

Super-Cricket Controlling bodies :

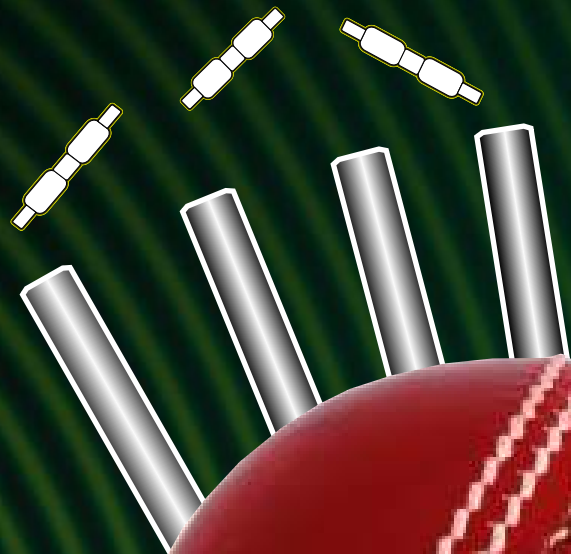
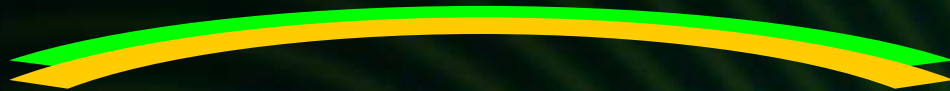


International
Non-Olympic Committee



International
Super-Cricket Committee

SUPER-CRICKET RULES & REGULATIONS



WWW.ISCC-SUPER-CRICKET.ORG

The International Super-Cricket Committee

Rules & Regulations of the Game

Rules and Interpretations

Valid from 1st May 2008

International Super-Cricket Committee, Rules and Competition Committee

© International Super-Cricket Committee- 2008
All rights reserved.

Drawings: MOHD. SHOAIB

INDEX

Rules & Regulations of Super-Cricket

FREFACE :	07	Rules 9:	18
Rules 1:	08	Bowling, Popping, Return Creases and No Playing Zone Area:	
1. Number of players:		1. The creases	
2. Nomination of players:		2. The bowling crease	
3. Captain		3. The popping crease	
4. Responsibility of captains:		4. The return creases	
		5. No Playing Zone Area	
Rules 2:	08	Rules 10:	18
Substitutes/runners, leaving field, retiring, commencing innings:		1. Rolling:	
1. Substitutes and runners:		2. Sweeping:	
2. Objection to substitutes:		3. Mowing:	
3. Restrictions on the role of substitutes:		(a) The pitch:	
4. A player for whom a substitute has acted:		(b) The outfield:	
5. Fielder absent or leaving the field:		(c) Responsibility for mowing:	
6. Player returning without permission:		(d) Timing of mowing:	
7. Runner :		4. Watering:	
8. Transgression of the Rules by a batsman who has a runner:		5. Re-marking creases.	
9. Batsman leaving the field or retiring:		6. Maintenance of footholes.	
10. Commencement of a batsman's innings:		7. Securing of footholds and maintenance of pitch.	
		8. Non-turf pitches.	
Rules 3:	09	Rules 11:	19
The Umpires :		Covering the Pitch	
1. Appointment and attendance:		1. Before the match:	
2. Change of umpire:		2. During the match:	
3. Agreement with captains:		3. Covering bowlers' run ups:	
4. To inform captains and scorers:		4. Removal of covers	
5. The wickets, creases and boundaries:		Rules 12:	19
6. Conduct of the game, implements and equipment:		Innings:	
7. Fair and unfair play:		1. Number of innings:	
8. Suspension of play for adverse conditions of ground, Weather or light:		2. Completed innings:	
9. Exceptional circumstances:		3. The toss:	
10. Position of umpires:		4. Decision to be notified:	
11. Umpires changing ends:		Rules 13:	20
12. Consultation between umpires:		Playing disallowed in NPZ - no playing zone area:	
13. Signals:		Rules 14:	20
14. Correctness of scores:		Scorers to be informed:	
Rules 4:	15	Rules 15:	20
The Scorers :		1. Agreement of intervals:	
1. Appointment of scorers:		2. Changing agreed times for intervals - Interval between Innings:	
2. Correctness of scores:		3. Time Lost Interval:	
3. Acknowledging signals:		4. Intervals for drinks:	
Rules 5:	15	Rules 16:	20
The Ball:-		Start of Play; Cessation of Play	
1. Weight and size:		1. Call of Play	
2. Approval and control of balls:		2. Call of Time :	
3. New ball:		3. Removal of bails :	
4. Ball lost or becoming unfit for play:		4. Starting a new over:	
5. Specifications:		5. Last hour of match - interruptions of play:	
Rules 6:	15	6. Conclusion of match :	
The Bat:		7. Bowler unable to complete an over during last hour of match:	
1. Width and length:		Rules 17:	21
2. Covering the blade:		Practice on the Field:	
3. Hand or glove to count as part of bat:		1. Practice on the field:	
In these Rules		2. Trial run up:	
Rules 7:	16	Rules 18:	21
The Pitch:		1. A run:	
1. Area of pitch:		2. Runs disallowed:	
2. Fitness of the pitch for play:		3. Short runs:	
3. Selection and preparation:		4. Unintentional short runs:	
4. Changing the pitch:		5. Deliberate short runs	
5. Non-turf pitches:		6. Runs scored for penalties:	
Rules 8:	16	7. Runs scored for boundaries:	
The Wickets:		8. Runs scored for Lost ball:	
1. Width and pitching:		9. Batsman dismissed:	
2. Size of stumps:		10. Runs scored when a batsman is dismissed:	
3. The bails:		11. Runs scored when ball becomes dead:	
4. Junior super-cricket:		12. Batsman returning to wicket he has left:	
5. Dispensing with bails:			

