are scored, not as Byes but as No ball extras, or Wides, in addition to the appropriate 1 run penalty.

If the delivery is a No ball but all the other conditions for Leg bye are fulfilled, then the resulting runs are scored, not as Leg byes but as No ball extras, in addition to the 1 run penalty. Note that it cannot be a Wide since there is contact with the striker's person.

In either case, if there is a boundary allowance instead of or in addition to the batsmen's runs, it will be scored in exactly the same way as the batsmen's runs would be. The same is true if there is an allowance for a call of Lost ball.

## REVISION QUESTIONS

### Section 4

Scoring runs; the result of a match

Laws 18 to 21 and Law 26

1. The batsmen have just started on their third run when a fielder, attempting to stop the ball, succeeds only in diverting it across the boundary. How many runs are scored?
2. The batsmen complete two runs. Both umpires call and signal Short run. How many runs are scored?
3. How many runs are scored if the batsmen -
  - a) have run 4 and crossed on the 5th (but not completed it) before the ball crosses the boundary?
  - b) have run 2 and crossed on the 3rd when a fielder throws the ball, which misses the wicket and subsequently goes to the boundary?
4. You see that as the striker turns at your end to attempt a second run, he fails to ground his bat and so does not make good his ground. You consider this accidental. How many runs are scored if –
  - a) the second run is successfully completed and no more runs are attempted?
  - b) the striker is run out at the wicket-keeper's end on the second run?
  - c) the ball crosses the boundary before the second run is completed?
5. The ball is hit into the air and lands, without previous contact with the ground, on the rope which marks the boundary. How many runs are scored?
6. Give the outcome of each of the following one innings matches. Side A bats first in each case.

	<b>SIDE A</b>	<b>SIDE B</b>
a)	186 for 2 wkts dec.	186 for 9 wickets
b)	200 all out	150 all out
c)	204 for 7 wkts dec.	208 for 4 wkts.
d)	173 for 3 wkts dec.	173 all out

7. A fielder picks up the ball. In the act of throwing it to the wicket-keeper, he steps on the boundary rope while still holding the ball. The batsmen have completed three runs. What action should you now take?
8. You call and signal No ball for a fast, short pitched delivery. The striker ducks but the ball grazes his helmet and eventually crosses the boundary behind fine leg.
  - a) What signals do you make to the scorers?
  - b) What response is required from them?
9. The ball is hit into the air and, without contact with the ground, hits the sight-screen. The ball rebounds and is caught by a fielder. How many runs are scored?
10. The batsmen apparently complete three runs but, when the ball is dead, both umpires call and signal Short run. Why must the umpires now consult to ascertain which run each is calling short?
11. How many runs are scored if the batsmen have run 2 and crossed on the third when –
  - a) one of them is Run out?
  - b) one of them handles the ball and is given out for doing so?
  - c) the ball, being thrown in, hits one of the batsmen and lodges in the top of his pad?
12. The ball is hit into the outfield and drops down a hole used for goalposts. After the batsmen have crossed on their third run a fielder calls Lost ball.
  - a) How many runs are scored?
  - b) At which ends do the batsmen resume?



13. A match may end as a Draw, or the result may be either a Win for one side or a Tie. What other forms of result are possible?
14. Side A bats first and scores 120 for 8 wkts dec.
  - a) How is it possible for Side B, batting last, to score 122 all out?
  - b) What would the result be in this case?
15. A fielder realises that he will be unable to stop the batsmen from completing a fourth run and deliberately allows the ball to cross the boundary line in order to prevent a fifth run being taken. How many runs are scored?
16. In order for the result of a match to be Match Awarded, the umpires must have formed the opinion that \_\_\_\_\_. What are the missing words?
17. The striker hits the ball into the outfield. It bounces some distance in front of a fielder, standing close to but not touching, the boundary which is marked by a line. The fielder bends backwards, without moving his feet, to field the ball after it has passed over the boundary. He returns the ball to the wicket-keeper. In these circumstances would you
  - a) take no action
  - or b) signal a boundary 4?Explain why you think that the answer which you have chosen is the correct course of action.
18. Your colleague at the striker's end calls and signals No ball. The striker tries to hit the ball but fails to make any contact. The batsmen run and complete two runs. What should you signal to the scorers?
19. The striker makes no attempt to play the ball which is deflected off his pad to fine leg. The non-striker calls for a run and sets off. After initial reluctance, the striker runs towards you. What do you do?
20. In the circumstances of question 17, the fielder, instead of catching the ball off the bounce, jumps up and pushes the ball with his hand, back into the field or play. Has a boundary been scored
  - (i) if he jumped from where he was standing?
  - (ii) he stepped over the boundary line before jumping up?

# OPEN LEARNING MANUAL



## 2000 Code of Laws 4th Edition – 2010

### Section 5

#### The bowler delivering the ball

#### Laws 22 to 25

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Law 22	The over
Law 23	Dead ball
Law 24	No ball
Law 25	Wide ball

**LAW 22: THE OVER****Analysis points**

- a* Balls in an over
  - what does not count as a ball in the over
  - valid balls
- b* When to call Over
  - bowler changing ends
  - umpire miscounting
- c* Bowler's run up and delivery
  - when the over starts
- d* Finishing an over
  - bowler incapacitated or suspended during an over
  - interruption or interval during an over

**Commentary**

- a* In the Laws, the word 'ball' can mean the hard, round object with which the game is played, or it can mean the whole sequence of events
  - the bowler's preparation for the launch of this physical object (his run up and delivery stride)
  - his launching it (he delivers the ball)
  - any activity which may result from that delivery (runs may be scored, the fielders may dismiss a batsman etc)
  - completion of that activity.

Whether 'ball' is to mean the physical object or the sequence of events is usually clear from the context.

Law 22.1 defines an 'over' as 6 balls, in the sense of deliveries, from the same end. These are to be valid— as explained below – balls only. The bowling is to alternate, over by over, between the two ends throughout a side's innings.

Not all deliveries are to count towards the 6 balls in an over. Law 22.3 sets out the categories of delivery which, although they are not to be deleted from the record, are to be ignored as regards counting towards the 6 forming an over. **Deliveries which do not fall into any of the categories in the list, and therefore do count towards the 6 in the over, are called valid balls.** The terms Dead ball, No ball, Wide, used in Law 22.3, are explained in the relevant Laws. Law 22.3(b)(ii) refers to Law 23.4(b)(vi), dealing with distraction of the stiker, and to Law 23.4(b)(v) dealing with a striker who is not ready to receive a delivery. There is fuller comment on each of these under Law 23. Law 22.3(b)(v) is self explanatory. Umpires should study the list in section (b)(v) carefully, to be absolutely clear in each case whether or not an award of 5 penalty runs means that that delivery does not count as one of the balls in the over.

- b* When 6 valid balls have been achieved, the umpire at the bowler's end is to inform the players by calling Over. He is not to make the call until the sixth valid ball is dead. He moves into position as striker's end umpire. The umpire at the other end comes to the wicket at that end, to be bowler's end umpire for the next over. The fielders move to positions appropriate for bowling being from the other end.

The bowler delivering this next over must not have delivered any ball of the over just completed. Such a bowler can eventually bowl from the new end, but not during this, the immediately following over. This principle is to apply in all situations.

If the umpire

- either calls Over before 6 valid balls have been achieved
- or allows bowling to continue from the same end after 6 have been achieved,

no attempt is to be made to rectify this error. The wrong number of balls is to count as 1 over. If he has allowed too many, since 6 valid balls will have already been delivered, he must call Over (when the ball becomes dead) as soon as he realises his mistake.

Umpires should make every effort to avoid this mistake. Support can be provided by the umpire at striker's end also counting. He will be ready to advise if asked, and can help with a pre-arranged signal, but will not intervene.

c The bowler's preparation for launching the ball can be seen as in two parts

a **run up.** Starting from a position behind the bowling crease, he takes some steps towards the wicket, almost always at a run. A very few bowlers do not have a run up.

**delivery.** This is the sequence of movements in which the bowler 'launches' the ball towards the striker. It consists of

foot movements – his back foot lands; then his front foot lands. This is his *delivery stride*.

arm movements – he swings his arm(s) in some way and releases the ball towards the striker's end, while the delivery stride is in progress. This is his *delivery action*.

Because of the other movements he makes at the same time, the delivery stride can easily be distinguished from a stride in normal running. The delivery stride can therefore be identified and considered as a delivery stride, even if the release of the ball does not take place in the course of it. Equally, his arm action is to be regarded as a delivery action, even if he does not complete the action because he does not release the ball.

#### The start of an over

The over starts when the bowler begins his run up for the first delivery in that over. For those (very rare) bowlers who do not have a run up, any provision of Law, including this one, which refers to the start of the run up is to be taken as referring instead to the start of the delivery action. In this text, if the wording "run up (or action)" is used, it is to be interpreted as "run up (or action if he has no run up)". If the bowler has a run up, then the start of his delivery action is not to be taken as interchangeable with the start of his run up.

d Finishing an over

Unless the match has to be abandoned because conditions mean that no further play is possible, any over, once started, will be finished except where an innings ends during the over. Moreover it is to be finished by the bowler who started it, unless he is ill or injured, or he has been suspended for a contravention of the Laws. Then another bowler must finish the over. The principle set out in Comment *b* applies. He must not have delivered any of the balls of the previous over, whether they were valid balls or not. He must not bowl any of the over next after the completion of this one.

An over may be interrupted because

an interval is taken during the course of the over, in any of the circumstances laid down in Law 15

play has to be suspended for adverse conditions of ground, weather or light, or for other exceptional reasons.

If and when play resumes, the over is to be completed. The identity of the bowler completing it is subject to the strictures set out above in the first paragraph of Comment *d*.

**LAW 23: DEAD BALL****Analysis points**

- a* Significance of Dead ball
  - when ball comes into play
  - when it becomes dead
- b* Ways in which ball can become dead automatically
- c* Ball to be called dead
- d* Call of Over or Time
- e* Whether or not a delivery counts in the over if ball becomes dead

**Commentary**

- a* In Comment *a* of Law 22 a sequence of events is set out as one meaning of 'ball'. At any time during that sequence the ball is 'in play'. At any other time during a session of play, the ball is 'dead'. A session of play is all playing time, from a call of Play until the next call of Time, but is broken up into periods when the ball is in play alternating with periods when the ball is dead. Phrases such as 'when the ball is dead', 'while the ball is in play' occur frequently in the Laws. and need to be clearly understood.

It will be clear that coming into play is the same as ceasing to be dead and happens at the instant the bowler starts his run up (or delivery action in the rare cases where he has no run up).

Equally becoming dead is the same as ceasing to be in play and happens at the instant when activity resulting from a delivery finishes in any of the ways listed below.

- b* There are three ways in which a ball can become dead.

- The activity resulting from a delivery may
  - be halted abruptly by an umpire intervening
  - come to a natural conclusion
  - be terminated by some specified event.

In the first case, the umpire has to call Dead ball. The situations relevant to this are discussed in Comment *c*. In the other two cases the ball becomes dead automatically. No action need be taken by the umpire to make it dead. The situations for these two are all listed in Law 23.1. They are separated out here into the two categories.

- (i) come to a natural conclusion

Law 23.1(a) Sections (i), (ii), (iii) and, most particularly, Law 23.1(b) describe these situations.

In Law 23.1(a)(i), the ball being finally settled is, as stated in Law 23.2, a matter of the umpire's judgment. It must be clear to him that neither the wicket-keeper nor the bowler is intending further action. Obvious indicators, not to be regarded as the only possibilities, are the wicket-keeper passing the ball on without urgency to another fielder, or the bowler with the ball in his hand beginning to walk back to his starting point for the next delivery.

In Law 23.1(b), the Law correctly makes a fine distinction between the ball becoming dead and being considered dead. In practice they are the same.

In Law 23.1(a)(iii), the words 'batsman is dismissed' should be taken to include the case of a batsman retiring. There is a distinction, discussed in Law 27, between a batsman being out and his being dismissed. There is also a gap in time between the two, usually very short, but not always so. As an example, the striker may be hit on the pad and there is an appeal. The umpire considering all the evidence may take a second or two to give his reply. If he gives the striker Out, then the ball counts as having been dead from the moment it hit the pad. If, however, the verdict is Not out, the ball will have been in play throughout. This applies however short or long the time gap is.

- (ii) terminated by a specified event

Law 23.1(a) Sections (iv), (v), (vi), (vii), (viii) and (ix) set out what these events are.

For Law 23.1(a)(iv), (v), or (vi)

the ball is *trapped* between two things, for example between a batsman's bat and his pad, if it might fall out when the batsman moves

the ball is *lodged* in something, if it would require someone to take the ball out of wherever it is.

Lodging is an obvious situation. To consider the ball trapped, there must be some time during which the ball stays in that position. No specific length of time is laid down; it can be very short provided the umpire is satisfied that there **is** a time delay.

For Law 23.1(a)(vii), (viii) and (ix) the details are set out in each of the Laws quoted.

Finally, although no call of Dead ball is required in any of the cases in Law 23.1, Law 23.4(a) gives the umpire the power to make such a call if he considers it necessary to save confusion among the players. This may especially be the case in unusual situations. If he does so, it will not be necessary to signal Dead ball to the scorers.

#### c Ball is to be called dead

Law 23.4(b) lists occasions when an umpire is to intervene, thereby bringing the action resulting from a delivery to an abrupt and premature end. On these occasions he is to call Dead ball and accompany the call by a signal. The Law specifies that either umpire may make the intervention according to which one is first aware of the circumstances requiring it. Unless the situation is obvious to all he will inform the other umpire of his reason for calling Dead ball.

Law 23.4(b) sections (iii), (vii) and (ix) require no comment. There are a few points to be made about the other sections.

- (i) Interventions for an act of unfair play may be in instances specified within the Laws, or for some other unspecified unfair act, as set out in Law 42.2.
- (ii) When a serious injury occurs, the paramount consideration must be care for the stricken man and the call must be made as soon as possible. On the other hand due consideration must be given to the word 'serious'. Minor injuries can be dealt with when the ball becomes naturally dead. They do not merit interruption and suspension of play.
- (iv) A bail (or both bails) *falling* off is not to be confused with the bail(s) being *knocked* off by the wicket-keeper or the striker's bat or person. There are circumstances in which a striker knocking a bail off requires a call of Dead ball. This is dealt with under Law 35. This Law (23) applies to Dead ball being called only if a bail genuinely falls off. Notice that it is only a bail falling from the *striker's* wicket that requires a call of Dead ball. The reason for the call is so that the fielding side is not denied the possibility of the striker being Bowled, or being out Hit wicket, Run out or Stumped, because of the reduced chance of the wicket being put down by an impact when bails are missing, so that a stump must be removed.

During subsequent play fielders are allowed to replace bails that are off. This is not possible between the ball coming into play and the striker having had an opportunity to play it.

- (v) If the striker moves away or indicates in some other way that he is not ready, it may not be clear immediately why he has done so. If this is the case, the reason must be ascertained. If it is an adequate reason the delivery will not be a valid ball. Otherwise normal conditions for the validity of the ball will apply. The umpire will call and signal Dead ball in any case.

If the striker is early enough in making a gesture or movement which shows that he is not ready, the bowler may not deliver the ball. If he does deliver it, however, the umpire should note that he is to call Dead ball only if the striker makes no attempt to play it.

(vi) The time span during which a distraction of the striker, from any source, will merit a Dead ball call is a long one. He is preparing to receive a delivery from the moment he concentrates his attention on the bowler approaching the wicket to bowl. His right to be protected from distraction does not end until after he has played, or played at the ball. Simply raising his bat to be sure of letting the ball pass without his touching it counts as 'playing at it'. Being protected until after playing (at) the ball means that Dead ball is to be called for a distraction, and the ball will not count in the over, even if he actually played it.

If the umpire considers the fielding side *deliberately* attempted to distract the striker, further action, described in Law 42.4, is needed

(viii) There are many reasons why the bowler may not release the ball. As examples, he may stumble in his run up. He may realise that if he continues his run up and releases the ball, he will have overstepped the crease. He may be startled by some noise or movement. The one case that is **not** a reason for calling Dead ball is his keeping it in his possession in order to try to run out the non-striker by putting down the wicket at his end. This applies only up to the moment he starts his delivery stride. Once his back foot has landed in his delivery stride, Dead ball is to be called if he does not thereafter release the ball.

*d* Section 3 of the Law makes it clear that the umpire must be satisfied that the ball is dead before calling either Over or Time. Too early a call of either could deprive one side of an opportunity for some legitimate action.

*e* The cases in which the ball is not to count as one of the 6 balls of the over are stated in Law 22.3. There are the specific cases of

non delivery

No ball

Wide ball

some cases of 5 penalty run awards to the batting side.

Notice that the first three are mutually exclusive. For instance, a delivery cannot be both a No ball and a Wide. Penalty runs, however, can be awarded in conjunction with any of the other three, but of course the requirement that the delivery is not to count cannot be imposed a second time!

In addition, there is a general principle, stated in Law 23.6(a)(i), governing whether or not, in the case of Dead ball, *that* ball will count in the over. It will not count if the striker has not had the opportunity to play the ball before it became dead, whether automatically or by a call of Dead ball. There are five cases in which this general principle does not apply and one in which it may or may not. They are listed in Law 23.6. Two of these are already within this Law, namely Law 23.4(b)(v) and Law 23.4(b)(vi). There is detailed comment on both above.

**LAW 24: NO BALL****Analysis points**

- a* Offences meriting call of No ball in this Law – see points *c, d, e, f*
  - changing mode of delivery
  - unfair mode of delivery – throwing
  - incorrect foot placement in delivery stride
  - ball rolling along the ground, bouncing more than twice or coming to a halt
- b* Summary of offences meriting call of No ball in other Laws
- c* Changing mode of delivery
  - underarm bowling
  - notification of mode of bowling
  - changing mode
- d* Unfair mode of delivery – throwing
  - what is throwing
  - procedure if bowler throws during delivery
  - procedure if bowler throws before entering delivery stride
- e* Incorrect foot placement in delivery stride
  - requirement for back foot
  - requirements for front foot
  - procedure if requirements not met
- f* Unacceptable motion of the ball after delivery
  - it bounces more than twice
  - it rolls along the ground
  - it comes to rest in front of the striker's wicket
- g* Calling and signalling No ball
  - revoking call of No ball
  - takes precedence over Wide
- h* Consequences of a call of No ball
  - penalty resulting from No ball
  - batsman dismissed when No ball called
  - delivery not to count in the over
- i* Runs scored when No ball is called
  - type of runs

**Commentary**

- a* The headings under *a* in the Analysis points merely list the offences. Each of the four offences is discussed individually in Comments *c, d, e* and *f* below.
- b* Law 24.8 lists those Laws where No ball is to be called in other specified situations. This is for the sake of completeness only. Each of these is discussed in the relevant Law. There is no comment here.
- c* Changing the mode of delivery

The 'mode of delivery' includes

whether the bowler delivers the ball with his right arm or his left arm  
on which side of the wicket his delivery stride is.

The terms 'over the wicket' or 'round the wicket' are often used to describe this. As he moves past the stumps at the bowler's end he must be between the wicket and the return crease. If the wicket is on his delivery arm side, he is bowling over the wicket. If the return crease is on his delivery arm side, he is bowling round the wicket.

Notice particularly that 'underarm or overarm' is not included in the possibilities for mode of delivery. Underarm bowling is not allowed, except by special agreement before the match.

When a new bowler is about to bowl, either at the beginning of an innings or later, it is the umpire's responsibility to discover his mode of delivery and to advise the striker what it is.



If *after* the striker has been informed, the bowler wishes to change,

- either the arm he uses (rare)
- or the side of the wicket from which he delivers

(or both) it is then his responsibility to inform the umpire. No ball is to be called and signalled if he delivers a ball in a changed mode without having first told the umpire.

If he informs the umpire that he wishes to bowl underarm, he will be advised that this is not permitted. If he delivers a ball underarm, either without informing the umpire, or in defiance of such advice, this would merit action under Law 42.

*d* Unfair mode of delivery – throwing

(i) definition

Unless there is some mishap or change of mind, each time that the ball comes into play the bowler's initial launch of it is towards the striker, to give the striker the opportunity to play it (and himself the hope of dismissing the striker). This is 'delivering the ball'. Law 24.3 lays down the condition on a bowler's arm movements for the delivery to be fair.

no straightening *at the elbow* of the bowling arm  
during the last part of the swing, from becoming level with the shoulder to release of the ball.

If the ball is launched without meeting this two-fold requirement it is a throw. Throwing is the normal way for a fielder to return the ball after fielding it. It is unfair only if it is the way the bowler delivers the ball.

(ii) action to be taken

If a delivery by the bowler is judged to be a throw, rather than being delivered fairly, the action that has to be taken by the umpires is laid down, step by step, in Law 24.2(a), (b), and (c). Notice that either umpire is empowered to decide that the delivery was a throw, and call and signal No ball. In practice it is more likely to be the umpire at the striker's end, since the other umpire will have to give his attention to the bowler's feet during the critical period. It will be the bowler's end umpire, however, who repeats the signal to the scorers when the ball becomes dead. He will also be the one who, if it becomes necessary, directs the captain to suspend the bowler.

If the bowler throws the ball towards the striker's end *before* entering his delivery stride, it is still a throw. Action will, however, be limited to the call and signal of No ball and subsequent signalling to the scorers.

*e* Incorrect foot placement in the delivery stride

If a delivery is to be fair, as well as meeting the requirements on arm movement, there are separate requirements for the landing of each foot in the delivery stride. Unless all conditions for the feet are satisfied (as well as those for the arm) the delivery will not be fair and No ball is to be called and signalled. In each case, it is only as a foot lands that its position is significant. Movement by either foot after landing can be ignored.

- (i) The requirement on the back foot is stated in Law 24.5(a). 'Within and not touching' means that the condition has been satisfied even if the ball of the foot lands inside the crease and not touching it but with the heel in the air above the crease.
- (ii) The requirements on the front foot are stated in Law 24.5(b). A line is to be imagined, parallel to the return creases and running through the centre of middle stump. The bowler will pass the stumps on one side or the other of this line. In the delivery stride the front foot must land with at least part of the foot on that side of this line. As with the back foot, the requirement will be met even if that part of his front foot is in the air as the rest of the foot lands. The other requirement on the front foot relates to the popping crease. As it lands, the foot may be wholly behind this line or may straddle it, be completely grounded or partially in the air, but must have some part of the foot behind the popping crease.

In either case, if the only part correctly placed in relation to the specified line is a raised heel, this must be at the moment of landing, i.e. when some other part of the foot first makes contact with the ground.

*f* Unacceptable motion of the ball after delivery

The three types listed in the Analysis Points are covered in Laws 24.6 and 24.7. In each case there are two provisos. The ball

- must have been delivered – i.e. it has not accidentally slipped out of the bowler's hand
- must not have made contact with the striker's bat or person, before bouncing three times, rolling or stopping.

The first two – bouncing too often, rolling along the ground – are ordinary No balls. The third is to have the No ball call and signal followed *immediately* by the call and signal of Dead ball. The striker cannot then hit it, nor can the batsmen run for Byes, but nor can either of them be out.

*g* Calling and signalling No ball

**Every** initial call of No ball must be **accompanied by a signal** at the same time, to help ensure that all the players and the other umpire are aware of the call. This is such an important principle that, as a means of fixing it in his mind, it is suggested that the student might go through the whole of the text of Law 24, underlining or highlighting 'and signal(led)' every time a call of No ball is mentioned.