INDEX

Rules & Regulations of Super-Cricket

Rules 19:	23	Rules 27:	29
Boundaries:		Appeals:	
1. The boundary of the field of play:		1. Umpire not to give batsman out without an appeal:	
2. Defining the boundary - boundary marking:		2. Batsman dismissed:	
3. Scoring a boundary:		3. Timing of appeals:	
4. Runs allowed for boundaries:		4. Appeal "How's That?":	
5. Runs scored:		5. Answering appeals:	
6. Overthrow or wilful act of fielder:		6. Consultation by umpires:	
Rules 20:	24	7. Batsman leaving his wicket under a misapprehension:	
Lost Ball:		8. Withdrawal of an appeal:	
1. Fielder to call Lost ball:		9. Umpire's decision:	
2. Ball to be replaced:		Rules 28:	30
3. Runs scored:		The wicket is down:	
4. How scored:		1. Wicket put down:	
5. A Win - one innings match:		2. One bail off:	
1. A Win - one innings match:		3. Remaking the wicket:	
2. Umpires awarding a match:		4. Dispensing with bails:	
3. A Tie:		Rules 29:	30
4. A Draw:		Batsman out of his ground:	
5. Winning hit or extras:		1. When out of his ground:	
6. Statement of result:		2. Which is a batsman's ground:	
7. Correctness of result:		3. Position of non-striker:	
8. Result not to be changed:		Rules 30:	31
Rules 22:	25	Bowled:	
The Over:		1. Out Bowled:	
1. Number of balls:		2. Bowled to take precedence:	
2. Start of an over:		Rules 31:	31
3. Call of Over:		Timed out:	
4. Balls not to count in the over:		1. Out Timed out:	
5. Umpire miscounting:		2. Bowler does not get credit:	
6. Bowler changing ends:		Rules 32:	31
7. Finishing an over:		Caught:	
8. Bowler incapacitated or suspended during an over:		1. Out Caught:	
Rules 23:	26	2. Caught to take precedence:	
1. Ball is dead:		3. A fair catch:	
2. Ball finally settled:		4. Fielder within the field of play:	
3. Umpire calling and signalling Dead ball:		5. No runs to be scored:	
4. Ball ceases to be dead:		Rules 33:	32
5. Action on call of Dead ball:		Handled the ball:	
Rules 24:	27	1. Out Handled the ball:	
No ball:		2. Not out Handled the ball:	
1. Mode of delivery:		3. Runs scored:	
2. Fair delivery - the arm:		4. Bowler does not get credit:	
3. Definition of fair delivery - the arm:		Rules 34:	32
4. Bowler throwing towards striker's end before delivery:		Hit the ball twice:	
5. Fair delivery - the feet:		1. Out Hit the ball twice:	
6. Ball bouncing more than twice or rolling along the ground:		2. Not out Hit the ball twice:	
7. Ball coming to rest in front of striker's wicket:		3. Ball lawfully struck more than once:	
8. Call of No ball for infringement of other Rules:		4. Runs permitted from ball lawfully struck more than once:	
9. Revoking a call of No ball:		5. Ball lawfully struck more than once - action by the umpire:	
10. No ball to over-ride Wide:		6. Bowler does not get credit:	
11. Ball not dead:		Rules 35:	33
12. Penalty for a No ball:		Hit wicket:	
13. Runs resulting from a No ball - how scored:		1. Out Hit wicket:	
14. No ball not to count:		2. Not out Hit wicket:	
15. Out from a No ball:		3. LBW 4 Run	
Rules 25:	28	4. Interception of the ball:	
Wide ball:		5. Off side of wicket:	
1. Judging a Wide:			
2. Delivery not a Wide:			
3. Call and signal of Wide ball:			
4. Ball not dead:			
5. Penalty for a Wide:			
6. Runs resulting from a Wide - how scored:			
7. Wide not to count:			
8. Out from a Wide:			
Rules 26:	29		
Bye and leg bye:			
1. Byes:			
2. Leg byes:			
3. Leg byes not to be awarded:			

INDEX

Rules & Regulations of Super-Cricket

Rules 37:	34	Rules 41:	36
Obstructing the field:		The fielder:	
1. Out Obstructing the field:		1. Protective equipment:	
2. Accidental obstruction:		2. Fielding the ball:	
3. Obstructing a ball from being caught:		3. Protective helmets belonging to the fielding side:	
4. Returning the ball to a member of the fielding side:		4. Penalty runs not to be awarded:	
5. Runs scored:		5. Limitation of on side fielders:	
6. Bowler does not get credit:		6. Fielders not to encroach on the pitch:	
Rules 38:	34	7. Movement by fielders:	
Run out:		8. Definition of significant movement:	
1. Out Run out:		Rules 42:	37
2. Batsman not Run out:		Fair and unfair play:	
3. Which batsman is out:		1. Fair and unfair play - responsibility of captains:	
4. Runs scored:		2. Fair and unfair play - responsibility of umpires:	
5. Bowler does not get credit:		3. The match ball - changing its condition:	
Rules 39:	35	4. Deliberate attempt to distract striker:	
Stumped:		5. Deliberate distraction or obstruction of batsman:	
1. Out Stumped:		6. Dangerous and unfair bowling:	
2. Ball rebounding from wicket-keeper's person:		7. Dangerous and unfair bowling - action by the umpire:	
3. Not out Stumped:		8. Deliberate bowling of high full pitched balls:	
Rules 40:	35	9. Time wasting by the fielding side:	
The wicket-keeper:		10. Batsman wasting time:	
1. Protective equipment:		11. Damaging the pitch - area to be protected:	
2. Gloves:		12. Bowler running on the protected area after delivering the ball:	
3. Position of wicket-keeper:		13. Fielder damaging the pitch:	
4. Movement by wicket-keeper:		14. Batsman damaging the pitch:	
5. Restriction on actions of wicket-keeper:		15. Bowler attempting to run out non-striker before delivery:	
6. Interference with wicket-keeper by striker:		16. Batsmen stealing a run:	
		17. Penalty runs:	
		18. Players' conduct:	

FREFACE

The Super-Cricket is a new sport has been developed by **Mr. Mohd Seraj Ansari (India), Secretary General-INOC**, the super-cricket is an unique sport and superfast, less consuming time and extra excitement, thrilling and appealing to the lovers of the game. The Super-Cricket is not a sport only for its players, lovers of the sport, officials; it is also for those sports, which are struggling hard to get establish in the region, the super-cricket will generate funds through sponsorship and other ways etc. and 75% of the generated funds will be consumed into the promotion of the all Non-Olympic Sports worldwide under the auspices of the International Non-Olympic Committee (INOC).

Although a Super-Cricket team consists of twelve (12) players, only nine (9) of these players will take the field during the innings in which the team is fielding, with the 10th 11th & 12th players remaining in reserve in the likelihood of an injury to a fielding player. One player will always take the position of the wicketkeeper, another player will be designated as a bowler, leaving seven (7) players to adopt various positions as chosen by the captain within the field of play. The fielding tactics adopted by the captain will vary depending on whether the fielding captain has chosen to adopt either defensive or attacking tactics.

The tactics are decided after taking into account a number of variables. These will include whether or not the fielding team has already batted and if so, whether the total runs they made during their batting innings are decisive enough for the captain to decide the fielding team is in a winning position. An attacking field would be set so as to force the batting side into making errors by adopting aggressive bowling tactics and placing fieldsmen in close to the batsman. A defensive field setting would be set, in the event the fielding captain believes his team's previous batting total can be easily eclipsed. The fieldsmen would be placed in such a way; they would be able to save the majority of batting strokes from reaching the boundary for five or more runs. If the fielding captain is able to force the batsmen into taking single runs, the likelihood of a forced error or dismissal is more than possible.

Super-Cricket highlights:

Over in ODISC Match : 25 Overs Each Side

Ball in an Over : Five Balls

Stump : Four (4) Stumps

Bails : Three (3) Bails

Boundary : Super Six (6) Runs

Over the Boundary : Super Ten (10) Runs

Out with NPZ : Four Times

LBW : (-) Four Runs To Team & Batsman, Reduce 4 Runs in

Bowler's Total Average On Every LBW.

Penalty : Ten Runs

Match Timing : 2.00 hours Each Side

No Ball : 2 Runs Penalty

Wide Ball : 2 Runs Penalty

Category : Men & Women

Member in Team : 12 Players

Players in Team : 9 Players

Team Colour : Lower-Grey, T-Shirt-Blue & Red for Each Side Team

Wicket Keeper Colour : Lower & T-Shirt-Yellow

NPZ - no playing zone in Super-Cricket

Playing disallowed in NPZ - no playing zone area: the playing is disallowed in NPZ - no playing zone area for batsmen, if any batsmen played stroke in NPZ four times, batsmen will be awarded Out. if batsmen played stroke and ball return in NPZ area without contact with the bat of the batsmen shall not be counted NPZ. if batsmen played stroke and ball return in NPZ area make contact suddenly or intentionally with a fielder, bowlers in NPZ area shall not be counted NPZ. if batsmen tried to play ball but ball no contact with bat and return into NPZ area, contact with pad and other part of body so it shall not be counted NPZ. The NPZ is basically become a tool to makes boundaries and over the boundaries during the play, the NPZ is forcing to batsmen to play the game as fast as fastest super-cricket which gives excitement and continues interest in the game, which is essential for each sports

Rules 1:**The Players:****1. Number of players:**

A match is played between two sides, each of nine players, one of whom shall be captain. By agreement a match may be played between sides of more or less than nine players, but not more than nine players may field at any time.

2. Nomination of players:

Each captain shall nominate his players in writing to one of the umpires before the toss. No player may be changed after the nomination without the consent of the opposing captain.

3. Captain:

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

(a) If a captain is not available during the period in which the toss is to take place, then the deputy must be responsible for the nomination of the players, if this has not already been done, and for the toss. See 2 above and Rules 12.4 (The toss).

(b) At any time after the toss, the deputy must be one of the nominated players

4. Responsibility of captains:

The captains are responsible at all times for ensuring that play is conducted within the spirit and traditions of the game as well as within the Rules. See The Preamble - The Spirit of Super-Cricket and Rules 42.1 (Fair and unfair play - responsibility of captains).

Rules 2:**Substitutes/runners, leaving field, retiring, commencing innings:****1. Substitutes and runners:**

(a) If the umpires are satisfied that a player has been injured or become ill after the nomination of the players, they shall allow that player to have (i) a substitute acting instead of him in the field. (ii) a runner when batting. Any injury or illness that occurs at any time after the nomination of the players until the conclusion of the match shall be allowable, irrespective of whether play is in progress or not.

(b) The umpires shall have discretion, for other wholly acceptable reasons, to allow a substitute for a fielder, or a runner for a batsman, at the start of the match or at any subsequent time. (c) A player wishing to change his shirt, boots, etc. must leave the field to do so. No substitute shall be allowed for him.

2. Objection to substitutes:

The opposing captain shall have no right of objection to any player acting as a substitute on the field, nor as to where the substitute shall field. However, no substitute shall act as wicket-keeper. See 3 below.

3. Restrictions on the role of substitutes:

A substitute shall not be allowed to bat or bowl nor to act as wicket-keeper or as captain on the field of play.

4. A player for whom a substitute has acted:

A player is allowed to bat, bowl or field even though a substitute has previously acted for him.

5. Fielder absent or leaving the field:

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

(i) the umpire shall be informed of the reason for his absence.

(ii) he shall not thereafter come on to the field during a session of play without the consent of the umpire. See 6 below. The umpire shall give such consent as soon as is practicable.

(iii) if he is absent for 10 minutes or longer, he shall not be permitted to bowl thereafter.

6. Player returning without permission:

If a player comes on to the field of play in contravention of 5(ii) above and comes into contact with the ball while it is in play, the ball shall immediately become dead and the umpire shall award 10 penalty runs to the batting side. See Rules 42.17 (Penalty runs). The umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side, of the reason for this action. The umpires together shall report the occurrence as soon as possible to the Executive of the fielding side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player concerned.

7. Runner :

The player acting as a runner for a batsman shall be a member of the batting side and shall, if possible, have already batted in that innings. The runner shall wear external protective equipment equivalent to that worn by the batsman for whom he runs and shall carry a bat.

8. Transgression of the Rules by a batsman who has a runner:

A batsman's runner is subject to the Rules. He will be regarded as a batsman except where there are specific provisions for his role as a runner. See 7 above and Rules 29.2 (Which is a batsman's ground).

9. Batsman leaving the field or retiring:

A batsman may retire at any time during his innings. The umpires, before allowing play to proceed, shall be informed of the reason for a batsman retiring.

10. Commencement of a batsman's innings:

Except at the start of a side's innings, a batsman shall be considered to have commenced his innings when he first steps on to the field of play, provided Time has not been called. The innings of the opening batsmen, and that of any new batsman at the resumption of play after a call of Time, shall commence at the call of Play.

Rules 3:

The Umpires :

1. Appointment and attendance:

Before the match, two umpires shall be appointed, one for each end, to control the game as required by the Rules, with absolute impartiality. The umpires shall be present on the ground and report to the Executive of the ground at least 45 minutes before the scheduled start of each day's play.

2. Change of umpire:

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill. If there has to be a change of umpire, the replacement shall act only as the striker's end umpire unless the captains agree that he should take full responsibility as an umpire.

3. Agreement with captains:

Before the toss the umpires shall

(a) ascertain the hours of play and agree with the captains (i) the balls to be used during the match. See Rules 5 (The ball). (ii) times and duration's of intervals for meals and times for drinks intervals. See Rules 15. (iii) The boundary of the field of play and allowances for boundaries. See Rules 19 (Boundaries). (iv) Any special conditions of play affecting the conduct of the match.

(b) inform the scorers of the agreements in (ii), (iii) and (iv) above.

4. To inform captains and scorers:

Before the toss the umpires shall agree between themselves and inform both captains and both scorers

(i) which clock or watch and back-up time piece is to be used during the match. (ii) whether or not any obstacle within the field of play is to be regarded as a boundary. See Rules 19 (Boundaries).

5. The wickets, creases and boundaries:

Before the toss and during the match, the umpires shall satisfy themselves that (i) the wickets are properly pitched. (ii) the creases are correctly marked. (iii) the boundary of the field of play complies with the requirements of Rules 19.2 (Defining the boundary - boundary marking).

6. Conduct of the game, implements and equipment:

Before the toss and during the match, the umpires shall satisfy themselves that (a) the conduct of the game is strictly in accordance with the Rules. (b) the implements of the game conform to the requirements of Rules 5 (The ball) and Rules 6 (The bat), together with either Rules 8.2 (Size of stumps) and 8.3 (The bails) or, if appropriate, Rules 8.4 (Junior super-cricket). (c) (i) no player uses equipment other than that permitted. **See Appendix D.** (ii) the wicket-keeper's gloves comply with the requirements of Rules 40.2 (Gloves).