Calling (and signalling) No ball does not render the ball dead. When it does become dead from some other cause, then the No ball signal (without a call) is to be repeated to the scorers and, as for every signal, their acknowledgement awaited. Meanwhile, while the ball remains in play the batting side can score runs as for any other type of delivery, although the allocation of these runs may be different. See Comment *i* below

The initial call (and signal) of No ball may have to be revoked, if the ball does not leave the bowler's hand. Unless the bowler is attempting to run out the non-striker before entering his delivery stride, there will have instead to be a call of Dead ball.

The principle stated in Law 24.10, that a No ball call over-rides one of Wide ball, is repeated in Law 25, where there is more detail.

*h* Consequences of a call (and signal) of No ball

If No ball is called (and signalled), whatever the reason, the fielding side incurs a three-fold penalty.

A penalty of 1 run is awarded instantly to the batting side, as soon as the call (with signal) is made. Unless the call itself is revoked, there are no circumstances in which this penalty is not allowed. Moreover, it also stands in addition to any other runs or any other penalties from that delivery.

The number of ways in which the striker can be dismissed is severely reduced. The list of dismissals which are possible is in Law 24.15. They are exactly those methods of dismissal in which no credit goes to the bowler. The embargo on certain types of dismissal operates from the moment of the offence meriting the call of No ball.

The batting side has a greater chance to score runs, since as well as being awarded the penalty, runs can be scored from this delivery. Moreover the delivery is not a valid ball, i.e. it does not count in the over, so that the batting side receive another delivery to compensate for this one.

*i* Runs scored when No ball is called (and signalled)

The batting side can score runs, and 5 run penalties can be awarded to either side on exactly the same basis as for any other type of delivery.

The 1 run penalty for the No ball  
is always a No ball extra

The batsmen's runs, any boundary allowance or allowance for Lost ball are

- credited to the striker if the ball has hit his bat
- scored as No ball extras if it has not. These also include
- runs (if allowed ) from a deflection off the striker's person, normally Leg byes
- runs when there has been no contact with the striker at all, normally Byes.

5 run penalties are, as in all cases, separate from the other two.

**LAW 25: WIDE BALL****Analysis points**

- a* Definition of Wide
  - deliveries not to be judged Wide
- b* Calling and signalling Wide ball
  - revoking call of Wide ball
  - No ball to over-ride Wide
- c* Consequences of a call of Wide ball
  - penalty resulting from a Wide
  - batsman dismissed when Wide ball called
  - delivery not to count in the over
- d* Runs scored when Wide ball called
  - type of runs

**Commentary**

Before starting the Commentary, note that the term 'Wide' is the name given to this particular type of delivery. The term 'Wide ball' is purely for the call (and signal). This is because it is easier to make a clear call of 'Wide ball', with some emphasis on 'ball', than it is for 'Wide'. The adverb 'wide' of normal speech is also used in Law 25. It describes *where* the ball is, in relation to the striker, but is avoided in the commentary on this Law.

- a* Law 25.1 defines a Wide. It is to be judged by whether or not the striker can reach it well enough, in the words of the Law, to 'hit it with his bat by means of a normal cricket stroke'. By 'a normal cricket stroke' it does not mean 'a recognised cricket stroke', such as an off drive, a hook or a sweep. Even less does it mean that the striker has to be able to hit it in such a way that he could score runs off it. It means that he must be able to reach it with his arms naturally flexed, not at full stretch, and well within the blade of the bat, not just with the toe of his bat. Further, the path of the ball must enable him to play it without looking as though he was wielding a tennis racquet rather than a cricket bat. If he can reach the ball in the way just described, he can be said to be 'able to reach it comfortably'. A ball which he cannot reach comfortably is a Wide. Although by this definition a ball passing over head height would be a Wide, in fact it is specially designated as a No ball. There is discussion of this in Law 42.

The judgment is to be made in relation to the striker

**both** where he is

- either after any movement to play at the ball
- or in his guard position if it is an abnormal one

**and** where he **would have been** in *a normal* guard position.

'Where he is' and 'a normal guard position' may sometimes be the same place.

Law 25.2 lists situations in which a delivery is not to be considered a Wide.

Law 25.2(a) makes the point that the striker may move

- from a position where he can't reach it comfortably to one where he can
- from a position where he can reach it comfortably to one where he can't.

In either of these cases, because he could have reached it in one of his positions, the delivery is not to be judged a Wide.

Law 25.2(b) is necessary because he may be sufficiently near for him or his bat to make contact with the ball, but not near enough to reach it comfortably.

- b* The bowler's end umpire is responsible for deciding if a delivery is a Wide. If he so decides, he will call and signal Wide ball. Since movement by the striker may turn a delivery that would have been a Wide into one that is not, the call (and signal) must be delayed until the ball has passed the striker's wicket.

Even then, the striker may make a very late movement which stops the delivery being judged a Wide. It is also possible that a call of No ball by the striker's end umpire may come after the call of Wide ball. Nevertheless the No ball is to take precedence. In either of these two cases, the Wide ball call will have to be revoked.

Once the call is made, however, and not revoked, the ball is then considered to have been a Wide from the point when it was launched on its path, i.e. at the moment of delivery by the bowler. This will enable umpires to decide the order of events, one of which is the Wide. It also means that Wide will precede No ball in some of the No ball situations. The provision that No ball is to override Wide will, however, apply.

As with No ball, an initial call of Wide ball must be accompanied by a signal. The call (and signal) of Wide ball does not make the ball dead. When the ball becomes dead from some other cause, the signal without a call is to be repeated to the scorers, and acknowledged.

*c* Consequences of a call (and signal) of Wide ball. These are similar to those for No ball.

If Wide ball is called (and signalled), whatever the reason, as for No ball, the fielding side incurs a three-fold penalty.

A penalty of 1 run is awarded to the batting side, as soon as the call (with signal) is made. As explained above, it is effective from the moment the ball left the bowler's hand. Unless the call itself is revoked, there are no circumstances in which this penalty is not allowed. Moreover, it also stands in addition to any other runs or any other penalties from that delivery.

The number of ways in which the striker can be dismissed is somewhat reduced. The list of possible ones is in Law 25.8. There are more methods of dismissal in this list than there are in the corresponding one for No ball.

The batting side has a greater chance to score runs, since, as well as being awarded the penalty, runs can be scored from this delivery **and** it does not count as one of the 6 balls in the over.

*d* Runs scored when Wide ball is called (and signalled)

The batting side can score runs, and 5 run penalties can be awarded to either side on exactly the same basis as for other deliveries.

The 1 run penalty for the Wide is an extra.

The batsmen's runs, any boundary allowance or allowance for Lost ball are also always extras, scored as Wides, since by definition there can have been no contact with the striker's bat or person.

5 run penalties are, as in all cases, separate from the other two.

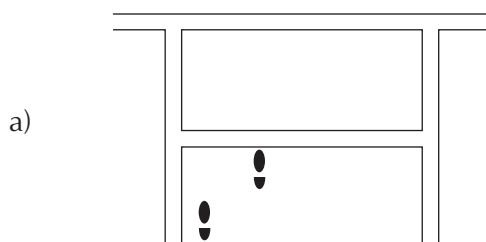
## REVISION QUESTIONS

### Section 5

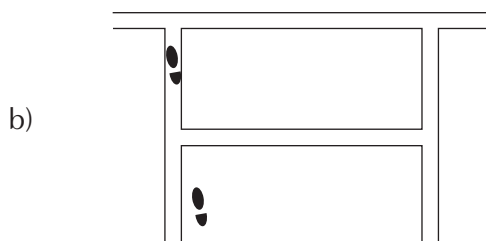
The bowler delivering the ball

Laws 22 to 25

1. Give the relevant foot positions for a delivery to be fair in respect of the feet.
2. When does an over begin?
3. In what ways may the striker be out from a No ball? Which of these are credited to the bowler?
4. You call and signal No ball. The striker hits the ball back over the bowler's head and it easily clears the boundary before pitching.
  - a) How many runs are scored?
  - b) How many runs are credited to the striker?
  - c) How many runs are debited against the bowler?
5. You call and signal Wide ball. The wicket-keeper fails to stop the ball and the batsmen attempt two runs. The non-striker is run out at your end before completing the second run. How many runs are scored?
6. You call and signal No ball. The striker makes no contact with the ball which eludes the wicket-keeper and crosses the boundary. What are you now required to do?
7. In which of the following situations is an umpire *required* to call and signal Dead ball?
  - a) The batsmen deliberately run short.
  - b) The ball comes to rest before reaching the striker.
  - c) The bowler drops the ball accidentally before delivery.
  - d) The ball lodges in the clothing of an umpire.
  - e) Attempted Leg byes are to be disallowed.
  - f) Lost ball is called.
8. In what ways may the striker be out from a Wide? Which of these are credited to the bowler?
9. Would you call and signal No ball if, in the delivery stride
  - a) both the bowler's feet land behind the bowling crease and inside the return crease?

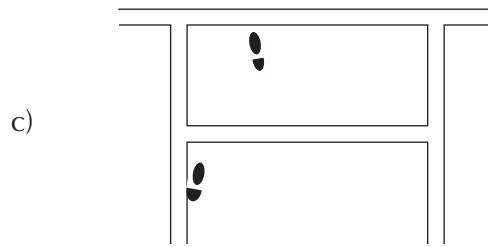


- b) the bowler's back foot lands inside the return crease and the front foot lands across the return crease behind the popping crease?

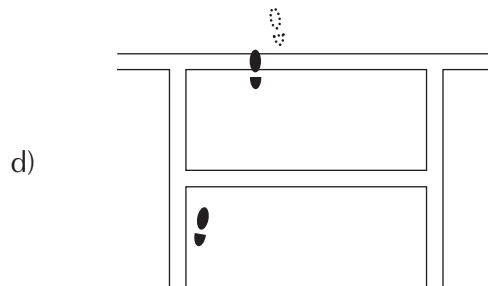


*continued overleaf*

- c) the bowler's back foot lands with the heel just touching the return crease and the front foot lands between the bowling and popping creases?

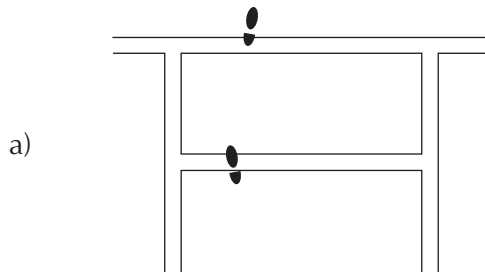


- d) the bowler's back foot lands inside the return crease and the front foot lands with the heel just behind the popping crease but the front foot slides forward, over the crease, before the ball is delivered?

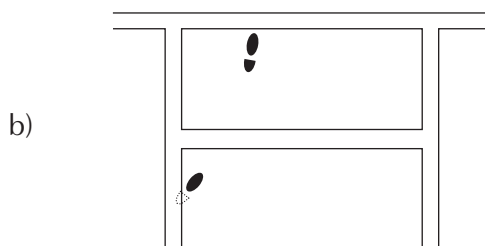


10. When does the ball cease to be dead (come into play)?
11. What are the two circumstances in which you must revoke the call of Wide ball?
12. A bowler falls while running up to deliver the third ball of an over.
  - a) What action are you required to take?
  - b) If the bowler is unable to continue the over, state what must now happen.
13. If either of the bowler's feet does not satisfy the requirements you have stated in question 1, the bowler's end umpire is to call and signal No ball. List the other situations where the Law requires a call and signal of No ball, and this either *must* be by the bowler's end umpire, or *could* be by the bowler's end umpire.
14. You call and signal Wide ball. The wicket-keeper fails to stop the ball and it eventually crosses the boundary behind him.
  - a) How many runs are scored?
  - b) What will you signal to the scorers? (signals only, not the movements needed for them)
15. In what circumstances could an over not be completed?
16. In which of the following situations is the ball *automatically* Dead?
  - a) The ball hits the sight screen.
  - b) No ball is called.
  - c) A fielder who has been absent comes on to the field without permission and catches the ball.
  - d) A batsman is given out by an umpire.
  - e) The ball strikes a fielder's helmet which he is wearing.
17. **You are at the striker's end.** The scores are level. Your colleague at the bowler's end calls and signals Wide ball as the wicket-keeper correctly puts down the wicket with the striker some inches in front of the popping crease. How do you answer the fielding side's appeal? State the reason for your answer.

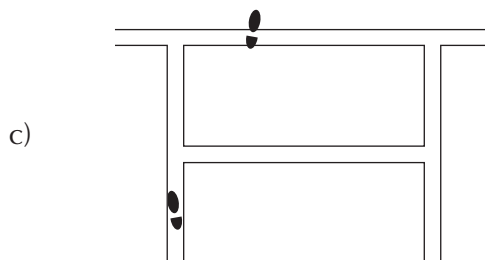
18. State whether you consider the following to be fairly delivered as far as foot positions are concerned.
- a) The bowler's back foot lands on the bowling crease near the wicket and his front foot lands with the back of the heel on the middle of the popping crease marking.



- b) The bowler's back foot lands with the sole just inside the return crease but with the heel, raised off the ground, clearly over the return crease. The front foot lands well behind the popping crease.



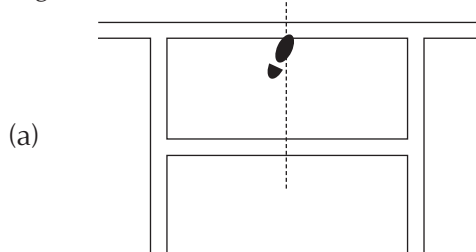
- c) The bowler's back foot lands across the return crease and the front foot lands across the popping crease.



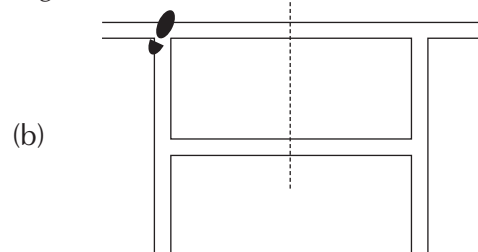
19. Each of the ten diagrams shows, without a description in words, where the front foot lands in relation to the creases. For each diagram, does the position of the foot comply with Law 24? Answer 'Yes' or 'No'



Right arm over

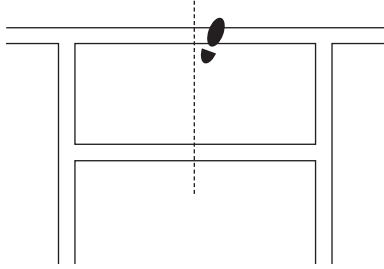


Right arm over



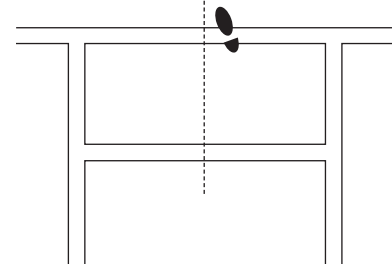
Right arm over

(c)



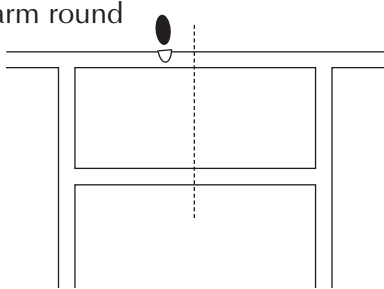
Left arm over

(d)



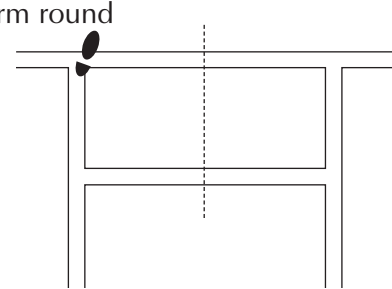
Right arm round

(e)



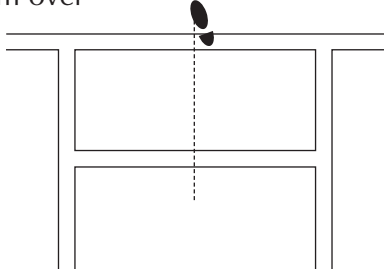
Left arm round

(f)



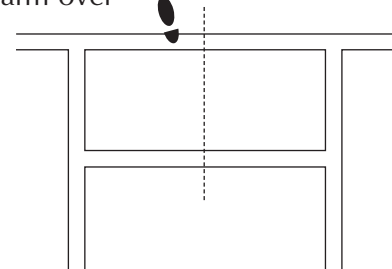
Left arm over

(g)



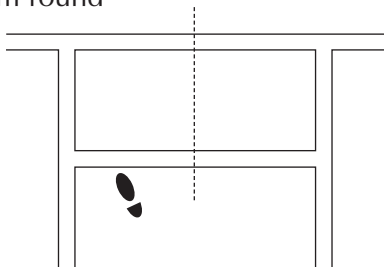
Right arm over

(h)



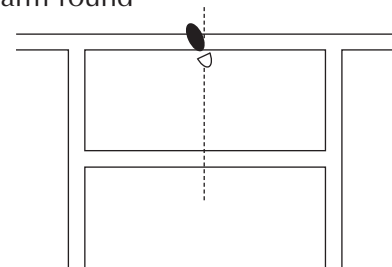
Left arm round

(i)



Right arm round

(j)





# OPEN LEARNING MANUAL



## 2000 Code of Laws 4th Edition – 2010

### Section 6

#### Conditions affecting dismissals

#### Laws 27 to 29

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- Law 27 Appeals
- Law 28 The wicket is down
- Law 29 Batsman out of his ground

**LAW 27: APPEALS****Analysis points**

- a* Batsman dismissed
  - batsman out
  - batsman given out
- b* Necessity for an appeal
  - form of appeal
- c* Batsman leaving without appeal
  - if he is out
  - if he is not out
- d* Time when appeals are valid
- e* Umpires answering appeals
  - consultation
  - captain withdrawing appeal
- f* Umpire's decision is final
  - umpire can change decision

**Commentary**

- a* In each of the Laws 30 to 39, which describe the various methods of dismissal, there is one of the three statements

The striker	is out . . . . .
Either batsman	is out . . . . .
The incoming batsman	is out . . . . .

Law 27.2 makes it clear that such statements that a batsman **is** out do not mean that the batsman is dismissed. Being out means that the conditions for his dismissal, as stipulated by Law, exist. This is frequently described as 'out under the Laws'.

To be dismissed his innings must be terminated  
 either by an umpire giving him out (on appeal)  
 or by leaving his wicket of his own freewill  
**and** being out under some Law.

For example, the ball touches the edge of his bat and is caught by the wicket-keeper. He is **out** (under Law 32 Caught).

He is **dismissed** if,

- knowing that he is out, he simply walks from the wicket and leaves the field of play. This is known as 'walking'.
- or after an appeal by the fielding side, the umpire gives him out by raising an index finger.

If, however, he does not 'walk' and

- there is no appeal (extremely rare)
- or there is an appeal but the umpire gives him Not out (perhaps because the touch on the bat was too fine for him to discern)

the striker is **not dismissed**, in spite of actually being out, and his innings will continue.

- b* Law 27.1 underlines a very important principle.

**A batsman is not to be given out by an umpire unless there is an appeal from the fielding side.**

It need not of course be by the whole side. An appeal is a request by the fielding side for the umpire's opinion as to whether a batsman is out or not. A single enquiry by the bowler constitutes an appeal from the fielding side just as much as a shout from everybody. What is important is that an umpire will not give his opinion unless he is asked. However obviously the batsman is out, if there is no appeal he cannot be *given out by an umpire*, though he can give himself out by walking from the wicket as described above. If he walks, it does not matter whether there has been an appeal or not.

The traditional form of appeal is to say (very often to shout) “How’s That?”. The Law does not specify that this form is to be used merely that, if it is used, it covers any situation. The particular form of dismissal that the fielder(s) had in mind is irrelevant. The form of appeal used, if not the traditional one, must be sufficiently close to it for it to be clear that the fielding side is asking for an opinion.

- c* ‘Walking’ as described in Comment *a* above is not to be confused with retiring, which was dealt with in Law 2 Comment *i*. When a batsman retires, not only is his decision to stop batting unconnected with a dismissal, but in certain circumstances he can resume his innings. When a batsman is dismissed because he is out and walks, his personal innings is terminated for the remainder of that innings of his side.

If, however, a batsman walks when in fact he is not out, he is to be called back. Conditions for this are  
 he must not **be** out under any of the Laws  
 he must not have been **given** out.

Whichever umpire is first aware of the situation is to call Dead ball, and then call the batsman back. Notice particularly the second of the conditions. If there has been an appeal and one umpire has given the batsman out, even though this is a mistaken judgment, the other umpire cannot intervene.

- d* Law 27.3 states the restrictions on the time during which an appeal can be made. Except for Timed out, the incident giving rise to the appeal must have occurred while the ball was in play.

With one over-riding restriction, an appeal for an incident on the first ball of an over can be made at any time up to the moment the bowler starts his run up (or action) for the second ball. The same is true for each ball of the over. The bowler starting his run up (or action) ends the period in which an appeal can be made for an incident on the previous ball.

In the case of an appeal on the sixth ball of an over, the appeal can be made at any time before the next bowler starts his run up (or action) for the first ball of the next over.

The one restriction is that if Time is called, the right to make an appeal ceases.

- e* Answering appeals

- (i) who answers an appeal

Law 27.5 lays down which umpire is to answer the appeal for each method of dismissal. The phrase ‘his jurisdiction’ means the list of those Laws on which that umpire is to give judgment. The list for the striker’s end umpire is spelt out. The list for the bowler’s end umpire is “all the others”.

Bowler’s end	Striker’s end
Bowled	
Caught	
Handled the ball	
Hit the ball twice	
Leg before wicket (LBW)	Hit wicket
Obstructing the field	
Run out	Run out
	Stumped
Timed out	

Run out may occur at either end. It will be the umpire at that end who answers.

Both umpires will have been watching the details of play. As soon as an appeal is made each will consider whether any of what he has observed has any bearing on a possible dismissal. If this is the case, he will answer the appeal accordingly. It will usually be obvious that there is only one incident in question and therefore only the appropriate umpire will reply. If both umpires reply, their decisions are independent. One umpire answering Not out does not mean that the other cannot give the batsman out, within his own jurisdiction.

As an example, the ball may hit the striker's pad before being caught by the wicket-keeper, who removes the bails. There is an appeal.

There are two matters for the bowler's end umpire to consider. Was the striker out LBW? Did the ball touch the bat as well as the pad, leading to a catch? He need give only one answer – Out or Not out.

In such cases of multiple possibilities, the scorers will probably need guidance as to the method of dismissal.

Meanwhile the striker's end umpire, having seen the wicket-keeper put down the wicket, will answer as to whether the striker was out Stumped.

Moreover if, after a batsman has been given Not out by either umpire, the fielding side **takes further action** and there is another appeal, such an appeal is valid and will be answered independently of the first appeal and decision.

If such multiple decisions are required, it is important that each umpire answers appeals strictly on situations which come within his own jurisdiction. Even if he is aware that the other umpire has made a mistake, he cannot intervene in a decision on which he does not have jurisdiction.