7. Fair and unfair play:

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

8. Fitness of ground, weather and light The umpires shall be the final judges of the fitness of the ground, weather and light for play.

9. Suspension of play for adverse conditions of ground, weather or light:

(a) (i) All references to ground include the pitch. See Rules 7.1 (Area of pitch). (b) For the purpose of this Rules and Rules 15.

10. Exceptional circumstances:

The umpires shall have the discretion to implement the procedures of 9 above for reasons other than ground, weather or light if they consider that exceptional circumstances warrant it.

11. Position of umpires:

The umpires shall stand where they can best see any act upon which their decision may be required. Subject to this over-riding consideration the umpire at the bowler's end shall stand where he does not interfere with either the bowler's run up or the striker's view. The umpire at the striker's end may elect to stand on the off side instead of the on side of the pitch, provided he informs the captain of the fielding side, the striker and the other umpire of his intention to do so.

12. Umpires changing ends:

The umpires shall change ends after each side has had one completed innings.

13. Consultation between umpires:

All disputes shall be determined by the umpires. The umpires shall consult with each other whenever necessary. See also Rules 27.6 (Consultation by umpires).

14. Signals:

(a) The following code of signals shall be used by umpires. (i) Signals made while the ball is in play Dead ball - by crossing and re-crossing the wrists below the waist. No ball - by extending one arm horizontally. Out - by raising an index finger above the head. (If not out the umpire shall call Not out.) Wide - by extending both arms horizontally. (ii) When the ball is dead, the signals above, with the exception of the signal for Out, shall be repeated to the scorers. The signals listed below shall be made to the scorers only when the ball is dead. Boundary Super Six (6) - by waving an arm from side to side finishing with the arm across the chest. Boundary Super Ten (10) - by raising both arms above the head. Bye - by raising an open hand above the head. Commencement of last hour - by pointing to a raised wrist with the other hand. Ten penalty runs awarded to the batting side - by repeated tapping of one shoulder to the batting side with the opposite hand. Ten penalty runs awarded to the fielding side - by placing one hand on the opposite to the fielding side shoulder. Leg bye - by touching a raised knee with the hand. New ball - by holding the ball above the head. Revoke last signal - by touching both shoulders, each with the opposite hand. Short run - by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.

(b) The umpires shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed. (c) NPZ-Non-Playing Zone- by extending both arm middle of the chest

UMPIRE SIGNALS SIGN :-

1. SUPER-CRICKET UMPIRE SIGNAL -**NON PLAYING ZONE (NPZ)**
2. SUPER-CRICKET UMPIRE SIGNAL -**NO BALL**
3. SUPER-CRICKET UMPIRE SIGNAL -**BYE**
4. SUPER-CRICKET UMPIRE SIGNAL -**CANCEL**
5. SUPER-CRICKET UMPIRE SIGNAL -**DEAD**
6. SUPER-CRICKET UMPIRE SIGNAL -**SUPER SIX (BOUNDARY)**
7. SUPER-CRICKET UMPIRE SIGNAL -**SUPER TEN RUN
(BOUNDARY CROSS)**
8. SUPER-CRICKET UMPIRE SIGNAL -**3RD UMPIRE (TV)**
9. SUPER-CRICKET UMPIRE SIGNAL -**WIDE**
10. SUPER-CRICKET UMPIRE SIGNAL -**NEW BALL**
11. SUPER-CRICKET UMPIRE SIGNAL -**OUT**
12. SUPER-CRICKET UMPIRE SIGNAL -**PENALTY**
13. SUPER-CRICKET UMPIRE SIGNAL -**SHORT**
14. SUPER-CRICKET UMPIRE SIGNAL -**LAST**
15. SUPER-CRICKET UMPIRE SIGNAL -**LEG**

**SUPER-CRICKET
UMPIRE SIGNAL NON PLAYING ZONE**

**SUPER-CRICKET
UMPIRE SIGNAL NO BALL**

FINAL NPZ SIGNAL - 4

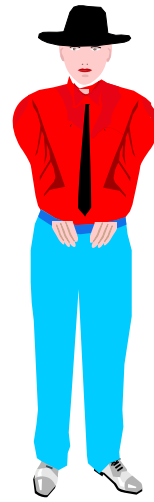
NPZ SIGNAL - 1



NPZ SIGNAL - 2



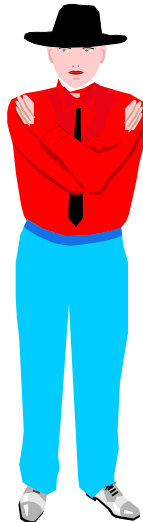
NPZ SIGNAL - 3



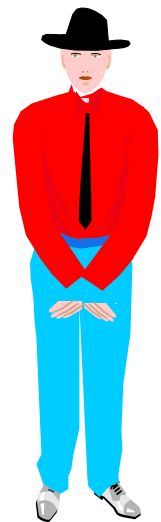
**SUPER-CRICKET
UMPIRE SIGNAL BYE**



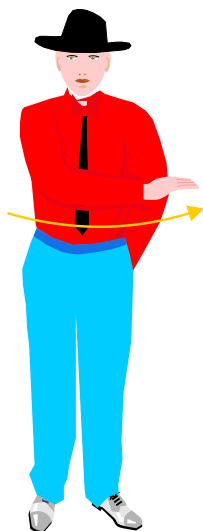
**SUPER-CRICKET
UMPIRE SIGNAL CANCEL**



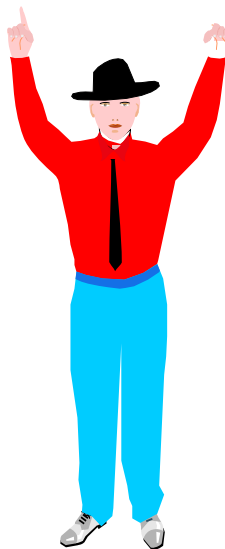
**SUPER-CRICKET
UMPIRE SIGNAL DEAD**



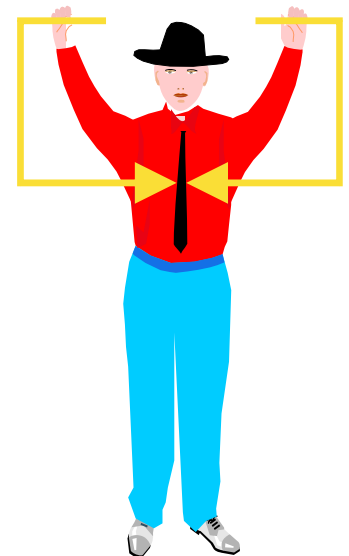
**SUPER-CRICKET
UMPIRE SIGNAL SUPER SIX
(BOUNDARY)**



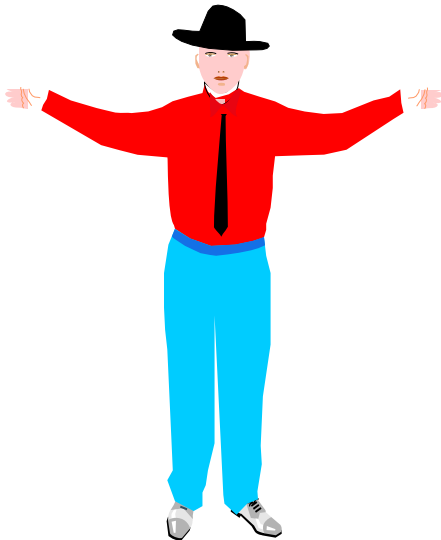
**SUPER-CRICKET
UMPIRE SIGNAL SUPER TEN RUN
(BOUNDARY CROSS)**



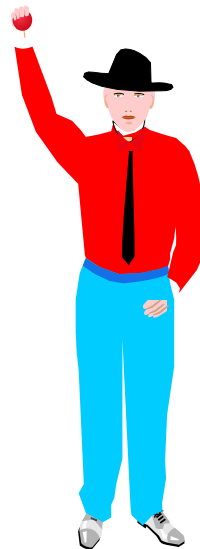
**SUPER-CRICKET
UMPIRE SIGNAL 3RD UMPIRE (TV)**



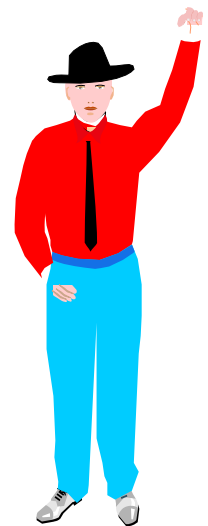
**SUPER-CRICKET
UMPIRE SIGNAL WIDE**



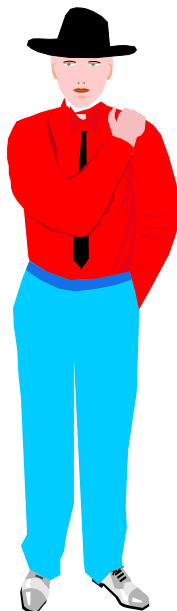
**SUPER-CRICKET
UMPIRE SIGNAL NEW BALL**



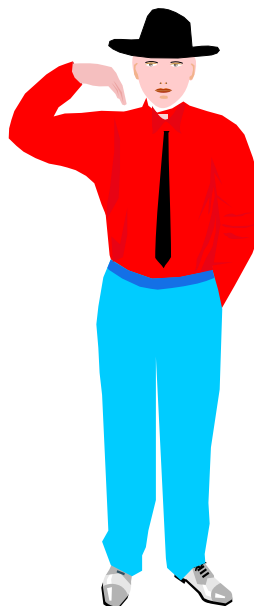
**SUPER-CRICKET
UMPIRE SIGNAL OUT**



**SUPER-CRICKET
UMPIRE SIGNAL PENALTY**



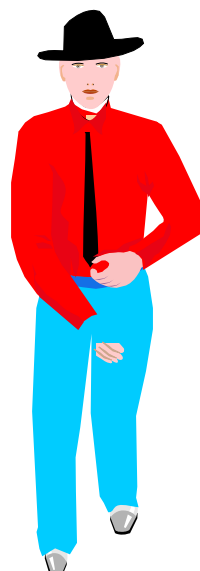
**SUPER-CRICKET
UMPIRE SIGNAL SHORT**



**SUPER-CRICKET
UMPIRE SIGNAL LAST**



**SUPER-CRICKET
UMPIRE SIGNAL LEG**



15. Correctness of scores:

Consultation between umpires and scorers on doubtful points is essential. The umpires shall satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled. They shall agree these with the scorers at least at a drinks interval, and at the conclusion of the match. See Rules 4.2 (Correctness of scores), 21.8 (Correctness of result) and 21.10 (Result not to be changed).

Rules 4:

The Scorers

1. Appointment of scorers:

Two scorers shall be appointed to record all runs scored, all wickets taken, and, where appropriate, number of overs bowled and number of played ball in no playing zone area.

2. Correctness of scores:

The scorers shall frequently check to ensure that their records agree. They shall agree with the umpires, at least at a drinks interval, and at the conclusion of the match, the runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled and number of played ball in no playing zone area.. See Rules 3.15 (Correctness of scores).

3. Acknowledging signals:

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

Rules 5:

The Ball:-

1. Weight and size:

The ball, when new, shall weigh not less than 5 1/2 ounces/155.9g, nor more than 5 3/4 ounces/163g, and shall measure not less than 8 13/16 in/22.4cm, nor more than 9 in/22.9cm in circumference.

2. Approval and control of balls:

(a) All balls to be used in the match, having been approved by the umpires and captains, shall be in the possession of the umpires before the toss and shall remain under their control throughout the match.

(b) The umpire shall take possession of the ball in use at the fall of each wicket, at the start of any interval and at any interruption of play.

3. New ball:

Unless an agreement to the contrary has been made before the match, either captain may demand a new ball at the start of each innings.

4. Ball lost or becoming unfit for play:

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

5. Specifications:

The specifications as described in 1 above shall apply to men's super-cricket only. The following specifications will apply to (i) Women's Super-cricket Weight: from 4 15/16 ounces/140g to 5 5/16 ounces/151g Circumference: from 8 1/4 in/21.0cm to 8 7/8 in/22.5cm (ii) Junior super-cricket - under 13 Weight: from 4 11/16 ounces/133g to 5 1/16 ounces/144g Circumference: from 8 1/16 in/20.5cm to 8 11/16 in/22.0cm

Rules 6:

The Bat:

1. Width and length:

The bat overall shall not be more than 38 inches/96.5cm in length. The blade of the bat shall be made solely of wood and shall not exceed 4 1/4 inches/10.8cm at the widest part.

2. Covering the blade:

The blade may be covered with material for protection, strengthening or repair. Such material shall not exceed 1/16 inches/1.56mm in thickness, and shall not be likely to cause unacceptable damage to the ball.

3. Hand or glove to count as part of bat:

In these Rules

(a) reference to the bat shall imply that the bat is held by the batsman.

(b) contact between the ball and either

(i) the striker's bat itself or

(iii) any part of a glove worn on the striker's hand holding the bat shall be regarded as the ball striking or touching the bat, or being struck by the bat

Rules 7:

The Pitch:

1. Area of pitch:

The pitch is a rectangular area of the ground 21.37m in length and 12ft/3.66m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 6ft/1.83m from it. See Rules 8.1 (Width and pitching) and Rules 9.2 (The bowling crease).

2. Fitness of the pitch for play:

The umpires shall be the final judges of the fitness of the pitch for play. See Rules 3.8 (Fitness of ground, weather and light) and 3.9 (Suspension of play for adverse conditions of ground, weather or light).