(ii) umpires consulting

Consultation between umpires has already been discussed in Law 3 Comment *b*. The umpire who has to give a decision on an appeal must consult the other umpire if he believes that the latter may be able to supply information missing from his own observation. He may have seen the ball touch the bat, but there may have been a fielder in his line of vision, preventing him from seeing whether the ball was grounded before it was caught. The other umpire may or may not have been able to see this, and so may or may not be able to supply the information. Such consultation will thus mean that he then

- either has all the facts. He will give the decision accordingly.
- or still has incomplete information. The decision is to be Not out.

Even though he has consulted the other umpire, he himself must give that decision.

(iii) withdrawing an appeal

An appeal may be withdrawn

- only the captain of the fielding side may do so
- he must seek permission of the umpire who is responsible for answering the appeal.

If the umpire has already given the batsman out

- the fielding captain must seek permission before the batsman has left the field of play
- if the umpire gives consent

- he will reverse the decision
- and **he** will call the batsman back to continue his innings.

If no decision has yet been given and the umpire gives consent, the batsman will simply continue his innings. If the umpire had already answered the appeal Not out, no question of withdrawing the appeal need arise.

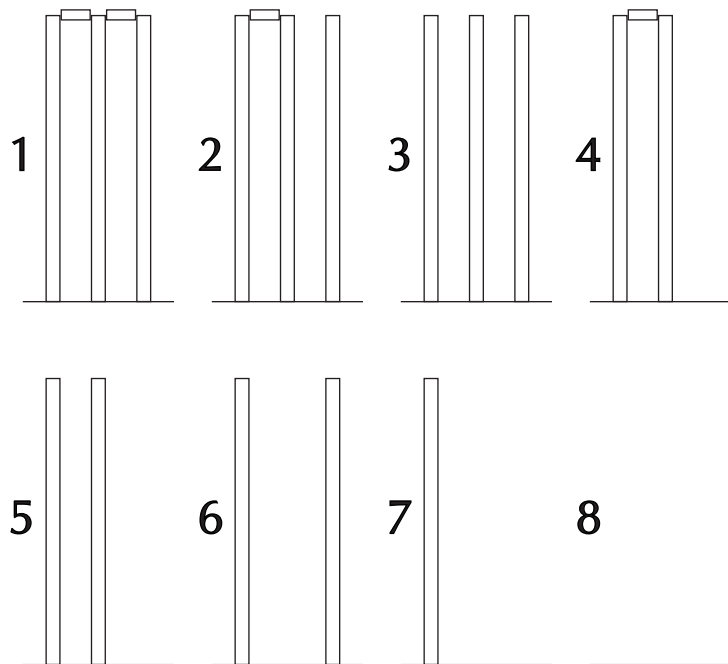
*f* Law 27.9 makes a clear statement about umpires' decisions. No definitive guidance can be given on what 'promptly' is. As a very rough guide, if a decision of Out was changed by the time the batsman had walked halfway to the boundary, this would probably be acceptable, but not really prompt.

**LAW 28: THE WICKET IS DOWN****Analysis points**

- a What has to be achieved for wicket to be down
  - a wicket already down can be put down
- b How a wicket can be put down – by
  - ball
  - batsman
  - fielder
- c Conditions for wicket to be put down after *decision* to play without bails
- d Remaking wicket
  - by umpire
  - by fielder

**Commentary**

- a Any wicket that does not have all three stumps and two bails in position, as prescribed in Law 8, is 'down'. Only No.1 of the diagrams below shows a complete wicket. The others are all down. Obviously, in No.2 whether it is the off bail or the leg bail that has been removed is not significant, nor in Nos. 4 and 5 whether it is the off or the leg stump that has gone. In No.8, all three stumps are out of the ground, with no possibility of any bails. In each diagram the stumps still present are shown as upright. This is not a requirement, except for the complete wicket of diagram 1.



Putting the wicket down is *changing* the wicket from how it is shown in *any one* of Nos 1 to 7 to *any one* of the conditions in a later diagram, with *fewer bails*, and/or *fewer stumps*. Thus a wicket that is already down, can still be put down, unless it is as shown in diagram 8. All that is required to put a wicket down is the removal of a bail if there is one and/or the removal of a stump. It does not matter if more than one bail and/or more than one stump is removed. Inevitably if a stump is removed, at least one bail will also be removed, if there to start with.

A major point to note is that a bail is to be *completely removed from the top of the stumps*. Usually, bails will fall to the ground, but rare cases have been known of a bail being dislodged without falling to the ground. If no part of a dislodged bail is above the level of the top of the stumps it has been completely removed from the top of the stumps. It should also be noted a stump is to be *removed from the ground*. Knocking it severely askew is not removing it.

- b* Law 28.1(a) lists the agencies by which putting down can be done. They are
- the ball alone striking the wicket
  - any part of the striker's person or equipment striking the wicket
  - a fielder's hand or arm striking the wicket *provided he is holding the ball in that hand.*

In each case the strike must achieve the removal of a bail or two bails, a stump or more than one stump, as set out above. This statement is applicable **only** if there has *not* been a decision to play without bails.

Notice in Law 28.1(a) parts (ii), (iii) and (iv), items which are no longer part of the striker's person or equipment can nevertheless be the means by which the wicket is put down.

- c* Law 28.4 sets out how the wicket can be put down if there *has* been a decision by the umpires to dispense with bails. Law 8 Comment *d* explains the difference between such a decision and the bails merely being off in the course of play. *If there is such a decision* then the wicket is to be put down in exactly the same way as detailed in Comment *b* above **except** that the umpire at the end concerned has only to be satisfied that the striking of the wicket has occurred. He does not have to make any judgment about how hard the strike was, nor about the possible effect of previous strikes. Even if some or all of the remaining stumps are already askew, he will adjudge the wicket as having been put down, as long as there was contact between one of the agencies listed and one or more of the remaining stumps.
- d* If play continues after a wicket has been put down in any way, the bails and stumps are not to be replaced by an umpire while the ball is in play. Once the ball is dead, however, each umpire will remake the wicket at his end completely, if it is down.

In contrast, any fielder is at liberty to replace bails or stumps before the ball is dead. The only restriction is that the stumps must be replaced at the site of the wicket.

## LAW 29: BATSMAN OUT OF HIS GROUND

### Analysis points

- a Definition of a batsman's ground (Appendix D)
- b Which ground belongs to which batsman
  - examples in normal situation
  - examples in situation of batsman with runner
- c Whether a batsman is in his ground or not
- d Where non-striker should stand

### Commentary

- a The definition of a batsman's ground is in Appendix D. The main point to note is that, although bounded on one side by the popping crease at the relevant end, it extends to the boundary in every direction behind that crease. Law 29.1
- b There are three criteria, set out in Law 29.2, for judging in the normal situation which batsman has a particular ground as *his ground*

Summarised these are

- possession he is in the ground and the other batsman is not
- first claim he was within the ground before the other batsman arrived there
- nearness they are both in mid-pitch and, of the two batsmen, he is the one nearer to the ground.

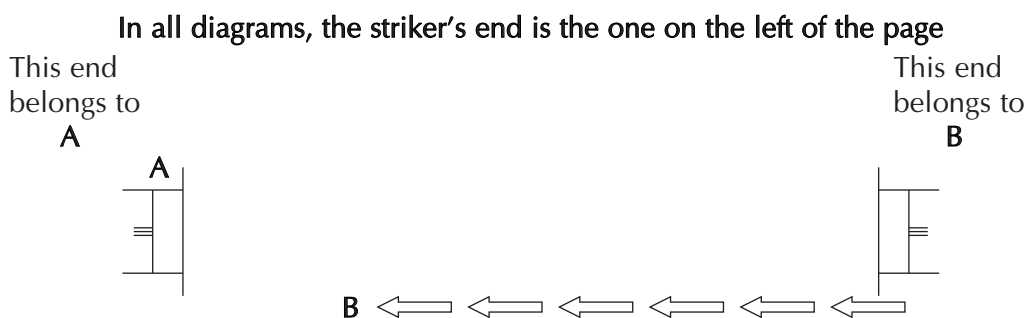
Law 29.2(c) deals with the situation of their being level.

An important point is that if a ground belongs to one batsman, then the other ground by definition belongs to the other batsman, unless a runner is involved.

Law 29.2(e) deals with the abnormal (though not rare) situation of there being a striker with a runner. A batsman who has a runner but is himself not the striker has no ground.

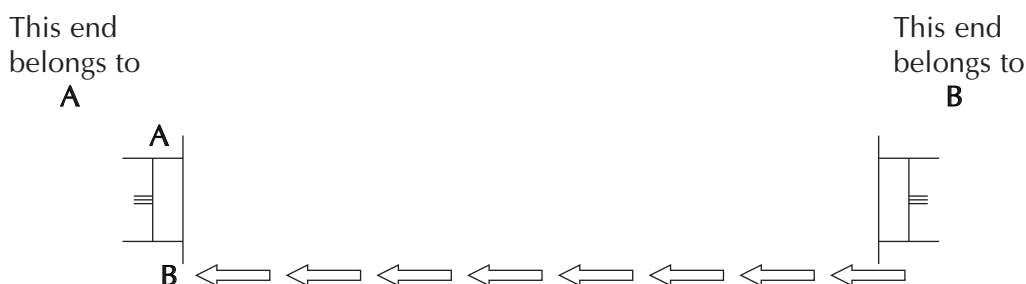
When he **is** the striker, however, his ground is always the one at the wicket-keeper's end, but he has to share this ground with one of the other two (runner and non-striker). Which of them, at any particular moment, can also count the wicket-keeper's end as his ground is decided exactly as it would have been if they were the only two batsmen.

The following diagrams illustrate these principles.



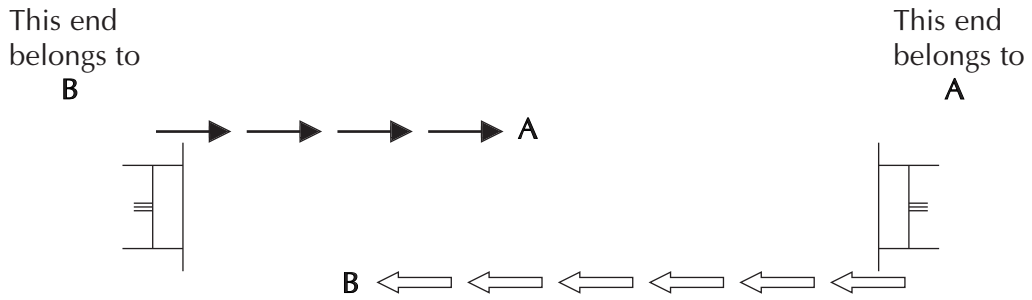
A is in this ground. Therefore the other ground is B's even though he has left it.

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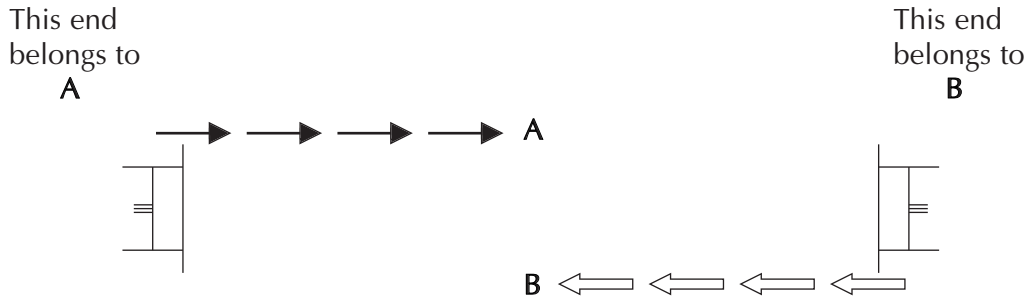
A is in this ground. It is still his ground even though B has joined him there. The other ground is still B's.

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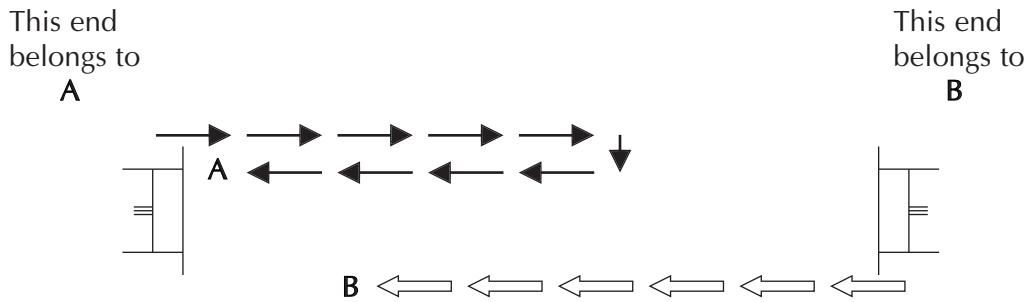
Neither is in a ground. Each has the ground he is nearest to.

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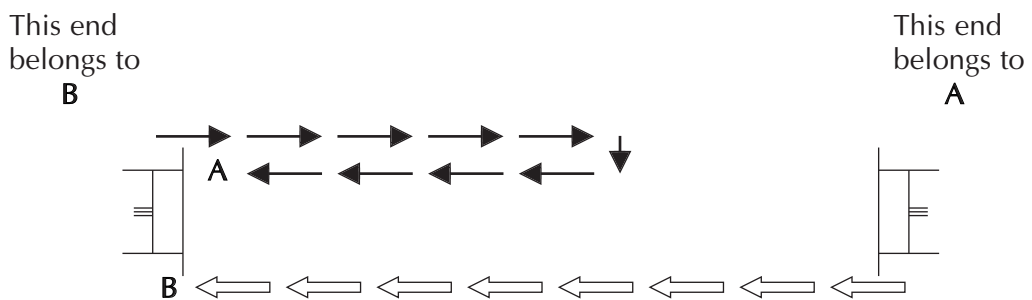
They are level, but before drawing level A was nearer to the striker's ground.

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There has been a mix-up and A has turned back so that they are running in the same direction. A is nearer to the striker's ground than B is.

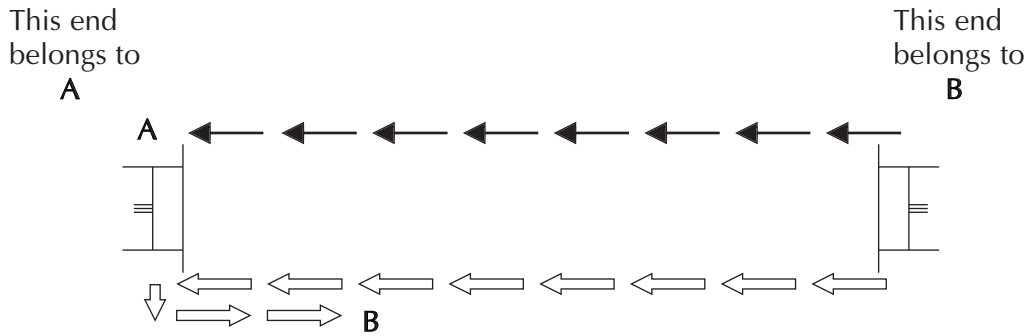
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There has been the same mix-up and they are running in the same direction. B has arrived there ahead of A.

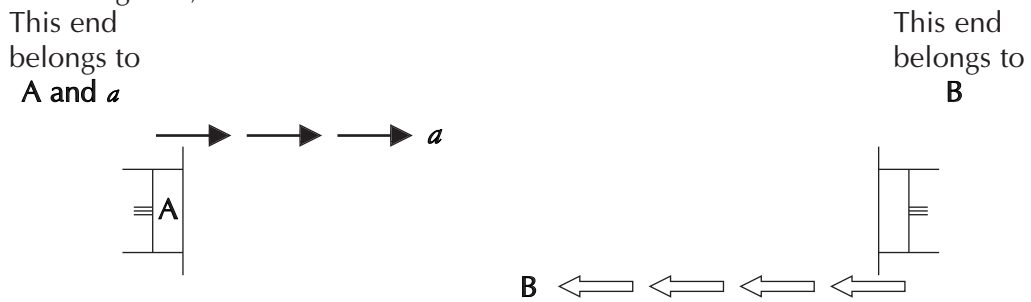
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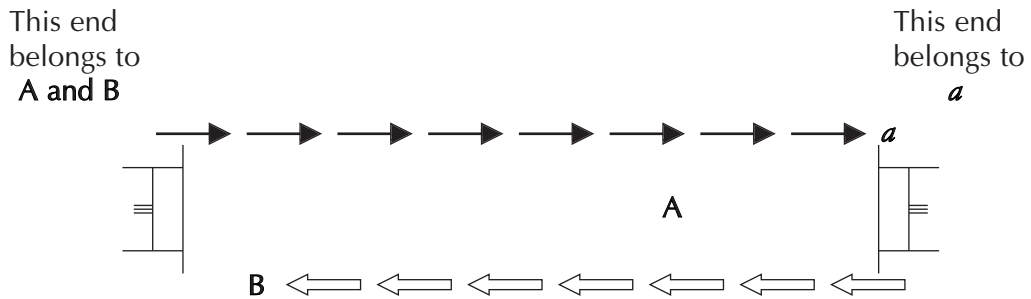


Again they are running in the same direction. The position of the arrow heads is intended to show that B arrived in the ground first, not that he is further into it. The latter is quite irrelevant. Although B arrived first followed by A, which made it B's ground, B has moved out again and thus it becomes A's ground.

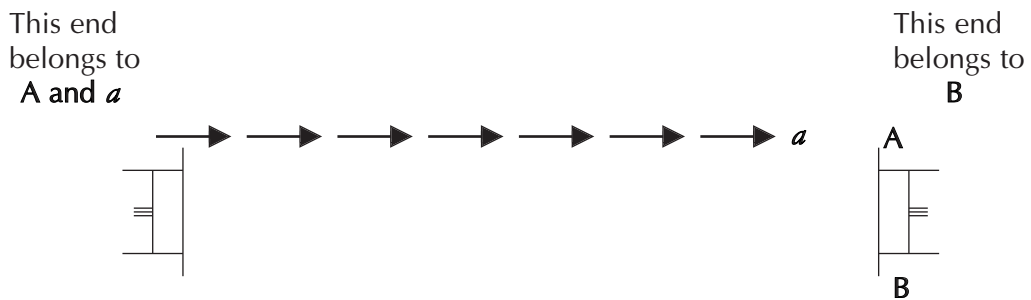
In the final three diagrams, A is the striker and *a* is his runner.



A's ground is always at the striker's end. *a* is nearer to the striker's end than B is.



A's ground is always at the striker's end, even though he has moved a long way out of it. *a* is in the non-striker's ground, therefore the striker's end is B's.



Although A (in spite of his injury) has actually reached the non-striker's ground, his ground is still at the striker's end. B is in the non-striker's ground, so the other end is *a*'s.

- c* Law 29.1(a) is quite clear what conditions are to be satisfied for a batsman to be considered within his ground or, in the phrase of Law 18, to have ‘made good his ground’. Law 29.1(b) states an important exception. When someone is running, as opposed to walking, both feet will be off the ground at some point in each stride. A batsman completing a run may therefore, if he continues running, sometimes have no contact with the ground behind the popping crease. Once such a batsman has grounded some part of a foot behind the popping crease, even though he does not keep his bat in continuous contact with ground, an umpire can consider he is in his ground as long as he continues to run in the same direction.

If the batsmen run, each umpire must check, for every run attempted, that it is not a short run. He must see the batsman complete it by grounding some part of (occasionally) his person or of (usually) his bat behind the popping crease at his end. The batsman’s hand must be in contact with the bat at the time. The striker’s end umpire is in a good position to do this, being square on to the creases. Sometimes he will have to move a little to one side to avoid being unsighted by a fielder. The umpire at the bowler’s end has to move to a position square with the creases as quickly as he can after the ball is played. Usually this will be to the side to which the ball has been played, although there are points for and against either side. The important thing is that the umpire must move very quickly. He must, however, avoid the risk of obstructing the ball being thrown in to either wicket, not only so as not to disadvantage the fielding side, but also for his own safety. When a batsman has a runner, it will have to be to the side opposite to the one where the runner is. This is so that the umpire avoids the risk that the runner might be behind him

- d* Law 29.3 specifies where the non-striker should stand while the bowler is running up to deliver the ball. In deciding whether to grant a request for him to stand somewhere else, the umpire needs to consider

he must not be so close to the path of the bowler running up and delivering the ball that he impedes or even distracts the bowler

interferes with the striker’s view of the bowler’s run up and delivery action

he must not be liable to impede close fielders if the ball is hit back close to the bowler’s wicket.

## REVISION QUESTIONS

### Section 6

#### Conditions affecting dismissal

#### Laws 27 to 29

1. Which appeals is the striker's end umpire required to answer?
2. A ball which is not a No ball hits the striker's pad, without having first touched his bat. You are sure that all the conditions for him to be out LBW have been fulfilled and there is no other cause for him to be out. What else is necessary in order that you can give him out?
3. If the wicket is broken, or put down, during play, when should the umpire remake the wicket?
4. Can an umpire answer an appeal made
  - a) after the fourth ball of an over has become dead?
  - b) after Over has been called?
  - c) after the players have left the field?
5. What are the missing words?  
The wicket is put down if a bail is \_\_\_\_\_ or  
a stump is \_\_\_\_\_.
6. A fielder uses his elbow to completely dislodge a bail. What is necessary for this to mean that the wicket has been fairly put down?
7. What are the conditions under which a captain is allowed to withdraw an appeal?
8. A batsman dives to make good his ground and finishes still holding his bat but lying on the pitch. He is outside the crease. The toe of his bat is on the marking of the popping crease. Is he in his ground?
9. The ball is thrown in and removes one bail from the wicket at your end. There is an appeal. You consider the batsman was in his ground when the bail was removed and answer Not out. A fielder quickly picks up the ball, removes the other bail with it and appeals. Can the umpire answer this second appeal? Why, or why not, as the case may be?
10. **You are at the striker's end.** The striker 'walks' thinking he has been bowled but you have seen that the bails were dislodged by the wicket-keeper's foot. You are certain this was done accidentally. What are you now required to do?
11. Two stumps have been knocked out of the ground. What restrictions are there on replacing one or both of them while the ball is in play?
12. The striker hits the ball up in the air and it is easily caught by a mid-fielder. The striker is clearly out Caught. Although he is *out*, he is nevertheless, not *dismissed* unless  
either \_\_\_\_\_  
or \_\_\_\_\_.  
What are the missing statements?
13. You and your colleague have *agreed* to play without bails. Which of these events would mean that, in these circumstances, the wicket has been put down?
  - a) A ball strikes one of the stumps but does not disturb it.
  - b) The striker knocks the wicket with his bat in making his back lift. A stump is pushed askew but not removed from the ground.
  - c) One stump is already askew from a previous attempt. A fielder holding the ball in his hand uses that hand to knock this particular stump further out of the vertical.

# OPEN LEARNING MANUAL



## 2000 Code of Laws 4th Edition – 2010

### Preliminary Comment for Sections 7 and 8

These two sections cover Laws 30 to 39 dealing with the 10 ways in which a batsman may be dismissed. Before beginning detailed study of these Laws the student should remember the principle stated in Law 27. Although he may be out under one of the Laws,

**a batsman is not to be given out by an umpire unless there is an appeal from the fielding side.**

This fact will not be stated separately for each method of dismissal but must be remembered. It is fundamental to the whole structure of dismissals.