3. Selection and preparation:

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

4. Changing the pitch:

The pitch shall not be changed during the match unless the umpires decide that it is unreasonable or dangerous for play to continue on it and then only with the consent of both captains.

5. Non-turf pitches:

In the event of a non-turf pitch being used, the artificial surface shall conform to the following measurements: Length - a minimum of 58ft/17.68m Width - a minimum of 6ft/1.83m See Rules 10.8 (Non-turf pitches).

Rules 8:

The Wickets:

1. Width and pitching:

Two sets of wickets shall be pitched opposite and parallel to each other at a distance of 21.37m between the centres of the two middle stumps. Each set shall be 12.63 in/32.07cm wide and shall consist of four wooden stumps with three wooden bails on top. **See Appendix A.**

2. Size of stumps:

The tops of the stumps shall be 28 inches/71.1cm above the playing surface and shall be dome shaped except for the bail grooves. The portion of a stump above the playing surface shall be cylindrical, apart from the domed top, with circular section of diameter not less than 1 3/8 in/3.49cm nor more than 1 1/2 in/3.81cm **See Appendix A.**

3. The bails:

(a) The bails, when in position on the top of the stumps,

(i) shall not project more than 1/2 in/1.27cm above them.

(ii) shall fit between the stumps without forcing them out of the vertical.

(b) Each bail shall conform to the following specifications. **See Appendix A.** Overall length: - 4 5/16 in/10.95cm Length of barrel: - 2 1/8 in/5.40cm Longer spigot: - 1 3/8 in/3.49cm Shorter spigot: - 13/16 in/2.06cm

4. Junior super-cricket:

In junior super-cricket, the same definitions of the wickets shall apply subject to following measurements being used.

Width: - 11.63 in/29.54cm

Pitched for under 13: - 19.20m

Pitched for under 11: - 18.29m

Pitched for under 9: - 16.46m

Height above playing surface: - 27 in/68.58cm

Each stump

Diameter: - not less than 1 1/4 in/3.18cm

nor more than 1 3/8 in/3.49cm

Each bail

Overall: - 3 13/16 in/9.68cm

Barrel: - 1 13/16 in/4.60cm

Longer Spigot: - 1 1/4 in/3.18cm

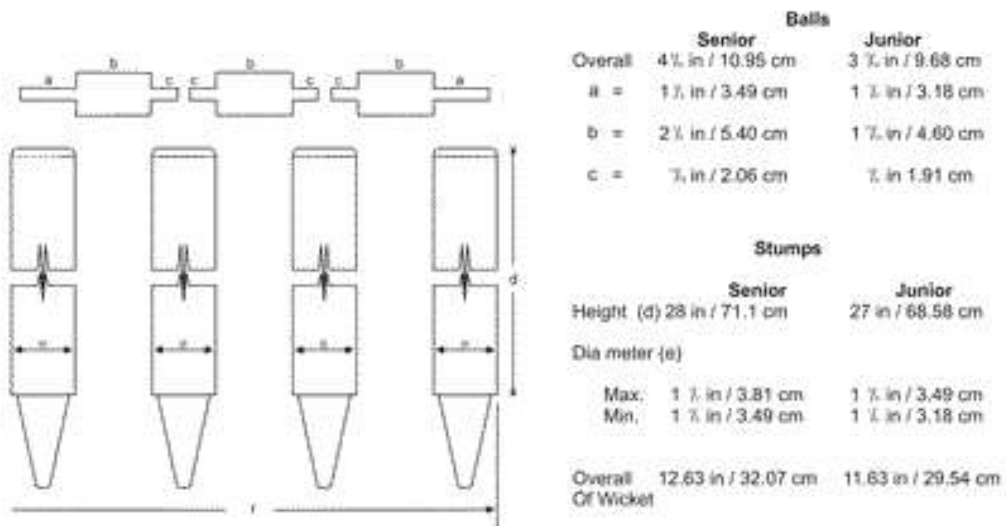
Shorter Spigot: - 3/4 in/1.91cm

5. Dispensing with bails:

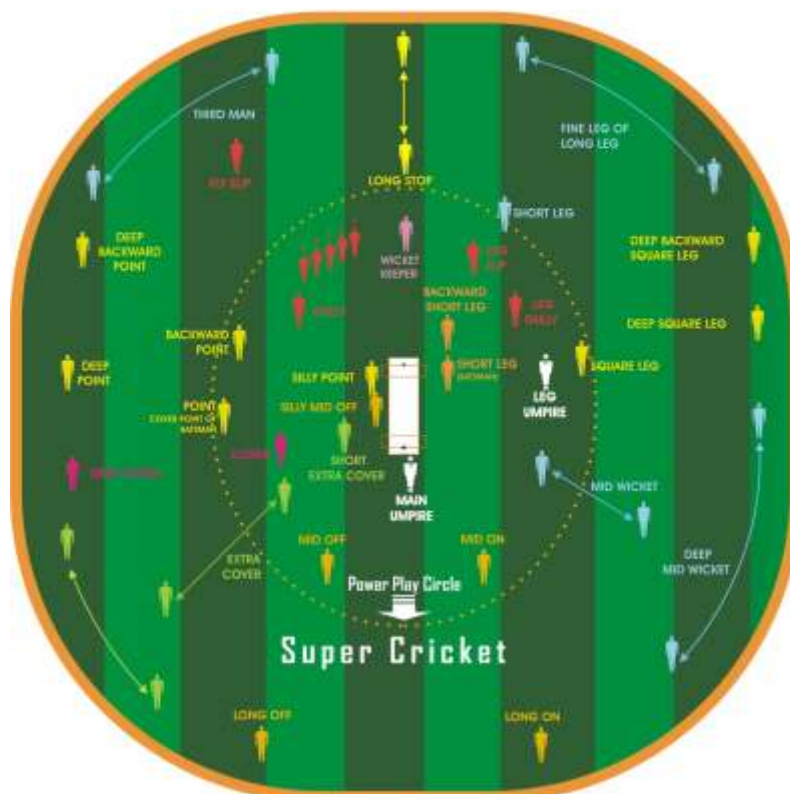
The umpires may agree to dispense with the use of bails, if necessary. If they so agree then no bails shall be used at either end. The use of bails shall be resumed as soon as conditions permit. See Rules 28.4 (Dispensing with bails).

Appendix A

APPENDIX A Rule 8 (The wickets)



THE SUPER-CRICKET FIELDING CIRCLE



Rules 9:**Bowling, Popping, Return Creases and No Playing Zone Area:****1. The creases**

A bowling crease, a popping crease and two return creases shall be marked in arrange, as set out in 2, 3 and 4 below, at each end of the pitch. **See Appendix B.**

2. The bowling crease

The bowling crease, which is the back edge of the crease marking, shall be the line through the centres of the four stumps at that end. It shall be 8ft 8 in/2.64m in length, with the stumps in the centre.

3. The popping crease

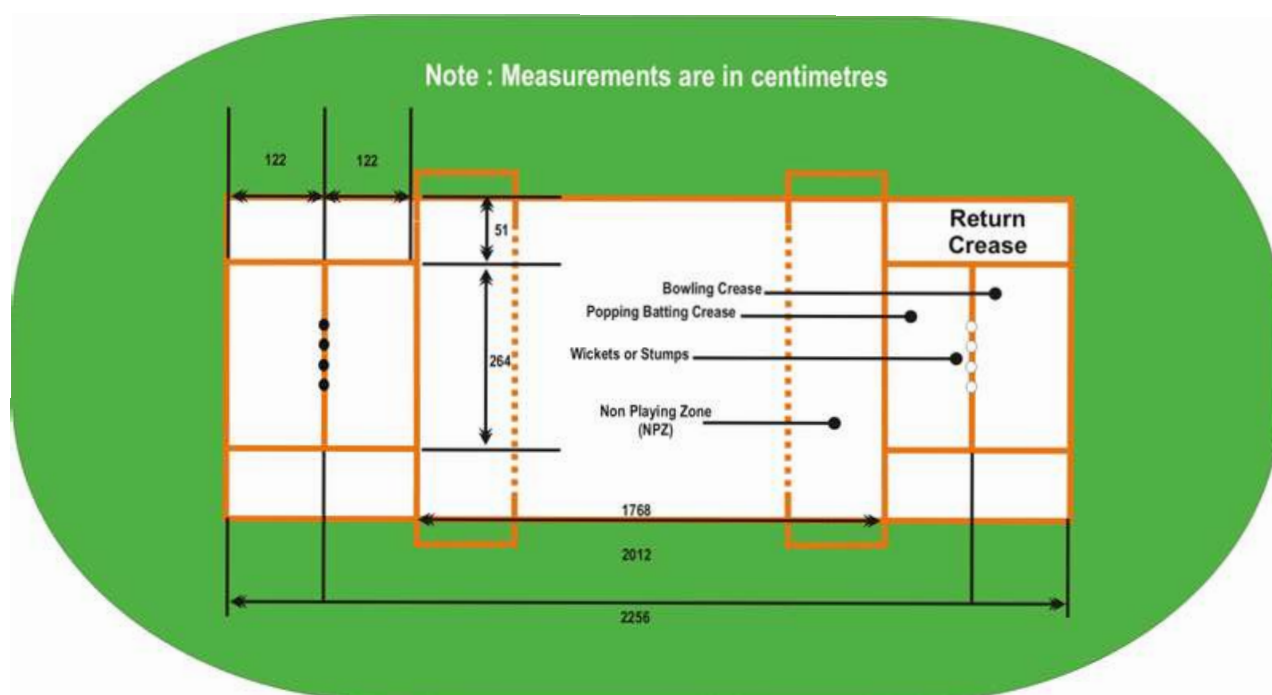
The popping crease, which is the back edge of the crease marking, shall be in front of and parallel to the bowling crease and shall be 4ft/1.22m from it. The popping crease shall be marked to a minimum of 6ft/1.83m on either side of the imaginary line joining the centres of the two middle stumps and shall be considered to be unlimited in length.

4. The return creases

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

5. No Playing Zone Area

The no playing zone area, which are the inside edges of the pitch marking, shall be at inside of popping crease at a rectangular area 10 x 20 fts and on either side by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 6ft/1.83m from it. **See the APPENDIX B**

**Rules 10:****1. Rolling:**

The pitch shall not be rolled during the match except as permitted in (a) and (b) below. (a) Frequency and duration of rolling During the match the pitch may be rolled at the request of the captain of the batting side, for a period of not more than 7 minutes, before the start of each innings, (b) Rolling after a delayed start In addition to the rolling permitted above, if, after the toss and before the first innings of the match, the start is delayed, the captain of the batting side may request to have the pitch rolled for not more than 7 minutes. However, if the umpires together agree that the delay has had no significant effect on the state of the pitch, they shall refuse the request for the rolling of the pitch.

2. Sweeping:

(a) If rolling is to take place the pitch shall first be swept to avoid any possible damage by rolling in debris. This sweeping shall be done so that the 7 minutes allowed for rolling is not affected.

(b) The pitch shall be cleared of any debris between innings

(c) Notwithstanding the provisions of (a) and (b) above, the umpires shall not allow sweeping to take place where they consider it may be detrimental to the surface of the pitch.

3. Mowing:

(a) The pitch: The pitch shall be mown on each day of the match on which play is expected to take place, if ground and weather conditions allow.

(b) The outfield: In order to ensure that conditions are as similar as possible for both sides, the outfield shall be mown on each day of the match on which play is expected to take place, if ground and weather conditions allow. If, for reasons other than ground and weather conditions, complete mowing of the outfield is not possible, the Ground Authority shall notify the captains and umpires of the procedure to be adopted for such mowing during the match.

(c) Responsibility for mowing: All mowings which are carried out before the match shall be the responsibility of the Ground Authority. All subsequent mowings shall be carried out under the supervision of the umpires.

(d) Timing of mowing: Mowing of the pitch on any day of the match shall be completed not later than 30 minutes before the time scheduled or rescheduled for play to begin on that day.

4. Watering:

The pitch shall not be watered during the match.

5. Re-marking creases.

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

6. Maintenance of footholes.

The umpires shall ensure that the holes made by the bowlers and batsmen are cleaned out and dried whenever necessary to facilitate play. In matches of more than one day's duration, the umpires shall allow, if necessary, the re-turfing of footholes made by the bowler in his delivery stride, or the use of quick-setting fillings for the same purpose.

7. Securing of footholds and maintenance of pitch.

During play, the umpires shall allow the players to secure their footholds by the use of sawdust provided that no damage to the pitch is caused and that Rules 42 (Fair and unfair play) is not contravened.

8. Non-turf pitches. Wherever appropriate, the provisions set out in 1 to 7 above shall apply.

Rules 11:

Covering the Pitch

1. Before the match:

The use of covers before the match is the responsibility of the Ground Authority and may include full covering if required. However, the Ground Authority shall grant suitable facility to the captains to inspect the pitch before the nomination of their players and to the umpires to discharge their duties as laid down in Rules 3 (The umpires), Rules 7 (The pitch), Rules 8 (The wickets), Rules 9 (The bowling, popping and return creases, no playing zone area) and Rules 10 (Preparation and maintenance of the playing area).

2. During the match:

The pitch shall not be completely covered during the match unless provided otherwise by regulations or by agreement before the toss.

3. Covering bowlers' run ups:

Whenever possible, the bowlers' run ups shall be covered in inclement weather, in order to keep them dry. Unless there is agreement for full covering under 2 above the covers so used shall not extend further than 5ft/1.52m in front of each popping crease.

4. Removal of covers

(a) If after the toss the pitch is covered overnight, the covers shall be removed in the morning at the earliest possible moment on each day that play is expected to take place. (b) If covers are used during the day as protection from inclement weather, or if inclement weather delays the removal of overnight covers, they shall be removed promptly as soon as conditions allow.