Additionally, it should be noted that

**the credit for a dismissal is not always given to the bowler.**

A chart is set out here of which methods of dismissal are and which ones are not. Again this will not be stated individually Law by Law.

Law	Dismissal	Credit to bowler?
30	Bowled	Yes
31	Timed out	No
32	Caught	Yes
33	Handled the ball	No
34	Hit the ball twice	No
35	Hit wicket	Yes
36	Leg before wicket	Yes
37	Obstructing the field	No
38	Run out	No
39	Stumped	Yes

# OPEN LEARNING MANUAL



## 2000 Code of Laws 4th Edition – 2010

### Section 7

#### Dismissals I

#### Laws 30 to 35

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Law 30	Bowled
Law 31	Timed out
Law 32	Caught
Law 33	Handled the ball
Law 34	Hit the ball twice
Law 35	Hit wicket

## LAW 30: BOWLED

### Analysis points

- a* Bowled
  - not a No ball
  - no contact except with the striker or the ground
- b* Bowled to take precedence

### Commentary

- a* The conditions for the striker to be out Bowled are very simple.

The delivery by the bowler must not be a No ball.

The ball itself must put down the wicket.

Between being delivered by the bowler and hitting the wicket, the ball must have made no contact with anything or any person, other than the ground and the striker's bat or person.

Even though the striker hits the ball on to the wicket in an attempt to make a second stroke at the ball, or he accidentally kicks the ball on to the wicket in running, if these three conditions are satisfied then the striker is out Bowled. The widely used description 'played on' is not part of the Law.

Since a ball hitting the wicket must be within his reach, at least from a normal guard position, by definition the striker cannot be out Bowled if Wide ball is called.

- b* If the striker is out Bowled, then no other form of dismissal will be valid. Perhaps before hitting the wicket the ball hit his pad and he might be considered out LBW under Law 36. Perhaps he handled the ball before it hit the wicket and could be out under Law 33. If the conditions for him to be out Bowled are satisfied then, no matter what event before the ball hits the wicket might mean that he was out, the method of dismissal is Bowled.

**LAW 31: TIMED OUT****Analysis points**

- a* Timing requirements for batsman coming in after fall of wicket or retirement of a batsman
- b* Procedure if incoming batsman does not meet requirements
- c* Procedure if no batsman comes in

**Commentary**

- a* When a batsman is dismissed, the next batsman has 3 minutes to come to the wicket. This is equally true when a batsman retires. This 3 minutes is measured from the fall of the wicket (or the retirement) until
  - either he himself is at the striker's end ready to take guard
  - or he is at the non-striker's end and the not out batsman is ready to receive the next ball.

This restriction does not apply if for any reason Time is called at the fall of the wicket. Note also that this Law applies equally if a batsman retires rather than being dismissed.

- b* If for any reason a new batsman comes to the wicket later than permitted he is out Timed out. If an appeal is made it does not matter whether it is before or after the batsman's arrival at the wicket. His innings will have commenced when he stepped on to the field of play, so he can be given out, providing the umpire is satisfied that both his arrival and the appeal were after the three minutes had elapsed, matters which he should check with the other umpire.
- c* If no new batsman appears at all, then there are two situations:
  - (i) no appeal is made

The umpires should not allow the delay to continue much beyond the three minutes. If by then there is still no sign of a batsman even approaching the field of play, the delay can be considered protracted. Law 31.1(b) instructs the umpires to consider that the batting side might be refusing to play and to implement the procedure of investigation laid down in Law 21.3 and already explained in Law 21 Comment *b*. The umpire at the bowler's end will have taken possession of the ball when the wicket fell. He must now call Time before both umpires leave the field to investigate. There cannot now be an appeal and although a batsman is out, no batsman can be dismissed. Either the investigation will end in the Award of the match to the fielding side, or play will eventually be resumed. In either case the umpires must return to the field and should inform the captain of the fielding side of what has occurred. The scorers should also be informed.

If the umpires come to the conclusion that the reason for the non-appearance of a new batsman is not a refusal to play, a time should be set for the resumption of play so that the time lost can be calculated. The scorers will need to know that play is to continue and what time you have set for it to do so.

- (ii) there is an appeal by the fielding side

The appeal must be answered, and if the umpires agree that at least three minutes has elapsed, a batsman is out, although there is no batsman there for them to give out. Moreover the three minutes added to the fact that no batsman has yet begun to come to the wicket again means that the delay is to be considered protracted. They must leave the field, having called Time. They will inform the captain of the batting side of the situation and allow him to designate which of his remaining batsmen is dismissed. They must also discover the reason for the delay and proceed as explained above. On returning to the field of play an additional task will be to answer the appeal Out.

As well as being informed as above, the scorers will also need to know the identity of the dismissed batsman, whether play is to continue or not.

**LAW 32: CAUGHT****Analysis points**

- a* Elements of a catch – see points *b, c, e*
  - not a No ball
  - contact with striker's bat
  - no contact with ground or boundary
  - held by fielder
- b* Contact with striker's bat
- c* No contact with
  - ground
  - boundary, or object agreed as boundary
- d* Other contacts
  - batsman's helmet
  - helmet worn by fielder
  - fielder's helmet not being worn
  - players and umpires
- e* Held by fielder
  - does not have to be held in fielder's hand
  - control over ball
  - control over his own movement
  - within the field of play
- f* Fielder
  - touching boundary
  - grounded beyond boundary
  - carrying ball over boundary
  - going over boundary and returning
  - catching/handling ball after it has crossed the boundary in the air
- g* No runs to be scored
- b* Caught to take precedence
- i* Which batsman faces next ball

**Commentary**

- a* Analysis point *a* merely lists the four elements of a fair catch. No comment is needed on the first. The other three are each considered in detail in Comments *b, c,* and *e*.
- b* Contact with the striker's bat

This includes contact with any part of a glove worn on the hand holding the bat. If the ball makes contact with the striker more than once, whether almost at the same time or with an interval in between, and either (or both) of these contacts is with his bat, then he could be caught. It makes no difference to the validity of the catch if contact with the bat is followed by a contact with the striker's person.
- c* No contact with ground or boundary

Once the ball has touched the striker's bat, it must not make contact with the ground before being caught. Moreover if the striker makes two contacts with the ball, either deliberately or accidentally, and either (or both) of them is with his bat, a catch can still be valid providing the ball has not been grounded between the two contacts, and is not grounded subsequently before it is caught.

The two particular times when it may be difficult to be sure whether there has been contact with the ground or not are

  - immediately after being hit by the bat
  - just before being taken into the fielder's hands.

The other umpire can sometimes be better placed to have seen this.



Further, if a catch is to be valid the ball, after touching the striker's bat, must not make contact with  
 the boundary edge  
 the ground outside the boundary  
 anything grounded beyond the boundary  
 anything within the field of play which has been decided as a boundary.

*d* Other contacts

- (i) The validity of a catch is not affected by contact with
  - the striker's helmet
  - the non-striker's helmet
  - any player or umpire.
- (ii) A catch cannot be made after contact with
  - a helmet worn by a fielder – but the ball remains in play
  - a fielder's helmet not being worn - the ball becomes dead on contact.

It must also be remembered that if the ball *lodges or is trapped* in the clothing or equipment of a batsman or *lodges* in any helmet, or in the clothing of an umpire, then the ball immediately becomes dead and no catch can be made. The same is true of a fielder returning without permission and 'catching' the ball.

*e* Ball held by a fielder

There are two stages to making a catch:

catching – arresting the ball in flight and holding it in some way  
 completing the catch.

Although the word 'catch' usually implies that the catcher takes the ball with his hand(s) and holds it there, the Law does not restrict catching to this. Law 32.3(b) specifies that he has caught the ball if 'he hugs it to his body', 'it lodges in his clothing'. As long as he stops the ball in the air and keeps it in some way, he has caught it.

Much more important is the stage of **completing the catch**. The striker is not out until the catch is **completed**. In order to do this the catcher has to establish

- (i) complete control over the ball.
 

If he is hugging it to his body or is holding it in any other way, he has to convince the umpire that he could continue to do so as long as he wished. This will be clear from his movements.
- (ii) complete control over his own movement.

He may be running as he catches it – he must either stop running or reach the stage where it is clear that he could stop running if he wished. He may be off balance as he catches it – he must retain the ball until he has re-established his balance. He may have dived to catch it and will obviously not land on his feet – he must be able to hold the ball on impact with the ground, until he has recovered from the impact.

Once both controls are established, the catch is completed and the striker is out Caught. As long as he is dismissed, the ball will have become dead at the instant of the completion of the catch and further movement or action by the catcher is of no significance.

- f* Most significantly, both these controls must be established to the satisfaction of the umpire, **without the catcher touching the boundary or the ground beyond it at any time while he is in contact with the ball**.

Touching the boundary itself is self-evident.

He will have grounded beyond the boundary if he touches any object which is grounded beyond the boundary. As explained in Law 19 Comments *c* and *d*, this includes fences or other solid objects used to mark the boundary.

He will not complete the catch, even if he took the ball while he was completely within the field of play, if he then touches the boundary or the ground beyond it while in contact with the ball but before establishing the two required forms of control.

If he touches the boundary or the ground beyond it while in contact with the ball, before completing the catch, not only is the catch not valid, so that the striker is not out, but 6 runs are awarded to the striker.

He is, however, allowed to lean over a boundary and catch the ball in the air after it has crossed the boundary edge provided that neither he nor the ball is in contact with the boundary or the ground beyond it. He may even catch the ball when he is beyond the boundary if he is wholly in the air and so not grounded beyond the boundary. He is allowed to do this only if

- when he jumped he was grounded inside the boundary
- or he or another fielder had previously touched ball from a position inside the boundary, or having jumped up from such a position
- and he lands and completes the catch inside the boundary. This will be difficult! He can, instead of catching the ball, push it back inside for himself or another fielder to field or catch.

Moreover if, having caught the ball, he releases it before completing the catch, either another fielder may complete the catch or he himself can do so, even if meanwhile he has been outside the boundary, as long as he was not then in contact with the ball.

- g* Law 32.5 sets out clearly that no batsmen's runs may be scored if the striker is out Caught but that penalties will stand if awarded.
- b* In Law 30, Bowled was given precedence over all other forms of dismissal. Law 32.2 gives Caught precedence over all forms of dismissal except Bowled. The striker may hit the ball back towards the bowler, who deflects it on to the non-striker's wicket thereby running him out. If, however, the ball is subsequently caught without having been grounded since leaving the striker's bat, although the wicket was broken before the catch was taken, the striker will be out Caught and the breaking of the non-striker's wicket will be irrelevant. Similarly, the striker may unjustifiably hit the ball twice, but if it is caught he will be out Caught rather than Hit the ball twice, even though his unlawful second strike was made before the ball was caught.
- i* The striker being out Caught is one of only four cases of dismissal in which the not out batsman is not required to return to his original end. Instead he will go to the end that was his end at the moment of completion of the catch. The umpire at the striker's end will judge the crossing or otherwise of the batsmen to decide which end this is.

## LAW 33: HANDLED THE BALL

### Analysis points

- a* Conditions for either batsman to be out under this Law
- b* When conditions do not apply
- c* Runs allowed if batsman dismissed

### Commentary

- a* Either batsman can be out under this Law.

Appendix D sets out that a hand, whether gloved or not, that is *not* holding the bat is part of the batsman's person. It is, however, distinguished in this Law from the rest of his person in that, apart from the exceptions of Law 33.2, he is out if he wilfully contacts the ball with such a hand. It is important to note the word 'wilful'. Accidental contact is not a reason for dismissal. Such a 'wilful contact' is using a hand not holding the bat to return the ball to a fielder, while the ball is in play and without the consent of a fielder. It is not the only example.

- b* Law 33.2 states an exception.

If a batsman fears that he might be injured by the ball and fends it off with his hand, this is to be considered an involuntary action. The umpire must judge whether such action is to avoid injury. Although such an involuntary act ought not push the ball far enough away to justify the batsmen running, there could be circumstances – overthrows for instance – in which runs could accrue. They are to be considered as Leg byes.

- c* Although the striker pushing it away from his stumps is the most likely situation in which a batsman may handle the ball, either batsman could do so at any time. Such action may well be considered as obstructing the field. If, however, the umpire judges that a batsman is out under this Law and, on appeal, dismisses him, Law 33.3 sets out what runs will count if some have been made before the offence. This also appears under Law 18.

**LAW 34: HIT THE BALL TWICE****Analysis points**

- a Special definition of 'strike' for this Law
- b When making second stroke is legitimate
- c When striker will not be out under this Law
- d Conditions for runs to be allowed after legitimate second strike
  - first strike with the bat
  - first strike on the striker's person
- e Procedure if conditions for runs not met
- f Runs allowed if overthrow after batsmen have started running
  - boundary overthrows

**Commentary**

Since the provisions of this Law appear complicated, a summary may be helpful.

The striker is not allowed to hit the ball a second time except under strict conditions.

If the conditions are not met he is out.

If they are met he is not allowed to score, except under specific conditions.

If these latter conditions are not satisfied but the batsmen nevertheless run, the procedure for the umpire is the same as that for the batsmen running when Leg byes are not to be allowed.

It may be possible for runs to become legitimate even though they were not so when the batsmen started to run.

- a Other Laws using the words 'strike', 'striking', 'struck' state specifically that this is with the bat. Law 34.1(b) is an exception in that for *this* Law, these words can apply to contact between the ball and the striker's person.
- b If there has already been contact between the ball and the striker's bat, or with his person, he is not in general allowed *wilfully* to make another strike at it. The exceptional conditions under which he is allowed to do so are
  - it must be purely an attempt to stop the ball hitting his wicket
  - it can be with his person, but must not be with his hand unless that hand is holding the bat
  - even if the other two conditions are satisfied, it must not obstruct a fielder's attempt to catch the ball.

Note that an inadvertent second strike does not contravene this Law.

If he makes a second strike that breaches one of the three restrictions, then he is out under this Law 34 (Hit the ball twice), under Law 33 (Handled the ball) or under Law 37 (Obstructing the field) respectively.

The concession of being allowed to hit the ball again is not restricted to a second strike. Provided they are each within the restrictions above, he can continue to make further strikes. If any one of them does not fulfil all three conditions then he will be out as detailed in the paragraph above. He cannot, however, make any attempt to hit the ball, once it has been touched by a fielder. He will be considered to be obstructing the field if he does. This point is dealt with in Law 37.

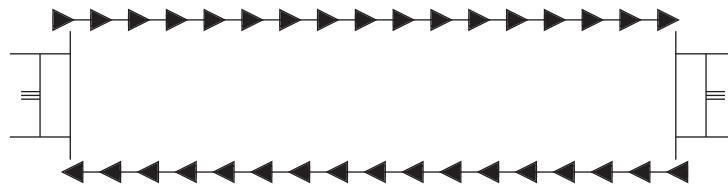
It should be noted that *involuntary* second strikes – for example, hitting the striker's bat and pad in quick succession - are not relevant to this Law.

- c Law 34.2 states two other situations in which, even though he may have failed to satisfy the conditions, he will not be out under this Law. It should be noted that he could, however, be out under other Laws. Students should defer consideration of these two exceptions until Law 37.
- d If the striker makes a second strike, even though it is *within* the restrictions, the batsmen are not allowed to score runs directly from it. They are allowed to do so only if there is an overthrow and then only if the **first** strike entitles them to score runs. The nature of the second strike is irrelevant to the scoring of runs. The diagram below summarises Law 34.4(a), (b) and (d).

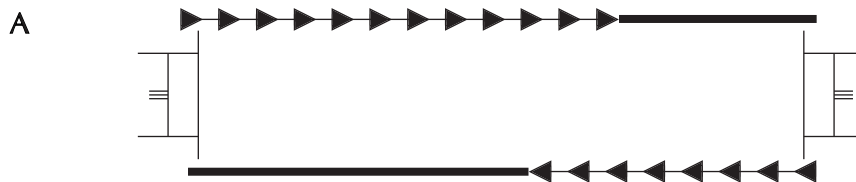
<b>First strike on the bat</b>	<b>First strike on the person</b>	
	<b>did</b> attempt to play ball with bat or avoid being hit	<b>no</b> attempt to play ball with bat or avoid being hit
Second strike WITH ANYTHING EXCEPT HAND <b>NOT</b> HOLDING THE BAT		
ANY penalties allowed NOTHING ELSE ALLOWED <b>UNTIL</b>		No ball penalty <b>only</b> <b>NOTHING ELSE ALLOWED</b>  AT ALL
there is AN OVERTHROW		
Runs to the striker	Leg byes or No ball extras	

- e Law 34.5 sets out the procedure if, notwithstanding that a second strike was legitimate, they run when runs are not allowed. The procedure itself is exactly the same as that laid down in Law 26 when scoring Leg byes is not allowed and will not be repeated here. There is, however, one difference from that Law. Runs may *become* legitimate because there is an overthrow during their first run. It cannot be later since the ball is called and signalled dead at the end of the first run.
- f Even if it is not till after the batsmen started to run, once there has been an overthrow, runs can be then be scored normally except that
  - (i) the overthrow merely makes the running legitimate. Hence if thereafter the ball goes to the boundary it is a normal boundary, and the allowance is not added to batsmen’s runs. A boundary from a second or subsequent overthrow will, however, be a boundary overthrow.
  - (ii) only the second part of the run in progress when the first overthrow occurs is legitimate. This part-run will count as a completed run, to be added to subsequent runs, **only** if it is the larger portion of the first run, i.e. if they had not yet crossed when the overthrow happened.

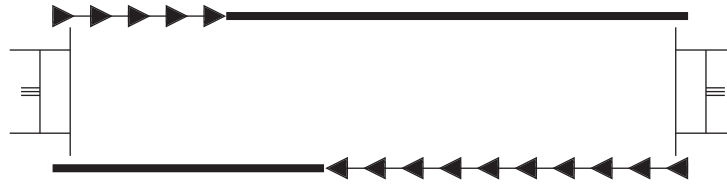
Since each batsman has to run from one end to the other, in a completed run they will between them cover the length of the pitch twice altogether.



When they do not complete a run, they will achieve less than twice the whole pitch length. In the following two diagrams, A and B, how far each batsman has run is shown by an arrowed line. How far he still has to go, to complete the run, is shown by a thick line.



In diagram A, they *have crossed*. What they have run in total (arrowed) is more than one pitch length. If this were the situation when there was an overthrow, the larger portion of the run would have been completed before the overthrow. The run in progress at the moment of the throw would not be counted.

**B**

In diagram **B**, they *have not* crossed. The two arrowed portions do not total one pitch length between them. If this were the situation when there was an overthrow, the larger portion of the run would still remain. If it is completed after the overthrow, the run in progress at the moment of the throw *will* count.

**LAW 35: HIT WICKET****Analysis points**

- a How the wicket is put down
  - bat
  - person
  - detached items which are no longer part of person
- b When the wicket is put down
  - before bowler enters delivery stride
  - while 'dealing' with delivery
  - setting off for run
- c Situations in which striker puts down his wicket but is not out thereby

**Commentary**

- a The conditions for the striker to be out Hit wicket are laid down in Law 35.1(a). One condition, appearing under Law 35.2, is that the delivery must not be a No ball. Another is that the bowler must have entered his delivery stride before the striker puts down his wicket in any of the ways described.. Law 35.1(b) prescribes the action to be taken if this condition is not met.

What is meant by 'wicket is put down' has been explained in Law 28

The delivery by the bowler must not be a No ball.

The wicket is put down by the striker.

'Put down by the striker', means with any part of his person or equipment, including his bat. Exceptionally, however, in *this* Law and Law 28 'the striker' includes items which are no longer part of his person or equipment. If he has let go of his bat it is no longer part of his equipment. If his cap falls off it is no longer part of his person. Nevertheless, as stated already in Law 28.1(a)(ii), (iii) and (iv), the wicket is put down if it is done by such items in falling. Moreover, if his bat breaks, one part falling and the rest still in his hand, the wicket may be put down by either part.

The wicket is put down within a specified time limit as explained in Comment *b*.

- b For the striker to be out under this Law, the wicket is to be put down, as above, between the bowler entering his delivery stride, and the striker completing any action in receiving the ball and immediately setting off for a run. Note that if the striker puts down his wicket during the bowler's run up, before he enters his delivery stride, Dead ball is to be called and signalled.

'Action' implies

any movement of his bat whether or not he makes an attempt to play the ball

any movement of his body whether or not he moves his feet and whether he moves towards the ball or draws away from it.

'Action in preparing to receive the ball' means such action made after the ball comes in to play but before it reaches him.

'Action in receiving the ball' means such action when the ball reaches the striker and either he plays or plays at it, or it passes him. It also includes any second or subsequent attempt to strike the ball.

Setting off 'immediately after' such action will be obvious if the striker plays the ball, or at least attempts to do so. If the striker runs after making no attempt to play the ball the umpire must judge whether or not the setting off was *immediately* after he had the opportunity to do so.

- c Law 35.2 sets out situations in which the striker will not be out under this Law. The student should note these. It will be seen that parts (a), (b), (c) and (d) emphasise the fact that once his 'action', as described above is complete, and he has set off for a run if he does so at all, he is no longer liable to be out Hit wicket. Part (f) states that he will not be out if the delivery is a No ball. This confirms the statement Comment *a* above that one condition for being out is that the delivery must not be a No ball.

*continued overleaf*

Particular note should be taken of part (e). Whilst Law 35.1(b) instructs the umpire to call and signal Dead ball if the striker puts his wicket down before the bowler enters his delivery stride, part (e) gives the same instruction if the bowler does enter his delivery stride but does not release the ball. In either situation one of the umpires must call and signal Dead ball; any appeal must be answered Not out.



## REVISION QUESTIONS

### Section 7

#### Dismissals I

#### Laws 30 to 35

- For each of the following, state whether or not the striker is out Bowled.
  - He makes no attempt to play the ball which would have hit his wicket had it not been intercepted by his pad. The ball is deflected on to his wicket and dislodges a bail.
  - The ball touches the outside edge of the striker's bat, grazes the off stump, dislodging a bail and is caught by the wicket-keeper.
  - The striker plays a defensive stroke. The ball touches the edge of his bat, hits his front pad, drops to the ground by his feet and spins away towards the slips. He hits it again with his bat but succeeds only in hitting it on to his wicket and a bail is dislodged.
  - After being played, the ball comes to rest behind the popping crease with the striker out of his ground. To avoid being stumped, the striker scrambles back and in doing so knocks the ball on to his wicket, dislodging a bail.
- While attempting to play a ball delivered by the bowler, the striker deliberately takes one hand off the bat and pushes the ball away with this hand. In what circumstances is he allowed to do this without being out Handled the ball?
- When is it legitimate for the striker to hit the ball a second time?
- The striker hits the ball high into the air and it is caught by a deep fielder. As he catches the ball, the fielder overbalances and, as he falls, he throws the ball into the air. It lands on the ground. Would you allow this as a fair catch? Why, or why not, as the case may be?
- You are at the striker's end.** The striker plays back to a fast delivery but at the last moment he decides not to play the ball and takes his bat away. In doing so, he dislodges a bail. On appeal, should he be given out Hit wicket? Explain.
- The ball comes off the shoulder of the striker's bat and loops up. He sees it might fall on to his wicket. He is allowed to strike it a second time in these circumstances **unless** . . . what?
- You are at the striker's end.** The striker lifts his bat high above his shoulders and lets the ball pass him. It turns sharply and goes between the wicket-keeper and first slip. The non-striker calls for a run. As the striker sets off for the run, his foot slips and he dislodges a bail. There is an appeal. What must you consider in answering the appeal?
- The striker is out Bowled on the third ball of an over. There is an appreciable time before the new batsman approaches the pitch. As he walks towards the pitch, the fielding captain appeals.
  - In order to answer the appeal, you should check with the other umpire...what?
  - Explain how you would answer the appeal according to the result of this checking with the other umpire.
  - If the answer is Not out and the batsman continues to the wicket, in what circumstances would a further appeal be answered 'Out - Timed out'?
- The striker is hit on the pad in circumstances which satisfy you that he is out LBW. The bowler appeals as the ball ricochets off the striker's pad, hits his glove and is caught by second slip. You give the striker out. How is he out?
- The striker hits the ball firmly and it bounces up from your colleague's shoulder without first touching the ground, before being caught by a fielder. How do you answer the fielding side's appeal – and why?
- The ball loops up in the air after hitting the shoulder of the striker's bat. It appears to be falling towards the wicket. He takes one hand off his bat and pushes the ball away with his hand but the ball is caught, before touching the ground, by a close fielder. He is certainly out in two ways.
  - What are these two ways?
  - If there is an appeal and you give him out, what will the method of dismissal be?
  - Why is it that one?

# OPEN LEARNING MANUAL



## 2000 Code of Laws 4th Edition – 2010

### Section 8

#### Dismissals II

#### Laws 36 to 39

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Law 36	Leg before wicket
Law 37	Obstructing the field
Law 38	Run out
Law 39	Stumped

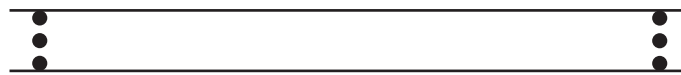
**LAW 36: LEG BEFORE WICKET****Analysis points**

- a* Not a No ball
- b* Where ball pitches
- c* Where ball hits striker
  - striker attempting to play the ball with bat
  - striker not attempting to play the ball with bat
- d* Where ball would have gone if not interrupted by impact on striker
  - assume path at impact continues
- e* Only first impact to be considered
- f* Off side of wicket

**Commentary**Definitions

An important definition for this Law is 'in line between wicket and wicket'

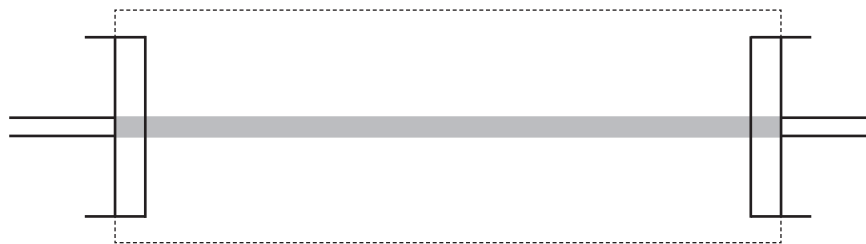
Imagine parallel lines joining the outside edges of the off and leg stumps at one end to the outside edges of the off and leg stumps at the other end, with the lines continued beyond the stumps in both directions.



*Obviously not to scale!*

Since each wicket is 9 inches wide, the strip enclosed by these lines is also 9 inches wide.

This strip is shown in the diagram below with the portion that lies *between the bowling creases* shaded. The unshaded parts of the strip should each be considered to extend right across the field of play. The pitch is also shown, with a dotted outline. Again the diagram is very obviously not to scale.



Anything *inside the shaded rectangle* is 'in line between wicket and wicket'.

On the off side of the striker's wicket

The two sections of the field of play, the off side and the on (or leg) side, are illustrated in Appendix D. The shaded rectangle on that diagram shows the whole pitch.

The phrase 'on the off side of the striker's wicket' means *completely outside* the 9 inch strip and on the off side of the field of play. 'Outside the line of the off stump', another phrase used in the Law, has exactly the same meaning.

Anywhere on the on (leg) side of the field of play but *outside* any part of the 9 inch strip can be described as either 'on the on (leg) side of the striker's wicket' or 'outside the line of the leg stump', although neither of these phrases is used in the Laws.

- a* Law 36.1 lists the points which must **all** be satisfied for the striker to be out under this Law. Point (a) of the Law is self-explanatory.
- b* The ball does not always pitch before hitting the striker. Point (b) of the Law applies only in cases where it does pitch. The only restriction on where the ball pitches is that it must not be on the leg side of the wicket. Pitching on the line of leg stump falls within the conditions; pitching outside this line does not. As the ball is spherical, it will have a point in contact with the ground when it pitches. It is this point that is to be considered as ‘where it pitches’.
- c* Point (d) of the Law. There are different conditions on where the point of impact on the striker can be, according to the two different situations
- (i) the striker satisfies the umpire that he has tried to play the ball with his bat  
In this case, the striker will not be out unless the part of his person which is hit is between the line of the off stump and the line of the leg stump, described as ‘in line between wicket and wicket’. See above.
  - (ii) the umpire is *not* satisfied that the striker has tried to play the ball with his bat  
In this case, the striker could be out, if the other conditions are satisfied, if the part of his person which is hit is  
either in line between wicket and wicket  
or outside the line of the off stump.

Notice that, in either case, the height of the point of impact is not to be considered *at this stage*. It may become relevant for point (e) of the Law. Notice also, in either case, point (c) of the Law makes it clear that the striker cannot be out under this Law if the ball has touched his bat before the impact on his person.

- d* Point (e) is the only part of the Law which is not entirely a question of facts that the umpire can observe. If he is to judge whether the ball would have gone on to hit the wicket if the striker's person had not been in the way, he must have clear knowledge of the path on which the ball was travelling when it hit the striker.

#### Before the ball pitches

The umpire must turn his attention to the flight of the ball immediately he has seen the bowler's front foot land in the delivery stride. He must know:

**Was it delivered from close to the wicket**, from far out towards the return crease, or from an intermediate position? This will tell him the angle at which the ball is approaching the striker's wicket.

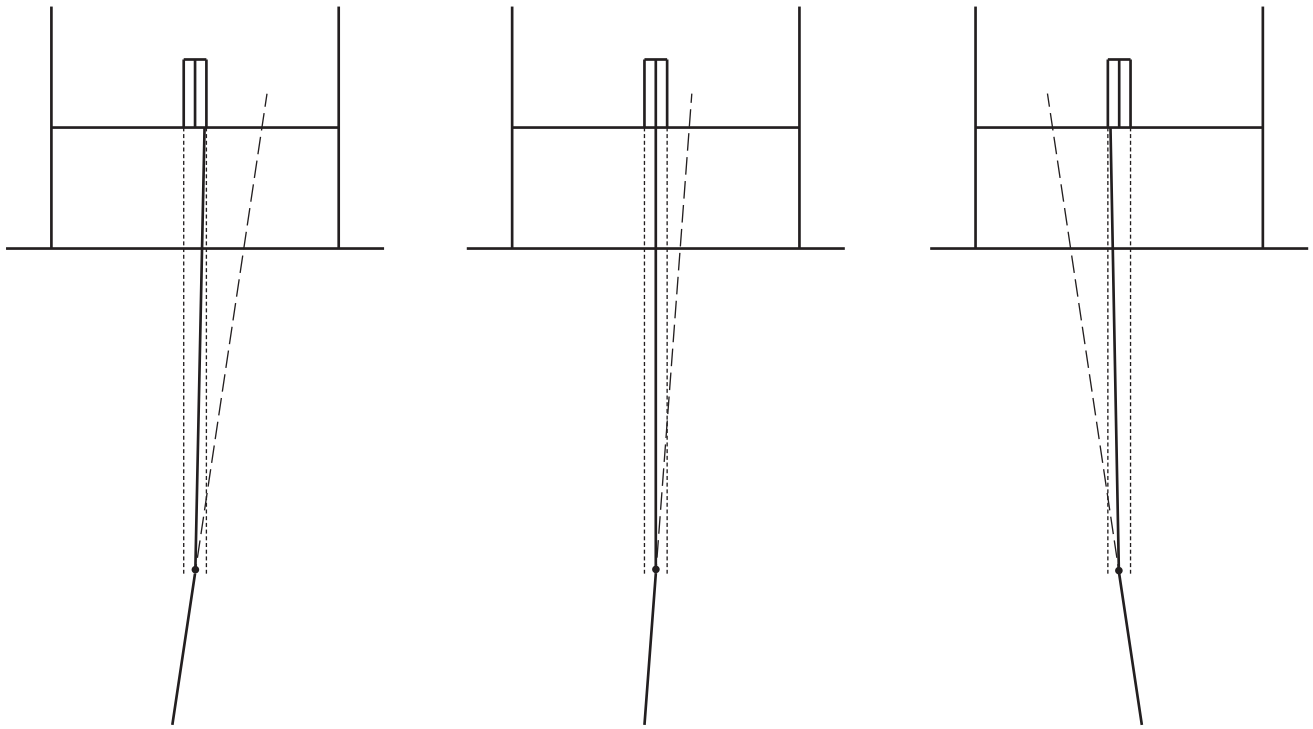
If the ball pitches in line between wicket and wicket, the greater the angle to the direction of the pitch, the more the ball would have to turn in order to hit the wicket. This is illustrated in diagrams 1, 2 and 3 opposite.

These diagrams are not exactly to scale but are sufficiently good approximations to demonstrate the point made in the caption. All captions are based on the assumption that the striker is a right handed bat and has made a genuine attempt to play the ball with his bat and cannot therefore be out LBW unless the point of impact on his person is between wicket and wicket. Dotted lines enclose the strip ‘between wicket and wicket’.

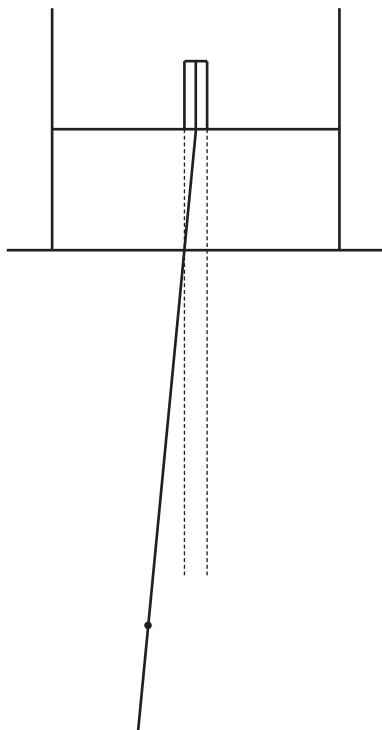
If the ball pitches outside off stump, and is on a path towards the wicket, a large angle of approach will mean that only a short part at the end of its travel would be in line between wicket and wicket. The striker would therefore have to be unusually close to the wicket in order to be hit in line between wicket and wicket by such a ball (diagram 4).

If the ball pitches outside off stump and is not travelling towards the wicket, if turning towards the wicket increases the angle to the direction of the pitch (diagram 5), this will shorten the length of travel in which the striker could be hit at a point between wicket and wicket. If the turn reduces the angle to the direction of the pitch this will bring a longer section of the final path between wicket and wicket (diagram 6).

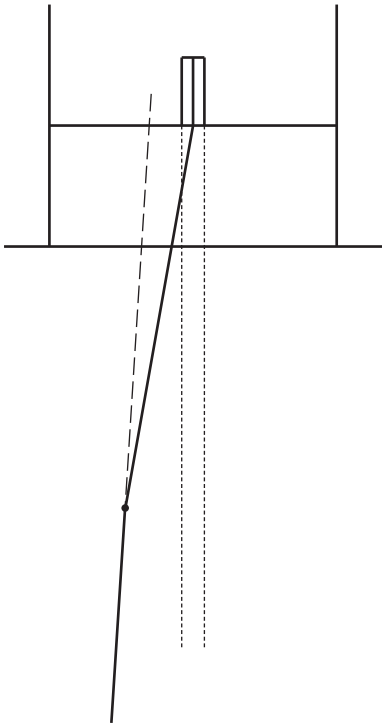
Remember that if the ball pitches outside leg stump the striker cannot be out LBW.



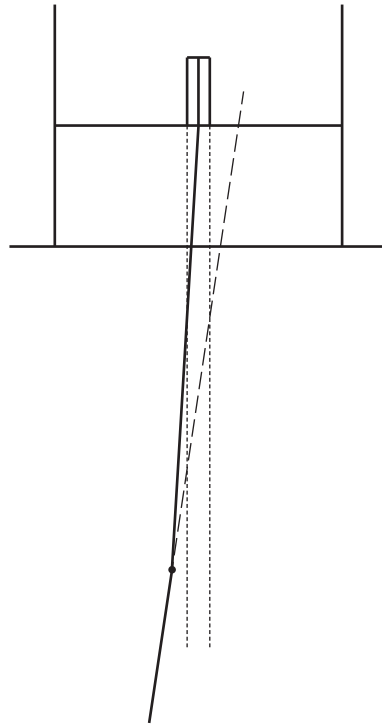
1. Ball bowled from far out; pitching between wicket and wicket. Must turn a lot if it is to go towards the stumps
  2. Bowled from closer to stumps, smaller angle of approach. Less turn needed to set it on a path towards middle stump
  3. Similar ball bowled round the wicket. Must turn other way if it is to hit stumps
- 



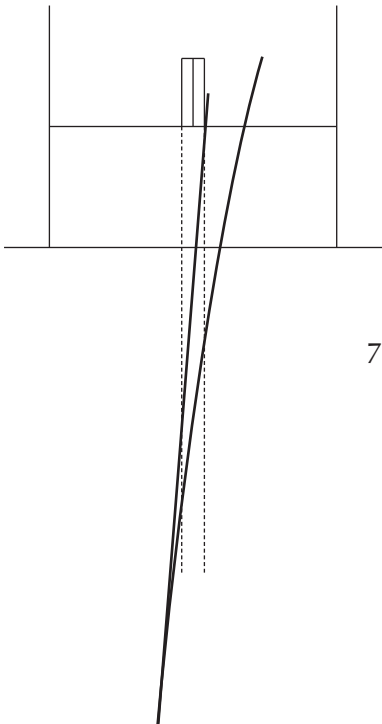
4. Wide angle of approach. Ball does not deviate on pitching; would hit middle stump. Impact cannot be between wicket and wicket unless striker is behind popping crease when hit



5. Ball well pitched up, would pass wide of off stump, turns sharply towards middle stump. To be hit between wicket and wicket, striker would have to be close to stumps



6. Ball pitching outside off would pass outside leg stump. Turning towards stumps gives much more opportunity for impact on striker to be between wicket and wicket



7. A swinging ball has more sideways movement in a given distance than a straight one. The two paths are in the same direction at the lowest point drawn. Laying a ruler against the curved path shows that the swing is not very marked, but takes it a good way from the straight path

**Was the ball swinging?** As the path curves the angle of approach to the striker is changing. The sideways travel after impact, in a given distance between striker and wicket, would be more for a curving path than for a straight one starting from the same point (diagram 7).

Students can experiment for themselves with these diagrams to verify the following points.

If a sharply turning ball is to be able both to hit the striker between wicket and wicket, and to be on a line to hit the wicket, then the turn must reduce its angle to the direction of the pitch as in diagrams 1 and 3, not increase it as in diagram 5.

When a ball turns, whether sharply or not, there is not much difference between the line taking it towards off stump and the line taking it towards leg stump. Moreover the difference between the points of impact on the striker four feet in front of the popping crease is tiny. This means accurate assessment of the line of travel is essential.

The other question the umpire needs to be able to answer is

**What was the speed of the ball?** After pitching, a fast ball would rise much higher than a slow one. Unless, in a reasonable distance of travel between pitching and impact, a fast ball has risen only a small amount it is likely that it would have gone over the top of the striker's wicket.

#### When the ball pitches

Did it turn? Which way? How sharply? This will tell him the direction of the new path.

Did it rise? How sharply? This will tell him whether the ball would have gone over the top of the striker's wicket or not.

The further the striker is from the wicket when the ball hits his person, the greater the sideways travel of the ball would have been before reaching the wicket, unless it is moving parallel to the direction of the pitch. If the ball is rising sharply when it hits the striker's person, the further he is from the wicket the higher a fast ball would have risen before reaching the wicket. A slow ball is not only likely to rise less after pitching but, unless there is only a short distance between the point of impact and the wicket, its onward path might reach a peak and start to descend before reaching the wicket. Therefore the greater the distance between the striker and the wicket, the greater the accuracy with which the new path of the ball must be known.

The less distance there is between the ball pitching and the ball hitting the striker's person, the more difficult it is to assess these points accurately. The umpire must see enough of the ball's travel after pitching and before hitting the striker's person to be **sure** what the new path is.

The umpire will learn to interpret accurately what he sees of the path of the ball, before it hits the striker, through experience of seeing the behaviour of balls that are not interrupted in their travel.

#### If the ball does not pitch

The umpire's job is easier in this case. He should know with considerable accuracy the path on which the ball has been travelling since leaving the bowler's hand. He has only to continue this path in his mind's eye, to assess whether the ball would have hit the striker's wicket. He does not have to worry about turning and rising on pitching, even if it is possible that the ball might have pitched before reaching the wicket. He must, however, take account of the distance between the striker and his wicket to allow sufficiently for the ball's subsequent sideways travel. He must also remember that if the ball is on a curved path it is to be considered as continuing on that curved path.

*e* If the ball hits the striker more than once, perhaps first striking the front leg and then the back one, it is only the facts about the **first** impact that are to be considered in making all the assessments explained above.

*f* Appendix D defines the off side of the striker's wicket. Sometimes a right-handed striker will play the ball with a stroke appropriate to a left handed one – the so-called 'reverse sweep'. Cases have been known of a striker actually changing his grip on the bat, even his stance at the wicket, from right handed to left handed, before the ball reaches him. Law 36.3 stipulates that all such changes, if made after the ball has come into play, are to be ignored. The leg side of the wicket as the bowler starts his run up (or action) remains as the leg side until the ball is dead. This is especially relevant to this Law, but applies in every Law where the distinction between the off side and the leg (or on) side is significant.

**LAW 37: OBSTRUCTING THE FIELD****Analysis points**

- a* Wilfully obstructing or distracting  
by word or action  
in other ways
- b* If obstruction prevents a catch
- c* Runs permitted

**Commentary**

- a* Obstruction may be, for example,  
being in the path of a fielder who is attempting to field the ball  
bumping into a fielder who is attempting to field the ball.

Distraction may be

making a sudden noise, perhaps shouting, to startle and hence divert the attention of the fielder.

Any of these may be unintentional. The non-striker scrambling back to his ground to avoid being run out may get in the way of the bowler without intending to do so. A batsman who trips and falls heavily may distract a fielder but has probably not done so with intent. If either umpire, however, considers that any such actions were *wilful*, then the batsman is out under this Law. As always in cases of judgment of wilful versus accidental, it is wise for the umpires to agree on the point. In any case it is the bowler's end umpire who has to respond to any appeal.

Law 37 also states specific instances which will be considered as obstruction.

Wilfully striking the ball with bat or person after it has been touched by a fielder. Notice in this case that if he uses a *hand* not holding the bat to strike the ball, he is out under Law 33 (Handled the ball) rather than under this one.

Using either bat or person (but not including a hand not holding the bat) to return the ball to fielder while it is in play without consent. This might be considered to belong to Law 34 (Hit the ball twice) but in fact is stated as an exception in that Law.

- b* Law 37.3 should be noted. Whichever batsman causes an obstruction which prevents a catch, it is the striker who is out. This is true for a catch in any circumstances. The special case of the striker obstructing a catch in attempting a legitimate second strike, in order to stop the ball hitting his wicket, has already been noted.

If the obstruction interferes with fielding other than taking a catch, it is the batsman causing it who is out.

- c* There are two situations for scoring runs.

If the obstruction prevents a catch, penalties are allowed but no batsmen's runs are to be scored, just as if the catch had been taken.

For any other obstruction, the batsmen's runs completed before the dismissal are allowed as well as penalties.

In either case, the not out batsman goes to the end that was his end at the moment of the obstruction.



**LAW 38: RUN OUT****Analysis points**

- a* Conditions for batsman to be out Run out
- b* When conditions do not apply
- c* Which batsman is out
- d* What runs are permitted

**Commentary**

- a* All that is necessary for a batsman to be out Run out is that
  - he is out of his ground
  - at the moment when the wicket at his end is fairly put down by the fielding side.
 'out of his ground', 'his end', 'wicket is fairly put down' have all been already explained. Notice however the situation in Law 29.1(b) where a batsman is not to be considered as out of his ground.
- b* There are a number of occasions when even though these simple conditions are satisfied, the batsman will not be out. These are stated in Law 38.2.
  - (i) a fierce throw-in by a fielder might cause a batsman to leave his ground, either vertically to avoid a ball at his ankles, or sideways to avoid a ball at his head.
  - (ii) There are three obvious cases when the batsmen are protected by the necessity for the ball to be touched again by a fielder after the bowler has entered his delivery stride.
    - the bowler cannot directly run out the non-striker after entering his delivery stride. He must first deliver the ball and then he or another fielder must *subsequently* touch it.
    - if the striker plays the ball directly back on to the stumps at the other end, putting down the wicket at that end, the non-striker out of his ground will not be Run out unless a fielder has touched the ball, between its leaving the striker's bat and hitting the bowler's end wicket.
    - if the striker is out of his ground in playing at a No ball which goes on to hit his wicket, the No ball protects him from being Bowled. However, the ball will have hit the wicket so, unless the wicket remains intact, it will have been fairly put down within the terms of Law 28. It will have been done by the bowler so it has been put down by the opposing side. The conditions for Run out have been satisfied. This provision, Law 38.2(b), protects the striker from being Run out in these circumstances.
  - (iii) Appendix D defines what is meant by rebounding directly in Law 38.2(c). Notice that in this case the protection from being Run out applies *only to that breaking of the wicket*. The ball remains in play.
  - (iv) Part (d) is self-explanatory.
  - (v) Part (e) may be difficult to understand. It is repeated in Law 39.3(b) and will be better understood after study of that Law.
- c* When the wicket is put down, that end will belong to one of the batsman, and he is the one who is out. Which one that is should have been understood after study of Law 29. The not out batsman will go to the other end.
- d* Run out is one of the Laws where batsmen's runs completed (but not the run in progress) at the instant of the dismissal – the moment when the wicket is put down – are scored. Penalties are also scored if awarded.

**LAW 39: STUMPED****Analysis points**

- a Conditions for striker to be out Stumped
- b What counts as ‘wicket put down by wicket-keeper’  
no stumping if ball rebounds from helmet
- c When conditions for stumping do not apply  
whether striker could nevertheless be run out

**Commentary**

- a Stumped is a special form of Run out. From Law 39.1(a) it will be seen that the conditions for Stumped are the same as those for Run out but with some extra conditions added. Because of this, when the conditions for Stumped are satisfied, those for Run out are automatically also satisfied. This is why Law 39.1(b) states specifically that Stumped will over-ride Run out. It is also the reason why the same statement was made in Law 38.2(d).

The umpire at the striker’s end is the one who will adjudicate on stumping. He must judge whether, if the striker moves out of his ground, this was solely to try to play the ball, or was to attempt a run. It is not a difficult judgment to make. In either case the striker could be out, but if he is attempting to run, the dismissal would be Run out, rather than Stumped.

- b If the wicket-keeper puts the wicket down with the ball in his hand, it is clear that *he* has done this. Law 39.2(a) clarifies when it can be considered that the wicket-keeper has put down the wicket, even though it was the ball alone that did so.

It should be noted that rebounding from a helmet worn by the wicket-keeper is specifically excluded from this list. The ball remains in play but no stumping can result.

- c In Law 39.1 there are actually five conditions that have to be satisfied in order for the striker to be out Stumped. Number (iv) is a double one. His wicket has to be put down *and* it has to be done by the wicket-keeper alone. It will often be the case that some of these conditions are satisfied and some are not. If the ones that are not satisfied are all ‘extra’ ones, that make Run out into Stumped, the conditions for Run out will still be satisfied.

The conditions for being Stumped are

not a No ball    not attempting a run    *out of his ground*    *wicket put down*    by wicket-keeper alone

Consider the following examples in which some of the conditions are crossed out to indicate that those ones are not satisfied.

In the first example, 1, it **is** a No ball; the striker **is** attempting a run.

1. ~~not a No ball~~    ~~not attempting a run~~    *out of his ground*    *wicket put down*    by wicket-keeper alone  
He cannot be out Stumped because not all the conditions for Stumped are satisfied. Nevertheless the conditions for Run out, in italics, **are** satisfied, so he can be run out (as long as the circumstances are not those of one of the exceptions stated in Law 38).

The same is true for examples 2 and 3. In both cases, the conditions for Run out are met.

2. not a No ball    not attempting a run    *out of his ground*    *wicket put down*    ~~by wicket-keeper alone~~  
All the other conditions are satisfied, except that some fielder other than the wicket-keeper was involved in the putting down of the wicket.
3. not a No ball    ~~not attempting a run~~    *out of his ground*    *wicket put down*    ~~by wicket-keeper alone~~  
Here, as well as another fielder involved, the striker was attempting a run.

In the next example, he cannot even be run out, *not* because it is a No ball, but because he was not out of his ground when the wicket was put down.

4. ~~not a No ball~~ not attempting a run ~~out of his ground~~ wicket put down by wicket-keeper alone

The call of No ball creates a special situation

5. The statement noted in the previous Law at Law 38.2(e), and the repeat of it in this Law, at Law 39.3(b), both instruct that when all the conditions for Stumped are met *except* that the delivery is a No ball, then the striker will be Not out. The following situation

~~not a No ball~~

not attempting run

*out of his ground*

*wicket put down*

by wicket-keeper alone

means that the striker is Not out. In other words, the embargo on being out Stumped when No ball is called cannot be got round by simply renaming the method of dismissal. If, however, the striker has forfeited his protection by attempting a run, as in the example 1 above, then he can be run out.

## REVISION QUESTIONS

### Section 8

#### Dismissals II

#### Laws 36 to 39

1. A delivery hits the striker's front pad which is just outside the line of the off stump. You are quite certain that the ball would have gone on to hit the wicket. Give reasons why, nevertheless, you might consider that the striker was not out LBW.
2. **You are at the striker's end.** The wicket-keeper removes the bails fairly when the striker is out of his ground. You answer the fielding side's appeal by signalling Out and then instruct the scorers that the batsman was not stumped, he was run out. Give the reasons why you may have done this.
3. The batsmen attempt three runs. On appeal, you give the striker out Run out at the bowler's end before the third run is completed. There is no other call or signal. How many runs are scored?
4. A batsman running alongside the pitch bumps into a fielder who is about to pick up the ball. The fielding side appeals. What should the umpire take into consideration before answering the appeal?
5. A right arm over the wicket bowler pitches the ball outside the off stump. The ball hits the striker's pad. What are the points of which the umpire must be certain in order to be able to give the striker out LBW on appeal?
6. On the second ball of an over, the batsmen have completed one run and crossed on the second when the striker obstructs a fielder and is given out, on appeal.
  - a) Are the batting side allowed to score either or both of the runs?
  - b) Who faces the next delivery?
7. One or more of the following events mean that the striker **certainly** cannot be out LBW whatever the circumstances of the delivery are. Which one, or ones, are they?
  - a) The point of impact on the striker's pad is not in line between wicket and wicket.
  - b) The ball pitches on the line of the off stump and turns sharply hitting the striker on the pad on the line of the leg stump.
  - c) The point of impact is on the line of the middle and off stumps but is well above the level of the bails.
  - d) The umpire at the striker's end calls and signals No ball.
  - e) The striker plays well forward and the ball pitches on the toe of his boot.
  - f) The ball pitches outside the leg stump.
8. After hitting the ball the striker remains in his ground but the non-striker runs. Both batsmen are behind the popping crease at the wicket-keeper's end when the wicket at your end is fairly put down. Which batsman is run out?
9. **You are at the striker's end.** The umpire at the bowler's end calls and signals No ball. The striker plays the ball to a close fielder who immediately throws the wicket down at your end. The striker is standing out of his ground. How do you answer the appeal? State the reason for your answer.
10. A left arm over the wicket bowler pitches the ball just outside the line of the leg stump. The striker fails to make contact with the ball which hits his pad as he plays back in front of his wicket. You have no doubt the ball would have hit the wicket but for the interception. How would you answer the bowler's appeal? State the reason for your answer.

11. The striker, after receiving a ball which is not a No ball, is standing out of his ground, clearly not attempting a run, when the wicket is put down by the ball...
- a) rebounding from the wicket-keeper's pads
  - b) having been thrown by the wicket-keeper on to the stumps
  - c) rebounding from the wicket-keeper's helmet
  - d) rebounding from the wicket-keeper's helmet on to the ground and thence on to the stumps
  - e) flying off the wicket-keeper's helmet to first slip who then throws the ball on to the wicket.

In each case state whether, if there is an appeal, you (the umpire **at the striker's end**) would either answer the appeal Not out  
or give the striker out Stumped  
or give the striker out Run out.

12. The batsmen attempt a run but there is a mix-up and the wicket is put down at your end with both batsmen standing in mid-pitch. How do you decide which of them is out?

# OPEN LEARNING MANUAL



## 2000 Code of Laws 4th Edition – 2010

### Section 9

### Fielders and fielding

### Laws 40 to 41

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Law 40    The wicket-keeper

Law 41    The fielder

## LAW 40: THE WICKET-KEEPER

### Analysis points

- a What gives a fielder the right to be recognised as the wicket-keeper  
action and positioning
- b Concessions allowed only to the recognised wicket-keeper  
protective equipment  
fielding position  
fielding  
catching  
stumping
- c Restrictions on wicket-keeper's gloves
- d Limitations on wicket-keeper  
where he can be within the field of play  
what movement he can make during delivery of the ball  
right of striker to play the ball

### Commentary

- a The wicket-keeper is a fielder but a specialist one. His role requires him, until the striker has received the ball, to be at or near the striker's wicket and to be in a line along which a ball missed by the striker could reasonably be expected to travel.

Even if the pace of a fast bowler means that it will be prudent for the wicket-keeper to stand some yards behind the striker's wicket, to be able to field or catch the ball as required, he will still not be a long way from the wicket and will be not far off the line from wicket to wicket.

If he stands a very long way back or in a position very wide of the striker's wicket, or if *before the ball is received* he starts to run far into the outfield, Law 40.1 stipulates that the umpires will not consider him as a wicket-keeper. The various provisions of Law that apply specifically to a wicket-keeper will not then apply to him. It is for the umpires to judge whether or not his position and movement are appropriate to his role as a wicket-keeper.

- b The Laws which specifically apply to a wicket-keeper are:
  - he alone of the fielding side is allowed to wear external leg guards (often called pads) and gloves
  - he alone of the fielding side is allowed to field the ball with such items, and to catch the ball in his pads because they are part of his person
  - his status as wicket-keeper is crucial to the dismissal of the striker by stumping
  - he can be extra to the two permitted fielders behind the popping crease on the leg side at the instant of delivery
  - if he encroaches on the pitch by coming in front of the striker's wicket before he is permitted to do so, the procedure is different from that for other fielders encroaching on the pitch.
- c The gloves that a wicket-keeper is permitted to wear are subject to strict requirements. These are stated in Law 40.2, but are more easily grasped from the photograph in Appendix C.
- d In addition to having to be in a credible position as a wicket-keeper, Law 40.3 lays further restrictions on the wicket-keeper.

- (i) he must remain wholly behind the striker's wicket until...  
'behind the wicket' is defined in Appendix D. 'wholly behind the wicket' means that *every* part of his person, even the tips of his gloved fingers, must remain behind.

The wicket-keeper is 'imprisoned' from the moment the ball comes into play until released by one of the three events stated in Law 40.3.

The striker's end umpire watches the position of the wicket-keeper and will call and signal No ball if the wicket-keeper transgresses – which is obviously more likely when the wicket-keeper stands close to the wicket. If the transgression occurs before the bowler has delivered the ball, the call and signal are to be delayed until the ball is delivered.

(ii) he may not move significantly *towards* the wicket

'significantly' means more than a few paces. Moving from standing well back from the striker's wicket to a position giving opportunity for a quick stumping is certainly significant. Either umpire is to judge whether any movement is significant or not, and to call and signal Dead ball if it is. The period during which the wicket-keeper's movement is restricted is from the ball coming into play until the ball reaches the striker.

(iii) he may not hinder the striker

The striker's 'right to play the ball' means that he has to have room to move himself and to move his bat to play the ball appropriately. This right does not last indefinitely. It is restricted to a reasonable distance (as judged by the umpires) from the striker's wicket and creases. The striker certainly cannot run after the ball into the outfield and play it!

The striker's 'right to guard his wicket' means that the wicket-keeper (or any other fielder) must allow the striker freedom to make a second (or further) strike in order to stop the ball from hitting his wicket.

So strong are these two rights that Law 40.6 actually specifies that the striker is allowed to hinder the wicket-keeper from taking the ball, providing he is either playing at the ball or guarding his wicket.

The one exception to this has been explained already. Even in protecting his wicket the striker cannot hinder an attempt to catch the ball.

If the wicket-keeper hinders the striker, he may have done so 'innocently' in the normal course of action in his specific role. It could, however, be a deliberate attempt to distract. Either umpire may be the one to see the action; it is for him to decide between the two possibilities – innocent or wilful. If he considers it was innocent, he will call and signal Dead ball. This delivery will not count as one in the over, whether or not the striker had the opportunity to play the ball. This is set out in Law 23.4(b)(vi)

If he decides it was deliberate, he must follow the procedure set out in Law 42.4, which deals with such deliberate obstruction.



## LAW 41: THE FIELDER

### Analysis points

- a* What external protection a fielder can wear
  - by right
  - with permission
- b* How he is allowed to field the ball
  - penalty if he fields the ball in way that is not allowed
  - when this penalty will not apply
- c* Limitations on position of fielders during delivery
  - behind the popping crease on the on side
  - on the pitch
  - penalties for contravention
- d* Limitations on movement of fielders during delivery
  - close fielders
  - deep fielders
  - penalties for contravention

### Commentary

- a* Appendix D defines 'external protective equipment' and states that the only such item permitted for fielders is a helmet, except for a wicket-keeper whose additional right to pads and gloves has already been noted.

A fielder with a damaged hand or finger must obtain the permission of both umpires to wear protection for it. Such permission will not be withheld unreasonably. It will be wise to notify the opposing captain that it has been granted.

- b* Fielding the ball

- (i) This does not have to mean a fielder successfully stopping the ball, picking it up and throwing it in to one of the wickets. It can equally include a fielder managing to do no more than get the tips of his fingers to a ball without stopping it. In reading Law 41.2, the student should also study Appendix D where a fielder's person is defined, and note particularly that items of clothing must be attached to him more definitely than merely being held in his hand to count as part of his person. A cap tucked into his waistband, however, *is* part of his person.

'wilfully' is a key word in Law 41.2. Unfortunately it does not have a single simple interpretation. The umpire has to recognise different degrees of wilfulness, according to the situation. If a fielder's cap *falls* off and the ball touches it, the Law has not been broken and the ball remains in play. The same would be true of a pair of spectacles or any other item (difficult to imagine) capable of *falling* off, *except the fielder's helmet*. If, however, he had *pushed* his cap off, or had *taken* off a sweater, even though he may not deliberately manoeuvre the object to intercept the ball, because he had removed it deliberately he is to be considered as wilfully fielding the ball otherwise than with his person.

A helmet is to be considered differently. If the ball hits a helmet not being worn, whether it has fallen off or been taken off, it is to be considered that the ball has been fielded unfairly.

In applying penalties for the unfair fielding, items of 'clothing' are to be regarded as carrying a slightly lower degree of wilfulness than helmets.

If the ball *accidentally* touches

an item of clothing (not a helmet) which has *fallen* off  
there has been no breach of Law. The ball remains in play.

If the ball *accidentally* touches

an item of clothing which has been *consciously* taken off  
or a helmet, irrespective of how it has been removed  
the ball has been unfairly fielded within the terms of Law 41.3. The ball becomes dead, a 5 run penalty is awarded but no report is to be made.

If the fielder *deliberately* tries to field the ball by manoeuvring an item of clothing, or a helmet, irrespective of how either has been removed again the ball has been wilfully fielded unfairly. In this case, however, the actual *attempt to field* was wilful, and therefore it is to be considered within the terms of Law 41.2. The ball becomes dead, a 5 run penalty is awarded **and** a report is to be made.

- (ii) Students will recognise that the circumstances set out in Law 41.4 are precisely those in which Leg byes are not allowed, and runs from a second strike are not allowed, even if there is an overthrow. As in all cases, the prohibition on scoring runs over-rides the statement that the penalty will be awarded.

It should be noted that though the 5 run penalty and other runs are not to be allowed, other provisions of Laws 41.2 and 41.3 will apply.

The ball will become dead. (both 41.2 and 41.3)

For Law 41.2 only,

the captain of the fielding side is to be informed, along with the others listed, that an offence has been committed.

the delivery will not count as one of the 6 balls in the over.

the umpires will report the incident.

c There are two separate restrictions on the position of fielders

- (i) in Law 41.5. 'behind the popping crease' is defined in this Law; 'on the on side' is defined in Appendix D.

If the striker's end umpire perceives that the positions of fielders may mean that this Law could be contravened, he should move across to the off side, so that he can keep the on side fielders in view as well as seeing the striker, wicket, creases and wicket-keeper. He will tell the other umpire, the striker and the captain of the fielding side that he is doing so – but not why he is doing so. One clearly audible announcement will usually be sufficient to inform all three.

It is *only at the instant of delivery* that this encroachment is forbidden. Even if the umpire sees that there are more than two behind the popping crease before the ball comes into play, the call and signal of No ball should not be made unless there are too many fielders there at the instant of delivery. It follows that the call and signal cannot be made until the ball has been delivered.

The wicket-keeper is unlikely to be on the on side at this time, but is allowed to be there without penalty in addition to the two permitted.

- (ii) in Law 41.6.

The bowler's end umpire must watch for the fielders close to the pitch infringing this Law. There is a span of time, rather than a single instant, during which they are not allowed on or over the pitch. It is set out in Law 41.6.

Notice that the bowler is not subject to the restriction. It is accepted that he will run on some part of the pitch during and after delivering the ball.

Although apparently an exception, the wicket-keeper is *not* allowed on the pitch during this time. To be there, however, he must have come in front of the striker's wicket and this transgression is dealt with in Law 40.3, rather than in this one.

d Movement of fielders – Law 41.7 and Law 41.8

It is accepted that absolute stillness is not achievable by close fielders. The description 'minor adjustments to stance or position' will include a fielder partially rising from a crouched position to a more upright one, or moving slightly, parallel to the pitch, as the striker moves forward. Such movements must be small and must not distract the striker's attention.

It is also accepted that fielders further out will be walking in towards the striker's wicket as the bowler runs up and delivers the ball. However, it is not allowed either to move rapidly away from the wicket, or to move to a line at a noticeably different angle to the wicket.

In both cases, either umpire can decide that the movement he sees is significant within the terms of this Law and make the call and signal of Dead ball.

## REVISION QUESTIONS

### Section 9

#### Fielders and fielding

#### Laws 40 and 41

1. Which umpire has the responsibility for checking that any close fielder, other than the wicket-keeper, does not encroach on the pitch?
2. **You are at the striker's end.** The wicket-keeper, standing some 9 to 10 yards back, moves forward three normal paces while the bowler is running up. Would you consider that this constituted unfair movement by the wicket-keeper? Give the reason for your answer.
3. What constitutes a close fielder 'encroaching on the pitch'?
4. As the fielding side walk on to the field at the start of an innings, you notice that one of the players has two fingers strapped together with surgical tape. Is this permitted? Give details.
5. When is the wicket-keeper allowed to take the ball in front of the striker's wicket without penalty?
6. A fielder dives to try to field the ball. As he does so his cap falls off and the ball touches it. Is the fielder guilty of illegal fielding? Why, or why not, as the case may be?
7. The batsmen are running when the ball hits a fielder's helmet placed on the ground. In what circumstances would an award of 5 penalty runs not be made?
8. Members of the fielding side are allowed to move on to the pitch to field the ball. What is the period of time during play when close fielders are not allowed to encroach on the pitch?
9. As you look down the pitch, having seen the bowler's front foot land, you see a fielder running behind the wicket-keeper from the off side to the leg side. What action should you take?
10. **You are at the striker's end.** There are already two fielders behind the popping crease on the leg side (fine leg and backward short leg). The captain moves another fielder round to a square leg position some good way further from the wicket than you are. What should you do?
11. A fielder may field the ball with any part of his person. What is included in 'his person'?
12. After the striker has hit the ball, which is not a No ball, the batsmen complete two runs and have crossed on the third when the ball strikes a fielder's helmet placed on the ground. How many runs are scored? Explain how you reach this number.
13. A fielder is considered to be behind the popping crease unless \_\_\_\_\_. Supply the missing words.
14. **You are at the striker's end.** The wicket-keeper is standing close to the wicket. A delivery passes the striker without any contact with him. The wicket-keeper moves his hands to take the ball after it has passed the wicket. As it nears the wicket-keeper's gloves, the striker makes a very late shot and hits the ball away from the wicket-keeper's hands. There is an appeal. Do you give the striker out Obstructing the field? Why, or why not, as the case may be?
15. The batsmen have crossed on their second run when the ball, thrown in by a fielder, hits a fielder's helmet which is on the ground behind the wicket-keeper. The batsmen continue running, so you call and signal Dead ball. You ensure that the striker is at the \_\_\_\_\_'s end and then signal 5 penalty runs to the batting side to the scorers but do not \_\_\_\_\_. Fill in the blanks.

# OPEN LEARNING MANUAL



## 2000 Code of Laws 4th Edition – 2010

### Section 10

### Fair and unfair play

### Law 42

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### Appendices

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Law 42	Fair and Unfair play
Appendix 1	Answers to Revision Questions
Appendix 2	Appendices to the Laws

**LAW 42: FAIR AND UNFAIR PLAY****Analysis points**

- a* Captains to ensure play is conducted
  - within the spirit and traditions of the game
  - within the Laws
- b* Umpires to intervene if play not so conducted
  - in specified instances (points *c, d, e, f, g, h, i*)
  - in any other way
  - procedures – see also point *l*
- c* Changing the condition of the ball
  - what is and is not allowed
  - a particular criterion for damage
- d* Distracting/obstructing batsmen
  - striker while receiving the ball
  - either batsman after that
- e* Dangerous and unfair bowling
  - fast short pitched balls
  - high full pitched balls
  - procedures
- f* Time wasting
  - fielders
  - batsmen
- g* Damaging the pitch
  - area to be protected described
  - bowler running through
  - other damage by fielding side
  - batsmen
- h* Batsmen attempting to gain advantage during bowler's run-up
  - non-striker
  - batsmen stealing a run
- i* Players' behaviour
- j* Penalty runs
  - general points
  - when not awarded
  - the end of the match
- k* Recording penalty runs
  - to the batting side
  - to the fielding side
- l* Procedures for specific penalties summarised

**Commentary**

- a* One of the most important aspects of this Law is the responsibility that Law 42.1 places on the captains for the fairness of play. They are given guidance in the Preamble – The Spirit of Cricket – on what is fair and what is not. Such a short document cannot hope to cover everything that a player might do which would be unfair. It sets the tone and general standard, however, and should be studied by players, captains and umpires. The phrase 'within the spirit and traditions of the game . . . . as well as within the Laws' gives further warning that merely to observe the letter of the Law is not enough. Being fair means more than that.

This Law does not merely *say* that the captain is responsible for the spirit in which his team plays. It involves him in the procedure for every penalty, includes him in every report that arises from unfair actions by any of his team.

The umpires will deal with any matter of behaviour or unfairness through the captain.

- b* The captain is responsible for seeing that his team plays fairly. The umpires are responsible for deciding what is fair and what is not. There are seven specific types of unfairness within Law 42. They are dealt with in Comments *c, d, e, f, g, h, i*, where only the wrongful acts are discussed and not the procedures and penalties. In this text, those are collected together in Comment *l*, although in Law they are completely specified within each section.

Law 42.2 recognises that the players may commit unfair acts which do not fall within anything prescribed in the Laws. If either umpire considers that an incident constitutes such a non-specified unfair act he must call and signal Dead ball and then follow the procedures laid down in Law 42.18. That Law deals with breaches of the Spirit of Cricket. It lists a number of them and also includes the catch-all of Law 42.2. The procedure is to apply in all cases, including those 'unfair acts not specified within the Laws' This procedure is:

tell the other umpire  
 both will inform the player's captain  
 instruct the captain to take action  
 indicate to him that the offence is a serious one  
 tell him that it will be reported  
 they both will make a joint report of the incident  
 to the two bodies named in Law 42.18(iii) and in all procedures requiring a report  
 describing the incident  
 naming the player or players responsible and  
 also naming the captain.

The 'Executive of the player's team', will be those in charge of the group which the team represents – for example, if the team represented a school it would be the Headmaster or Principal of the school.

The 'Governing body for the match' will be such as a League Committee, who have set up the match or the competition of which the match is part.

All such reports must be factual rather than personal, but should indicate the level of seriousness of the transgression.

*c* Changing the condition of the ball

Law 42.3(a) states what is permitted. Notice that umpires need to

supervise removal of mud from the seam  
 see that **only** a piece of cloth, such as a towel or a player's shirt, is used to dry the ball  
 ensure that no artificial substance is used for polishing. The players will often lick their fingers or wipe them in the sweat on their brows before rubbing the ball. This is acceptable as the substances involved are natural  
 not allow polishing to waste time.

Law 42.3(b) forbids **any other action** which will **change the condition of the ball**. It first states some particular actions which are forbidden. Laws 17.3(b)(ii) identifies another action to be added to the list. In many cases the action causing the change of condition, for example hurling the ball into the ground while practising, will be obvious. Part (d) of Section 3 of the Law gives a criterion by which umpires are to judge that the condition of the ball has been unfairly changed, even though the action itself has not been observed. Whatever form the contravention takes, the procedure is the same and is laid down in this same part (d). In this text it is included under part *l*

Umpires should heed Law 42.3(c). Players knowing that the ball will be inspected *often*, but not knowing *when*, should deter them from illegal action.

*d* Distracting or obstructing batsmen

- (i) when the striker is preparing to receive or receiving the ball

*Any* distraction during the time span stated is to generate the call and signal of Dead ball.

Distractions which occur accidentally have been explained already in Law 23 Comment d(vi). Further action as stated in Law 42.4 is to follow, if either umpire considers a member or members of the fielding side **deliberately** distracted the striker, or even that he (they) made a **deliberate attempt** to do so.

- (ii) after the striker has received the ball.

Here it can be either or both batsmen that is (are) distracted or obstructed. Distractions or obstructions can occur whether the batsmen are running or not. A fielder deliberately getting in a batsman's path, or a fielder trying to deceive the batsman by making a call to run, are equally blatant acts of cheating, equally coming within this Law. Moreover, an offence has been committed, whether or not a deliberate *attempt* to distract or obstruct succeeds.

As soon as either umpire sees an act which he considers to be a deliberate, or deliberate attempt at, distraction or obstruction he will call and signal Dead ball to start the laid down procedure. The penalty is five-fold. The details are set out in the chart. Of course, the incident has to be reported.

The umpires together will consult the two batsmen at the wicket to discover which ends they wish to take after the incident. This is the only place in the Laws where batsmen have such a choice.

*e* Dangerous and unfair bowling

There are two forms defined, known informally as 'bouncers' and 'beamers'. Both involve the risk of injury to the striker. They both come within the heading 'dangerous and unfair'. There is only one procedure for dangerous and unfair bowling, applied whichever of the two forms the bowling takes. Two bouncers and one beamer makes three dangerous and unfair balls.

The steps of the procedure are clearly set out in Law 42.7. Paragraph (iii) overleaf gives detailed comment on its application.

- (i)
- fast**
- short pitched balls – 'bouncers' – which rear up sharply after pitching

Points to notice in Law 42.6(a)(i) are

they are judged by being likely to inflict injury because of their height and direction at the striker's upper chest, his head, his throat

the likelihood of injury is to be assessed without taking account of protective equipment  
the point is not 'would the striker be hurt?' but 'is that ball at a dangerous height and in a dangerous direction?'

they become increasingly unfair by repetition  
wearing down the striker's resistance  
making it impossible for him to score

action is not to be taken until the umpire adjudges that there has been too much repetition  
how soon this is must be judged against the risk of injury to the striker

in judging how much repetition is too much, the striker's skill is to be taken into account  
the less skilful the striker, the more the risk of injury to him, the sooner a sequence should reach the stage for action. Because the skill of the striker is an important factor in deciding how soon action is to be taken, it should be clear that the words 'repetition sequence' apply to repeated bowling of this type **against a particular batsman**.

The striker's skill will usually have to be assessed on his reaction to the first one, allied to obvious points such as a junior player batting in an adult match.

**In addition**, note Law 42.6(a)(ii), which applies to any ball, whether fast or not. Although a ball bouncing over the striker's head is not dangerous, it is not to be ignored in the context of dangerous and unfair bowling.

Such a ball falls within the definition of a Wide, but it is specifically laid down that it shall be a No ball instead.

Even if the umpire has not yet reached the point where he starts the procedure for dangerous bowling, **every** ball of *this* type is to be called No ball.

Before the procedure is started, each ball of this type contributes to the repetition noted above.

Even when the procedure has started, each ball of this type is still to be included. It will count as 'a further instance'.

(ii) high full pitched balls – 'beamers' – which do not pitch before reaching the striker

Points to notice are

such balls are defined by height and speed only

for a **slow delivery** – over shoulder height

for **all other deliveries** – over waist height.

'All other deliveries' means the *whole range* from slow medium, through medium and fast medium up to and including fast.

The height is to be assessed against the striker standing upright at the crease, even though he may not be in this position.

**Every** high full pitched ball which comes within this definition is to be judged **dangerous and unfair**. Degree of risk of injury is not a criterion.

**In addition**, note Law 42.8. If the umpire considers that a 'beamer' was bowled *deliberately*, the captain is to be instructed to suspend the bowler immediately. Note will be made of this in Comment 7 where the procedures and penalties are summarised.

(iii) There are two ways that bowling can be 'dangerous and unfair'.

It **becomes** dangerous and unfair when **the umpire decides** that a sequence of 'bouncers', including those over head height, is too much for a particular batsman. This sequence may be as short as one ball for an unskilled batsman; it may be much longer for one who can clearly play such deliveries confidently.

It **is** dangerous and unfair when any single 'beamer' is bowled.

Episodes 1 to 4, involving a bowler called Wilde, illustrate how the procedure of Law 42.7 is implemented. The episodes need not be close together. Indeed, they do not have to be in the same spell of Wilde's bowling, nor even at the same end. The only stipulation is that they are all in the same innings.

Wilde has already delivered a few 'bouncers' to Strong, who has played them without too much difficulty. No warning has been issued.

Episode 1 A new batsman, Greene, joins Strong at the wicket. Wilde bowls a 'bouncer' at Greene whose reaction shows very clearly that he is inexperienced and at risk from such deliveries. The umpire decides after only this one 'bouncer' that the bowling has **become** dangerous and unfair. He warns Wilde and completes the other items of the procedure in Law 42.7(a).

Episode 2 Wilde bowls a shoulder-high bouncer at Strong. Wilde has not been warned with respect to Strong, so his bowling in this case has not yet become dangerous and unfair. Consequently, this is **not** a 'further instance of dangerous and unfair bowling'. The umpire is still not too worried about the bowling against Strong and takes no action. He has, however, mentally moved a step further in this repetition sequence. He is nearer to the point where he will warn Wilde.



Episode 3 Wilde bowls a short pitched ball which flies over Greene's head. Wilde's bowling against Greene has **already** become dangerous and unfair. Therefore this **is** a 'further instance of dangerous and unfair bowling'. A second warning is issued and the other instructions in Law 42.7(b) carried out.

Episode 4 Wilde bowls a 'beamer' at Strong. This is dangerous and unfair in its own right. A warning has to be issued. Although Wilde has not previously been warned about his bowling against Strong, and the umpire might *perhaps* have allowed him more 'bouncers' before doing so, nevertheless this will be the third time he has merited a warning. *In spite of the fact that the first two warnings related to another batsman, this time it is not a case of warning but of directing the captain to take him off forthwith* – and the rest of Law 42.7(c).

Episodes 1 to 4 illustrate the following principles.

**A warning is to be issued whenever**

the umpire decides that a sequence against a particular batsman has reached the point where the bowling has **become** dangerous and unfair. (Episode 1)

the bowler bowls a fast short pitched ball (irrespective of height) at a batsman about whom he has already been warned. This is 'a further instance of dangerous and unfair bowling'. (Episode 3)

the bowler bowls a high full pitch at any batsman. This is 'an instance of dangerous and unfair bowling as defined in 6(b)'. (Episode 4)

**Every time a warning is issued to the same bowler (in the same innings) it is the next warning in the procedure, irrespective of which batsman is involved.** (Episodes 3 and 4)

*f* Time wasting

(i) by the fielders – Law 42.9

A conference between captain and bowler, fine adjustments of fielders' positions, bowler walking back to his mark, fielders moving between overs – all these are legitimate in themselves. It is a matter for judgment whether the fielding side is taking unnecessarily long over these normal activities. It is the bowler's end umpire who must make this judgment. He would be wise to check that the other umpire is of the same opinion before taking action.

Often, though not always, it is impossible to identify one individual (or more than one) responsible for time wasting. It is the total effect of the progress of the game being unreasonably slow which the umpire must judge.

(ii) by the batsmen – Law 42.10

One specific guideline is stated. Unless there are some unusual circumstances preventing him doing so; the striker must be ready to face the ball when the bowler is ready to bowl it. Failing to meet this requirement is not the only way batsmen can waste time.

Normal activities of taking a fresh guard, looking round to see where the fielders are placed, a new batsman walking in from the boundary after the fall of a wicket – all these may be stretched out to take too much time. The umpire must judge. Again confirming the judgment with the other umpire is wise.

*g* Damage to the pitch

Laws 42.13 and 42.14 apply to damage to the whole pitch. It is only Law 42.12 which is restricted to the protected area, defined in Law 42.11 and shown in the diagram below.

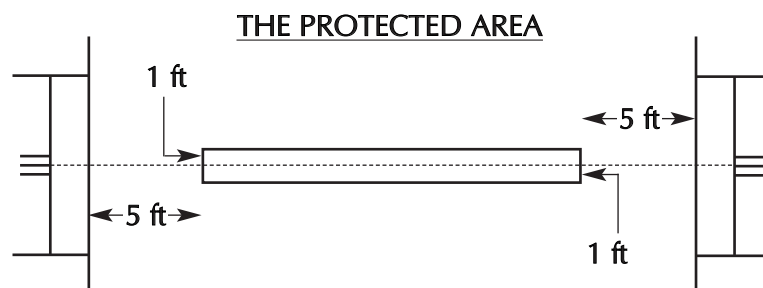


Diagram showing the bounding lines: two, **each** one foot from the centre line and two, five feet from **each** popping crease

- (i) bowlers running on the protected area – Law 42.12

Points to notice

Merely running on this area after delivering the ball contravenes the Law. Damage to the pitch need not be involved.

'after delivering the ball' implies 'in the bowler's follow through'. The Law will apply even if the bowler does not release the ball but continues to run after completing his delivery stride, as though he had delivered the ball.

- (ii) unnecessary damage by fielders – Law 42.13

Points to notice

It is accepted that damage to the pitch is inevitable. This Law applies to **avoidable** damage.

Fielders may have to be on the pitch in order to field the ball. Avoidable damage is caused by being on the pitch without good reason. Although sometimes this may be thoughtlessness rather than as a deliberate act, the Law is nevertheless infringed.

The bowler is a fielder, as much when he is bowling as when he has finished delivering the ball.

- (iii) unnecessary damage by batsmen – Law 42.14

The striker will be on the pitch when receiving the ball. If he runs he cannot avoid starting from where he has played the ball.

The umpire must judge

did damage caused by the striker's feet in playing at the ball, or starting to run, go beyond what could reasonably be considered necessary for these two activities?

did the striker, starting to run after receiving the ball, move to the side as quickly as could reasonably be expected?

The non-striker has no such difficulties. For him, running on the pitch is unnecessary. If he does so, he is causing avoidable damage.

*b* Batsmen attempting to gain advantage during bowler's run up

- (i) non-striker alone – Law 42.15

Points to note

Although he may have gained some advantage, the non-striker has not infringed *any* Law by leaving his ground before the ball is delivered.

The bowler's right to attempt to run him out ceases as soon as the delivery stride begins, i.e. the bowler's back foot lands at the start of that stride.

Even though a batsman is out if the attempt succeeds, the 'delivery' is not a valid ball, because it has not actually been delivered.

If the attempt fails, the umpire is immediately to call and signal Dead ball, to prevent any further action by either side. Again, the 'delivery' is not a valid ball.

- (ii) both batsmen together – Law 42.16

This Law is not infringed merely by the striker advancing towards the bowler before the ball is delivered. To be stealing a run, both batsmen have to be involved.

The Law applies only to the period of the bowler's run up, before his delivery stride begins.

The bowler has the right to attempt to dismiss one of the batsmen. If he makes an attempt to do so, before entering his delivery stride, the umpire need not take action under *this* Law, though other Laws might become relevant.

If the bowler does not make such attempt, the moment for the call and signal of Dead ball is when the batsmen cross.

*i* Players' behaviour – Law 42.18

The offence in this Law is a 'breach of the Spirit of the Game'. Particularly itemised are unfair acts not covered in the Laws, as specified in Section 2 of the Law failing to comply with the instructions of an umpire criticising his decisions by word or action showing dissent.

Importantly, however, any other unspecified lapses of behaviour are also included by the phrase 'generally behaving in a manner which might bring the game into disrepute'. An extreme action such as a physical attack on another player or an umpire certainly comes within this section of Law. It does not matter whether a less extreme unfair act comes within Law 42.2, discussed in Comment *b*, or is considered to be appropriate to this Section. The procedure for dealing with either is the same. It has been set out already in Comment *b*.

*j* Award of penalty runs

## (i) General points

Penalty runs, always 5 runs, are not to be confused with the two 1 run penalties awarded for No ball and Wide respectively.

If any other penalty has been awarded, a 5 run penalty award is always in addition to it.

If any batsmen's runs, any boundary allowance or award for a call of Lost ball are made, a 5 run penalty will be in addition to them.

The signals to be made to the scorers when the ball is dead are described in Law 3.14. It is recommended that the signal for a 5 run penalty is given before any others which are to be made. Often the scorers will be unaware of the incident, so that to see the signal before others that they may be expecting will ensure that they are properly informed.

Not all incidents leading to a 5 run penalty occur while the ball is in play, though many do. Time wasting is an example of a specified unfair act which often happens between deliveries, even between overs. The 5 runs are not to be attached to the runs from either the previous or the following ball.

Even if arising from an incident while the ball is in play, a 5 run penalty award is to be considered as separate from the score from that delivery, and is awarded only when the ball is dead.

The batsmen are not to change ends because of the odd number of runs. When a 5 run penalty is awarded, the batsman to face the next ball will be the same as if the penalty had not been awarded, except in the case of batsmen being obstructed. This has already been explained in comment *d(ii)* of this Law.

## (ii) When 5 run penalties are not to be awarded

The only situations in which 5 penalty runs are not to be allowed, although an offence meriting such an award has been committed, are those in which the ball is deflected off the striker's person, without his having tried either to play the ball with his bat or to avoid being hit by the ball. This restriction is specifically stated in each of the relevant Laws: 26.3 (Leg byes not to be awarded), 34.4(d) (Runs permitted from a ball lawfully struck more than once) and 41.4 (Penalty runs not to be awarded).

Although runs and penalties are to be withheld from the batting side, the umpires are nevertheless to report the offence by the fielding side if it is one for which a report is prescribed. Similarly, any other provisions of the Law relevant to the offence will apply. The **only prohibition** is that no runs are to be scored and no penalty awarded, except a 1 run penalty if No ball has been called.

## (iii) The end of the match

5 penalty runs are awarded only when the ball is dead. It has already been noted, in Law 21 Comment *d(ii)* and in the match example in Comment *e*, that such an award is still to be made even if the ball has become dead because a result has been reached. In addition, if an offence is committed on the final delivery, and is not one for which that delivery is not to count in the over, the award of 5 penalty runs will still stand. The offence for which it is awarded must have been committed before the ball became dead.



The list in the Law does not always include all of these, since some of them will have been involved in the incident and so already know. If there is to be no warning, ‘everybody’ including both the captains, will be told at the time of the action. In general, if the offence is one for which there are warnings before final action, telling the batting captain is not prescribed until the action is taken. The exceptions (in this Law) are Laws 42.10 and 42.14. The other exception is Law 18.5. Here there are warnings before final action, but the transgressors are batsmen. The batting captain therefore to be told when the first warning is issued, except that, as always, telling him must await the first suitable opportunity. Play is not to be held up to inform the batting captain of a warning or misdemeanour.

Another point is that it may be the striker’s end umpire who sees the contravention. In all situations where this is a possibility, the Law requires the first action (after calling No ball or Dead ball, if either is required) to be telling the other umpire, rather than telling him later, with the rest of the list. This ensures that in any case the bowler’s end umpire is aware of the circumstances at the outset. This is essential, since all subsequent action at each episode is to be by the bowler’s end umpire or by both umpires jointly. A slight exception is Law 42.3 where the umpires consult together in order to decide if an offence has been committed.

If a warning is to be issued for an offence by a batsman, both batsmen are to be warned.

In some cases, the delivery is not to count as one of the six balls of the over.

**Warnings** – if to be issued, who is to be warned

For offences by	Warn
Bowler	Bowler
Any other fielder	Captain
Batsman	Both batsmen

The following charts **summarise** the procedures. They give only outlines, omitting some details. The details must be studied in the Laws themselves.

**Note that, apart from the one exception noted above, ‘Tell everybody’ with ‘everybody’ as listed above, is part of every procedure.** The circumstances have already been noted in which telling the other umpire is to be brought forward to virtually the start of the procedure. However, as explained earlier, although the fielding captain is **always** included, the batting captain may not be. To cover this, the instruction ‘inform’ is to be interpreted (in the charts only) as ‘tell everybody not already involved, (includes ‘other umpire, if he is not otherwise mentioned) **except** the batting captain’. With a double asterisk, – inform\*\* – indicates that ‘everybody is also to include the batting captain, to be told as soon as is practicable.

**General reminders.** The striker’s end umpire does not issue warnings, or award 5 run penalties. If he is the one to call No ball or Dead ball initially, or the first umpire to see the contravention, he tells the other umpire and *everything* thereafter in each episode refers to the bowler’s end (or both) umpire(s). All reports are made jointly. The charts give only outlines; details of the Laws must be studied in the Laws themselves.

*continued overleaf*

**NO WARNING**

42.3 Changing condition of the ball – *umpires consult before joint action, on each occasion*  
 1st time – change ball – 5 penalty runs – inform\*\* – report  
 2nd (or further) time – change ball – 5 penalty runs – bowler off – inform\*\* – report  
 [it is to be the bowler who delivered the immediately preceding ball, to cover the case where the change to the ball is discovered when no over is in progress]

42.5 Deliberate attempt to distract batsman. Either umpire  
 Dead ball – tell other umpire – run in progress counts even if not crossed – 5 penalty runs – no dismissal – batsmen at wicket choose which of them faces next delivery – not a valid ball – inform \*\* – report

42.8 Deliberate beamers. Bowler’s end umpire  
 No ball – bowler off – inform\*\* – report

42.16 Batsmen stealing a run. Bowler’s end umpire  
 Dead ball (when batsmen crossed) – tell othe umpire – return to ends – 5 penalty runs – inform\*\* – report

**ONE WARNING**

42.4 Deliberate attempt to distract striker preparing to receive, or receiving ball. Either umpire  
 1st time – Dead ball – tell other umpire – warn captain – no dismissal – not a valid ball even if striker played (at) it – inform  
 2nd (or further) time by any fielder – Dead ball – tell other umpire – no dismissal – 5 penalty runs – not a valid ball even if striker played (at) it – inform\*\* – report

42.9 Fielding side wasting time (not necessarily by any particular fielder). Either umpire  
 1st time – Dead ball if necessary – tell other umpire – warn captain – inform  
 2nd (or further) time by any fielder(s) – Dead ball if necessary – tell other umpire – 5 penalty runs **or** (if over in progress) bowler off – inform\*\* – report

42.10 Batsman wasting time. Bowler’s end umpire. NB note timing [42.10(a)]  
 1st time – warn both batsmen – tell other umpire – tell later batsmen – inform\*\*  
 2nd (or further) time by any batsman – 5 penalty runs – tell other umpire – inform\*\* – report

42.13 Fielder causing avoidable damage to the pitch. Umpire seeing contravention  
 1st time – tell other umpire – warn fielding captain – inform  
 2nd (or further) time by any fielder – tell other umpire – 5 penalty runs – inform\*\* – report

42.14 Batsmen causing avoidable damage to pitch  
 1st time – tell other umpire – warn both batsmen – tell later batsmen – inform\*\*  
 2nd (or further) time by any batsman – tell other umpire – disallow runs – 5 penalty runs – return to ends – inform\*\* – report

TWO WARNINGS
<p>42.7 Dangerous and/or unfair bowling (<b>NB</b> 42.8 above). Bowler’s end umpire                      1st time – No ball – warn bowler – tell other umpire – tell captain – inform                      2nd time by same bowler – No ball – warn bowler (final) – tell other umpire – tell captain – inform                      3rd time by same bowler – No ball – bowler off – tell other umpire – inform** – report</p> <hr style="border-top: 1px dashed black;"/> <p>42.12 bowler running on protected area in follow through. Bowler’s end umpire                      1st time – warn bowler, inform                      2nd time by same bowler – warn bowler, inform                      3rd time by same bowler – bowler off – inform** – report</p>

**Penalties in other Laws**

NO WARNING
<p>2.6 Fielder touches ball after return without permission. Bowler’s end umpire                      ball automatically dead – 5 penalty runs plus runs completed or crossed on – not a valid ball                      – inform** – report</p> <hr style="border-top: 1px dashed black;"/> <p>41.2 illegal fielding including deliberate use of helmet. Bowler’s end umpire                      ball automatically dead – 5 penalty runs plus runs completed or crossed on – not a valid ball                      – inform** – report</p> <hr style="border-top: 1px dashed black;"/> <p>41.3 Ball hitting fielder’s helmet on the ground <i>accidentally</i>. Bowler’s end umpire                      ball automatically dead – 5 penalty runs plus runs completed or crossed on – it <b>is</b> a valid ball                      – no report</p>

ONE WARNING
<p>18.5 Deliberate short runs. The umpire concerned                      1st time – tell other umpire – disallow all runs – return to ends – warn both batsmen – tell later batsmen – inform**                      2nd (or further) time – tell other umpire – disallow all runs – return to ends – 5 penalty runs – inform** – report</p>

TWO WARNINGS
<p>24.2 Bowler throwing. Either umpire                      1st time – No ball – warn bowler – inform                      2nd time by same bowler – No ball – warn bowler (final) – inform                      3rd time by same bowler – No ball – bowler off – inform** – report</p>

**NOTE** that any warning applies throughout the innings but only in the same innings in which it was issued.

Remember that if any award for No ball or Wide has been made and not revoked, it will stand whatever happens.

Note also that the only offences for which two warnings are issued before final action are offences by the bowler, as bowler. The penalty in all three cases is the suspension of the bowler for the rest of the innings. The umpire directs the captain to do this.

## REVISION QUESTIONS

### Section 10

#### Fair and unfair play

#### Law 42

1. As the bowler is running up to deliver the ball, you become aware that forward short leg is swinging his arms about quite vigorously. You are certain that this is a deliberate attempt to distract the striker. This is the first instance of this kind of behaviour. What should you do?
2. The following offences lead eventually to the bowler being suspended. In each case state how many warnings are to be issued before this stage is reached.
  - a) Dangerous and unfair bowling, other than deliberate high full pitches.
  - b) Time wasting by the fielding side during an over.
  - c) Bowler running on the protected area after delivering the ball.
  - d) Deliberate bowling of high full pitches.
3. How far in front of the popping crease does the protected area begin?
4. As he turns away at the end of his follow through, you see the bowler dig his heel sharply into the ground with clearly unnecessary force. He is on the pitch just outside the line of the striker's off stump and about 6 feet in front of the popping crease at your end. What action are you required to take?
5. The bowler bowls a fast, high full pitch which would have hit the striker on the head if he not ducked under it. You do not consider that this was deliberate. What are you required to do?
6. The bowler stops in his run up, just before entering his delivery stride, and throws the ball at the non-striker's wicket. The non-striker is out of his ground but the ball misses the stumps. What action are you required to take?
7. You have cautioned a bowler once for bowling fast short pitched balls. In the next over from your end, he bowls a fast high full pitch. If you consider that this was not bowled deliberately, what action should you take?
8. If, in question 7, you had considered that the fast high full pitch was deliberate, what action should you take?
9.
  - a) Who is allowed to dry the ball?
  - b) What may be used to do this?
10. What instructions are there in Law about umpires inspecting the ball?
11. You and your colleague agree that the condition of the ball has been changed unfairly. What does the Law specify about replacing the ball?
12. In question 11 what action, other than replacing the ball, are the umpires required to take if this was
  - a) the first time
  - b) the second timethe condition of the ball had been unfairly changed?
13. A new bowler comes on at your end. His first delivery is a medium paced ball which does not pitch and passes well wide of the striker at chest height. You are certain that this was accidental. Are you required to take action? If so, what? If not, why not?
14. Your colleague cautions a bowler for bowling fast short pitched balls. Three overs later this bowler comes on at your end. His second delivery is a short pitched ball which passes over the striker's head and would have done so even if the striker had been standing upright. Are you required to take action? If so, what? If not, why not?



15. The striker, in front of the stumps, hits the ball and the batsmen take a single. The striker runs diagonally up the pitch, from where he played the ball and grounds his bat behind the popping crease and inside the return crease at the other end. Should you take action? If so what? If not, why not?
16. You are at the striker's end. The batsmen are attempting a single. As the non-striker nears your end, you see silly mid-on deliberately step into his path, so that he has to swerve. He just fails to make his ground as the wicket-keeper removes the bails and appeals. State in full the action required of you and your colleague.

## Answers to Section 1 questions: Laws 1 to 4

1. a) Yes.  
b) No.  
c) No.
2. Insist that one of the nominated players be appointed to make the toss without further delay.
3. Scorers.
4. Retired – not out.
5. No ball, Wide ball, Dead ball, Short run.
6. Continue signalling until scorers do acknowledge, even if play is held up.
7. Providing that when standing further back you could see any action on which your decision was required and providing the new position would not interfere with the striker's view.
8. Check timings with my colleague and inform the captain that the player must be on the field of play for a further 7 minutes of playing time before being allowed to bowl.
9. Tell him that one of the nominated players must do this.
10. If the umpires agree that it would be unreasonable or dangerous for play to recommence.
11. At the fall of a wicket or the retirement of another batsman.
12. No ball, Wide ball, Dead ball, Out
13. The substitute may not bowl (or bat) or keep wicket, nor deputise for the captain at any time after the nomination of the players.
14. After 8 minutes of playing time.
15. a) A member of the batting side, if possible one who has already batted in that innings.  
b) He must wear external protective equipment equivalent to that worn by the injured batsman and carry a bat.
16. Penalty runs to the fielding side by placing one hand on the opposite shoulder.  
Dead ball by crossing and re-crossing the wrists below the waist.
17. He must inform the captain of the fielding side, the striker and the other umpire.
18. At every interval, other than a drinks interval, and at the end of the match.
19. a) The team can be changed after nomination only if the captain of the other side agrees.  
b) The team is entitled to use the 12th man, but only as a substitute fielder.
20. The captain (or a deputy acting for him) must give a list, in writing, to one of the umpires before the toss is made.
21. Other than in exceptional circumstances, when an umpire becomes injured or ill.
22. a) Not out.  
[The injured striker and the non-striker could be run out only at the wicket-keeper's end, since that is 'his end' for each of them.]  
b) Yes, the run will be scored.  
[As there was no dismissal, the ball was still in play; the runner and non-striker have crossed and made good their ground.]
23. The number of runs scored, the number of wickets that have fallen and, if relevant, the number of overs bowled. Check at least every interval other than a drinks interval and at the end of the match.
24. Leg bye by touching a raised knee with the hand.  
Revoke last signal by touching both shoulders, each with the opposite hand.

25. Not out. A batsman with a runner is out of the game when he is not the striker providing he does not bring himself into the game by handling the ball or obstructing the field.
26. All runs scored, all wickets taken and, where appropriate, the number of overs bowled.
27. a) The other umpire.  
b) Whether he can take a full part as an umpire.  
c) He will stand at the striker's end only.
28. unreasonable dangerous
29. If there is obvious and foreseeable risk to the safety of any player or umpire.
30. Which clock or watch and back-up timepiece is to be used during the match.  
Whether or not any obstacle within the field of play is to be regarded as a boundary.
31. Unless play comes to a halt, call and signal Dead ball, to inform the players that the ball is dead.  
Signal to the scorers the award of 5 penalty runs to the batting side, and obtain acknowledgement.  
Inform the captain of the fielding side, the other umpire and the batsmen of the reason for the award.  
Inform the captain that his fielder should have had permission to return.  
Give permission for the fielder to resume fielding.  
Remember that the ball does not count as one of the over.  
In due course, report the incident (with colleague).
32. The boundary of the field of play and the boundary allowances.

**Answers to Section 2 questions: Laws 5 to 11**

1. Before the toss.
2. After the toss.
3. The umpires.
4. Consult colleague. Together agree on a replacement ball to be used. Tell the batsmen that the ball has been changed. Tell the captain of the fielding side.
5. 7 minutes.
6. 10 feet. 5 feet either side of an imaginary line joining the centres of the middle stumps.
7. No. If the two umpires agree to dispense with the bails then no bails would be used at either end.
8.  $4\frac{1}{4}$  (4.25) inches. (or 10.8 cm)
9. No more than 5 feet.
10. The popping and return creases.
11. Never.
12. Width 9 inches, height  $28\frac{1}{2}$  inches.
13. Only if the other captain waives his right to having a new ball.
14. At the earliest possible moment on each day that play is expected to take place.
15. At the fall of each wicket and at the start of any interval or interruption in play.
16. The pitch may not be rolled after the toss, before the first innings of a match, unless the start is delayed – and then not if, in the opinion of both umpires, the delay has had no significant effect upon the pitch.
17. Bowling crease and popping crease – the back edge.  
Return creases – the inside edge.
18. Whenever an umpire considers it necessary.
19. If, in the opinion of the umpires, it is unreasonable or dangerous for play to continue on it and then only with the consent of both captains.
20. a) The pitch – 30 minutes.  
b) The outfield – 15 minutes.

**Answers to Section 3 questions: Laws 12 to 17**

1. As soon as the toss is completed.
2. 100 runs.
3. At any time when the ball is dead, providing the innings has started.
4. Not earlier than 30 minutes and not later than 15 minutes before the scheduled or any rescheduled time for the match to start.
5. Yes. He may forfeit either innings.
6. Only if the batsmen at the wicket also agree to forgo this drinks interval.
7. Minimum of 12 overs. 5 overs bowled; 3 overs lost;  $20 - 8 = 12$ .
8. At least 131.
9. Once the length of the interval has been agreed it cannot be altered.
10. The opposing captain and both umpires must be in agreement for lunch to be taken immediately. If there is no agreement, play will recommence at 12-53 p.m.
11. If there is a natural delay, such as moving a sight screen.
12. Minimum of 14 overs. Last hour starts at 6-30 p.m.; 20 minutes lost (6 overs);  $20 - 6 = 14$ .
13. If a wicket falls or a batsman retires within 5 minutes of the agreed time, i.e. after 3-55 p.m.
14. On the cessation of play  
before any interval or interruption  
at the conclusion of the match.
15. At the end of the over in progress at 4-30 p.m. unless the players have to leave the field of play for any reason or the innings is concluded earlier.
16. a) immediately.  
b) at the end of the over in progress at 4-45 p.m. (unless the innings ends sooner, or players leave the field for any other reason.
17. At the start of the match.  
On the resumption of play after any interval on interruption.
18. a) It must finish at least 30 minutes before the scheduled start of play.  
b) If they consider it might damage the surface of the square.

**Answers to Section 4 questions: Laws 18 to 21 and Law 26**

1. 4 runs. He did not deliberately push it over, so this does not count as a 'wilful act'.
2. One run There has been only one turn round, so only the first run can have been short – for both batsmen.
3. a) 5 runs. b) 7 runs.
4. a) 1 run. b) None. c) 4 runs.
5. 6 runs.
6. a) Draw.  
b) Side A wins by 50 runs.  
c) Side B wins by 6 wickets.  
d) A Tie.
7. Signal Boundary 4 and obtain acknowledgement from the scorers.  
Instruct batsmen to return to their original ends.
8. a) No ball, Bye (**not** Leg bye), Boundary 4 (since the ball was not hit by the bat).  
b) Separate acknowledgement of each signal.
9. 6 runs. The sight-screen is always outside the boundary.
10. If they both called the same run short, only that run is not scored. If they called different runs short, neither of those two runs will be scored, leaving 1 run to be recorded.
11. a) 2 runs. b) 2 runs. c) 3 runs.
12. a) 6 runs.  
b) At the ends towards which they are running when the call is made.
13. Match Awarded or Match Conceded, unless the match is one with innings limited by time or overs, with special provisions for the result.
14. a) By being awarded 5 penalty runs after having been all out for 117.  
b) Side B won by Penalty runs.
15. 4 runs.  
[Refraining from fielding the ball is not causing a boundary by a wilful act.]
16. One side refuses to play.
17. Take no action and allow play to continue. As the fielder is grounded within the boundary, and providing he does not touch anything grounded beyond the boundary, he is allowed to field the ball in the air after it has passed over the boundary line, without a boundary being scored.
18. No ball and Bye.
19. Wait until both batsmen have completed the run, unless one of them is dismissed before it is completed.  
When the run has been completed, call and signal Dead ball.  
Instruct the batsmen to return to their original ends as the run is disallowed.  
Repeat the Dead ball signal to the scorers to advise that no run is scored and obtain their acknowledgement.
20. a) No. b) Yes.

**Answers to Section 5 questions: Laws 22 to 25**

1. In the delivery stride, the bowler's back foot must land within, and not touching, the return crease. When the front foot lands, some part of it, whether grounded or raised must be on the same side of the imaginary line joining the two middle stumps as the return crease relevant to his mode of delivery, and behind the popping crease.
2. When the bowler starts his run up or, if he has no run up, his delivery action for the first delivery of that over.
3. Handled the ball, Hit the ball twice, Obstructing the field, Run out.  
The bowler does not get credit for any dismissal if No ball has been called.
4. a) 7.            b) 6.            c) 7.
5. 2 runs. The 1 run penalty for the Wide stands (despite the dismissal). The one completed run before the dismissal also stands.
6. Repeat No ball signal to scorers and obtain acknowledgement.  
Give the Bye signal and obtain acknowledgement.  
Signal Boundary 4 and obtain acknowledgement.  
Remember not to count the delivery as one of the balls in the over.  
Ensure that batsmen return to original ends.
7. b), c), e).
8. Hit wicket, Stumped, Run out, Handled the ball, Obstructing the field.  
Bowler gets credit for Hit wicket and Stumped.
9. a) No.  
b) No.  
c) Yes.  
d) No.
10. When the bowler starts his run up (or action).
11. If No ball is called and signalled.  
If the ball makes contact with the striker's bat or person.
12. a) Call and signal Dead ball.  
b) Inform the captain that the over is to be completed by another nominated player of his team, who must not be one who bowled any part of the previous over from the other end and that he will not be allowed to bowl any part of the over following this one.  
If the injured bowler has to leave the field, note and agree the time with colleague.
13. Bowler changing his mode of delivery without notification.  
Close fielders encroaching on the pitch.  
Bowler throwing.  
Dangerous and unfair bowling  
Ball bouncing more than twice or rolling along the ground before reaching the popping crease.  
Ball coming to rest in front of the striker's wicket.
14. a) 5 runs.  
b) Signal Wide (and get an acknowledgement).  
Signal Boundary 4 (and get an acknowledgement).
15. If an innings ends during an over.  
If there is a break in play during an over and play is not resumed.
16. a), c), d) (from the instant of the incident causing the dismissal).

17. Not out. The penalty of one run is added to the score on the call of Wide ball. The delivery is considered to be a Wide as soon as it was delivered.  
The batting side has won the match and any action thereafter is ignored.
18. a) No.  
b) Yes.  
c) No.

19.

		Some part, grounded or raised	
		on correct side of middle line	behind popping crease
a	Yes	✓	✓
b	Yes	✓	✓
c	No	x	✓
d	Yes	✓	✓
e	No	x	x
f	Yes	✓	✓
g	No	✓	x
h	No	✓	x
i	Yes	✓	✓
j	Yes	✓	✓



**Answers to Section 6 questions: Laws 27 to 29**

1. Run out at his end.  
Stumped.  
Hit wicket.
2. The fielding side must appeal.
3. When the ball is dead.
4. a) Yes, provided the bowler has not started his run up (or action) for the fifth ball and provided Time has not been called.  
b) Yes, provided the bowler has not started his run up (or action) for the first ball of the next over and provided Time has not been called.  
c) No. Time will have been called before the players left the field.
5. completely removed from the top of the stumps  
struck out of the ground
6. He must have had the ball in the hand of that arm at the time.
7. He must obtain the consent of the umpire within whose jurisdiction it falls.  
He must seek this consent before the batsman concerned has left the field of play.
8. No. The batsman must have some part of his bat in hand, or some part of his person grounded **behind** the popping crease.
9. Yes. When a batsman has been given Not out, an umpire can answer a further appeal within his jurisdiction providing that it is made in time.
10. Call and signal Dead ball. Recall the batsman and inform him he is not out. Ensure the other umpire knows what happened.
11. It must be done by a fielder, not by an umpire.  
It/they must be put back where the wicket was originally.
12. he is given out by the umpire on appeal.  
he leaves his wicket (of his own accord).
13. All of them. See Law 28.4.

**Answers to Section 7 questions: Laws 30 to 35**

1.
  - a) Yes
  - b) Yes
  - c) Yes
  - d) Yes
2. If he is trying to avoid being injured by the ball.
3. When it is in defence of his wicket.
4. No. Although he had control of the ball, to throw it up, he did not have control over his own movement.
5. Yes. His movement was 'action taken in receiving a delivery'.
6. He prevents an attempted catch being taken.
7. Was the striker starting off for the run immediately after the opportunity to play the ball?
8.
  - a) Exactly how long has elapsed since the fall of the wicket.
  - b) If it is less than 3 minutes, answer the appeal Not out. If it is 3 minutes or more, answer the appeal Out – Timed out.
  - c) If more than 3 minutes had elapsed before he was in position to take guard.  
(Remember that if his partner had been the one to face the next delivery, his partner would have to be ready actually to receive the delivery within the 3 minutes.)
9. Caught. His glove counts as part of his bat and Caught takes precedence.
10. Out. The ball is still in play (or....the ball is not dead) when it hits an umpire; a fair catch can be made if the ball touches an umpire before being caught.
11.
  - a) Handled the ball and Caught.
  - b) Caught.
  - c) Because Caught takes precedence over every method of dismissal except Bowled.

**Answers to Section 8 questions: Laws 36 to 39**

1. The delivery was a No ball.  
The striker made an attempt to play the ball with his bat.  
The ball touched the striker's bat or hand holding the bat before hitting the pad.
2. The striker was attempting a run.  
The ball was fielded (touched) by another fielder before the wicket-keeper removed the bails.  
[Notice that the list does not include 'No ball has been called'. That **on its own** would not be a reason for the striker to be Run out rather than Stumped. The call of No ball does not only mean that the striker cannot be out Stumped. It also means that he cannot be run out by the wicket-keeper, unless additionally either he is attempting run, or another fielder has touched the ball.]
3. 2 runs.
4. Did the batsman wilfully run into the fielder?
5. It was not a No ball.  
The first interception was on the striker's pad, not the bat or hand holding the bat.  
The point of impact was  
    either in line between wicket and wicket  
    or was outside the line of the off stump **and** the striker made no genuine attempt to play the ball with his bat.  
That he had seen sufficient of the ball's travel after pitching to be sure of the path it was on.  
That this path meant that the ball would have hit the wicket but for the interception.
6. a) The first completed run is scored unless the obstruction prevented a catch.  
b) The new batsman.
7. b), d) and f).  
[In a), c) and e), there is a possibility of LBW if all other necessary criteria are met.]
8. The non-striker is out.
9. Out. The No ball means that he cannot be Stumped, but because a fielder other than the wicket-keeper has touched the ball, he can be out Run out.
10. Not out. The striker cannot be out LBW from a ball which pitches outside the leg stump.
11. a) Out Stumped.  
b) Out Stumped.  
c) Not out.  
d) Not out.  
e) Out Run out.
12. The one that is nearer to the wicket at your end, when the wicket was put down, is out. If they are level, it is the batsman who was nearer before they drew level.

**Answers to Section 9 questions: Laws 40 and 41**

1. Bowler's end.
2. No, unless the movement causes a distraction. He is still well back from the wicket.
3. Having some part of his person grounded on or extended over the pitch.
4. He is allowed to wear protection for his hand or fingers only if the umpires give their consent. This would not be given without good reason, but it is not to be withheld unreasonably.
5. When the ball has touched the striker's bat or person.  
When the striker attempts a run.  
When the ball passes the striker's wicket.
6. No. The removal of the cap was not wilful.
7. If the ball had been deflected off the striker's person when he had neither attempted to play the ball with his bat, nor tried to avoid being hit by the ball.
8. From the moment the ball comes into play until the ball has made contact with the striker's bat or person, or passed his bat.
9. Call and signal Dead ball. Ensure the other umpire knows what has happened. (Not in Law but should tell the captain of the fielding side that the fielder's action was unfair.)
10. Move to the off side, informing the captain of the fielding side, the striker and the other umpire that I am doing so.
11. His actual person (flesh and blood).  
Any item of his clothing that he is wearing.  
Permitted external protective equipment – a helmet only for a fielder other than the wicket-keeper.
12. 8 runs. 5 penalty runs for the ball hitting the helmet plus 3 by the batsmen because they had crossed on the third run.
13. The whole of his person, whether grounded or in the air, is in front of this line.
14. No. The striker has the right to play the ball even if it interferes with the wicket-keeper in doing so, providing he is not making a second strike which would prevent a catch.
15. Wicket-keeper. Report the incident.

**Answers to Section 10 questions: Law 42**

1. Call and signal Dead ball.  
Warn the captain of the fielding side that the action was unfair.  
Indicate that this is a first and final warning.  
Inform the other umpire and the batsmen.
2. a) 2 warnings.  
b) 1 warning.  
c) 2 warnings.  
d) No warning.
3. 5 feet.
4. When the ball is dead, caution the bowler for running on the protected area, as evidenced by where he turned away. In addition warn his captain, since as a fielder, the bowler has also caused *avoidable* damage to the pitch. Indicate that this is a first and final warning. Inform the other umpire and the batsmen that this caution and this warning have been issued.
5. Call and signal No ball.  
When the ball is dead  
a) repeat No ball signal to scorers and obtain acknowledgement  
b) caution the bowler for bowling a dangerous and unfair delivery.  
Inform the other umpire, the fielding captain and the batsmen that a caution has been issued.
6. Call and signal Dead ball. Remember not to include the ball as one of the over.
7. Call and signal No ball.  
When the ball is dead  
a) repeat No ball signal to scorers and obtain acknowledgement  
b) give the bowler a final warning for bowling a second dangerous and unfair delivery.  
Inform the other umpire, the fielding captain and the batsmen that a final warning has been issued.
8. Call and signal No ball.  
When the ball is dead,  
Repeat No ball signal to the scorers and obtain acknowledgement  
direct captain to take bowler off forthwith  
not to bowl again in that innings  
inform the other umpire, the batsmen and as soon as practicable the batting captain  
with other umpire, after the match report to Executive of fielding side and Governing Body for match.
9. a) Any fielder.  
b) A piece of cloth (which could include, for example, his own shirt).
10. Make frequent and irregular inspections.
11. The umpires choose a replacement which has had wear comparable to the other before it was damaged. Inform the batsmen that the ball has been changed.
12. a) award 5 penalty runs to the batting side  
inform the fielding captain  
inform the batting captain as soon as practicable  
with other umpire, after the match report to Executive of team and Governing Body for match.  
b) action as in 12a) but also direct fielding captain to suspend bowler forthwith, not to bowl again in that innings. Ensure that bowler who finishes the over has not bowled any of previous over and that he does not bowl any of next over.

13. Yes. Although it does not threaten physical injury, any delivery at this height, that is not slow, is to be considered unfair and dangerous.
  - Call and signal No ball.
  - When ball is dead.
  - Repeat No ball signal to the scorers and receive acknowledgement.
  - Issue first caution to the bowler.
  - Inform the other umpire, the captain of the fielding side and the batsmen.
14. Yes. Call and signal No ball, for fast short pitched ball over head height.
  - Issue final warning. The caution by your colleague applies throughout the innings, so this is a second offence.
  - Repeat No ball signal to scorers and receive acknowledgement.
  - Inform other umpire, fielding captain and batsmen.
15. Yes. The striker has caused avoidable damage to the pitch by running across it unnecessarily.
  - Tell other umpire.
  - Issue first and final warning to both batsmen.
  - Subsequently tell each incoming batsman.
  - Inform captain of fielding side and, as soon as practicable, captain of batting side.
16. Striker's end umpire
  - Call and signal Dead ball.
  - Answer the appeal Not out.
  - Tell bowler's end umpire what has occurred.Bowler's end umpire
  - Signal 5 penalty runs to the batting side to the scorers and receive acknowledgement.
  - Repeat Dead ball signal and receive acknowledgement.
  - Inform fielding captain, the batsmen and, as soon as practicable, the batting captain.
  - Remember not to count the ball as one in the over.
  - Ensure scorers know that 1 run is to be recorded.Both umpires
  - Ask the batsmen which of them they wish to face next delivery.
  - Report the incident after the match to the Executive of the fielding side and the Governing Body responsible for the match.

## Appendices to the Laws:

Throughout the preceding text there are numerous points where the reader is referred to one of the Appendices. This is their role, to be a document for reference on matters of detail. **Appendices A, B, C and E** give very detailed specifications for the wickets, the pitch and creases, wicket-keeping gloves and the bat respectively. Of these, **Appendix E** need hardly trouble the umpire. It is primarily to give bat manufacturers very detailed instructions on the measurements etc. to which bats must conform. Law 3 acknowledges that the umpire on the field cannot, and is not expected to, check that the bats conform to these very fine details. Umpires are required to check only the externally visible features of the bat. The text for Law 6 sets out what these are.

A possibly important matter, however, is the type of a bat. Umpires need to be familiar with the visible features which distinguish one type from another. Worrying about the percentage of different kinds of materials in the handle is not possible of course. There is no problem, however. It is easy to identify type C bats, – cloth covered – and these are ones that may be prohibited in a fair number of matches. Umpires must know whether this is so for each match in which they stand. Type B bats are allowed in most matches. It is only at the highest levels, which most umpires will not reach, that they are not. There are, however, official instructions for dealing with the situation.

Whilst it is permissible for the umpire to check the Law book for fine details if a query arises, he should have a good grasp of most of the measurements in **Appendices A and B**. He need not memorise, for example, the measurements of the various parts of a bail, but must be able to recognise if the wicket appears too wide or the creases are incorrectly marked, and so on. Much of this will be a matter of experience, but it should be backed up by good knowledge in general of these Appendices. **Appendix C** is a much easier matter. The specifications are all visual rather than numerical and should present no difficulty.

**Appendix D** is quite the most important one of the five. It sets out a host of what at times may appear pernicky definitions. Most of them, however, are vital for umpires to understand. For example if doubt rises whether a batsman is holding his bat or not, Appendix D gives an accurate definition of 'held in the batsman's hand'. It makes clear the difference between 'original end' and 'end which he has left'. If a fielder absent from the field comes on without permission and handles the ball, Law 2 sets out the procedure. Appendix D, by excluding him from the definition of a fielder, removes any complication that might have arisen under Law 19, if he is straddling the boundary when he touches the ball. It defines what counts as 'clothing' – and so on. There are nearly 40 of these definitions, clearly of great importance. The umpire, whilst not necessarily committing all the details to memory, must take trouble to familiarise himself with them.