Rules 12:

Innings:

1. Number of innings:

(a) A match shall be one innings of each side according to agreement reached before the match.

(b) in a one innings match it shall apply to both innings..

Completed innings:

A) in the case of an agreement under 1(b) above, either

- (i) the prescribed number of overs has been bowled or
- (ii) the prescribed time has expired.

4. The toss:

The captains shall toss for the choice of innings on the field of play not earlier than 30 minutes, nor later than 15 minutes, before the scheduled or any rescheduled time for the match to start.

5. Decision to be notified:

The captain of the side winning the toss shall notify the opposing captain of his decision to bat or to field, not later than 10 minutes before the scheduled or any rescheduled time for the match to start. Once notified the decision may not be altered.

Rules 13:

1. Playing disallowed in NPZ - no playing zone area:

(1) Playing on NPZ - no playing zone area, the playing is disallowed in NPZ - no playing zone area for batsmen, if any batsmen played stroke in NPZ four times, batsmen will be awarded Out. If fielding side appeal with NPZ with umpire for NPZ, and umpire call third umpire for right decision, the following provisions shall also adopt (1) if batsmen played ball by bat in NPZ area four times shall Out.

(a) Playing on NPZ - no playing zone area, the playing is disallowed in NPZ - no playing zone area for batsmen, if any batsmen played stroke in NPZ four times, batsmen will be awarded Out. If fielding side appeal with NPZ with umpire for NPZ, and umpire call third umpire for right decision, the following provisions shall also adopt (1) if batsmen played ball by bat in NPZ area four times shall Out.

(b) if batsmen played stroke and ball return in NPZ area without contact with the bat of the batsmen shall not be counted NPZ.

(c) if batsmen played stroke and ball return in NPZ area make contact suddenly or intentionally with a fielder, bowlers in NPZ area shall not be counted NPZ.

(d) if batsmen tried to play ball but ball no contact with bat and return into NPZ area, contact with pad and other part of body so it shall not be counted NPZ.

(e) both on-field umpires be unable to make a decision, the bowler's end umpire shall be entitled to refer the decision to the third umpire to review a TV replay(s) of the batsman's stroke played in NPZ area.

Rules 14:

Scorers to be informed:

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

Rules 15:

1. Agreement of intervals:

(a) **Before the toss:** (b) In a match no specific time need be agreed for the drink interval. (b) Intervals for drinks may not be taken during the last hour of the match.

2. Changing agreed times for intervals - Interval between Innings:

The innings of the team batting second shall not commence before the scheduled time for commencement of the second session unless the team batting first has completed its innings at least 30 minutes prior to the scheduled interval, in which case a ten minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled. Where play is delayed or interrupted the umpires will reduce the length of the interval as provisions Rules 15.3.

3. Time Lost Interval:

Up to 60 minutes 30 minutes between 60 and 120 minutes 20 minutes more than 120 minutes 10 minutes

4. Intervals for drinks:

(a) Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. The provisions Rules shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

(b) An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper super-cricket attire.

Rules 16:

Start of Play; Cessation of Play

1. Call of Play

The umpire at the bowler's end shall call Play at the start of the match and on the resumption of play after any interval or interruption.

2. Call of Time :

The umpire at the bowler's end shall call Time on the cessation of play before any interval or interruption of play and at the conclusion of the match. See Rules 27 (Appeals).

3. Removal of bails :

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

4. Starting a new over:

Another over shall always be started at any time during the match, if the umpire, after walking at his normal pace, has arrived at his position behind the stumps at the bowler's end before the time agreed for the next interval, or for the close of play, has been reached.

5. Last hour of match - interruptions of play:

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

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

(b) One over shall be deducted for every complete 3 minutes of time lost.

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

(d) If, when one hour of playing time remains, an interruption is already in progress,

(i) only the time lost after this moment shall be counted in the calculation;

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

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

6. Conclusion of match :

The match is concluded

(a) as soon as a result, as defined in sections 1,2,3 or 4 of Rules 21 (The result), is reached.

(b) as soon as both, if, without the match being concluded either as in (a) or in (b) above, the players leave the field, either for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible thereafter.

7. Bowler unable to complete an over during last hour of match:

If, for any reason, a bowler is unable to complete an over during the last hour, Rules 22.8 (Bowler incapacitated or suspended during an over) shall apply.

Rules 17:**1. Practice on the field:**

There shall be no bowling or batting practice on the pitch, or on the area parallel and immediately adjacent to the pitch, at any time on any day of the match.

2. Trial run up:

No bowler shall have a trial run up between the call of Play and the call of Time unless the umpire is satisfied that it will not cause any waste of time.

Rules 18:**Scoring Runs:****1. A run:**

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

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

(b) when a boundary is scored. See Rules 19 (Boundaries).

(c) when penalty runs are awarded. See 6 below.

(d) when Lost ball is called. See Rules 20 (Lost ball).

2. Runs disallowed:

(b) Although a short run shortens the succeeding one, the latter if completed shall not be regarded as short. A striker taking stance in front of his popping crease may run from that point also without penalty.

4. Unintentional short runs:

Except in the circumstances of 5 below,

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

(b) if, after either or both batsmen runs short, a boundary is scored, the umpire concerned shall disregard the short running and shall not call or signal Short run.

(c) if both batsmen run short in one and the same run, this shall be regarded as only one short run. (d) if more than one run is short then, subject to (b) and (c) above, all runs so called shall not be scored. If there has been more than one short run the umpire shall inform the scorers as to the number of runs scored.

5. Deliberate short runs

Notwithstanding 4 above, if either umpire considers that either or both batsmen deliberately run short at his end, the following procedure shall be adopted

(i) the umpire concerned shall, when the ball is dead, warn the batsman or batsmen that the practice is unfair, indicate that this is a first and final warning and inform the other umpire of what has occurred.

(ii) the batsmen shall return to their original ends.

(iii) whether a batsman is dismissed or not, the umpire at the bowler's end shall disallow all runs to the batting side from that delivery other than the penalty for a No ball or Wide, or penalties under Rules 42, if applicable.

(iv) the umpire at the bowler's end shall inform the scorers as to the number of runs scored.

6. Runs scored for penalties:

Runs shall be scored for penalties under 5 above and Rules 2.6 (Player returning without permission), Rules 24 (No ball), Rules 25 (Wide ball), Rules 41.2 (Fielding the ball), 41.3 (Protective helmets belonging to the fielding side) and Rules 42 (Fair and unfair play).

7. Runs scored for boundaries:

Runs shall be scored for boundary allowances under Rules 19 (Boundaries).

8. Runs scored for Lost ball:

Runs shall be scored when Lost ball is called under Rules 20 (Lost ball).

9. Batsman dismissed:

When either batsman is dismissed (a) any penalties to either side that may be applicable shall stand but no other runs shall be scored, except as stated in 10 below. Note, however, Rules 42.17(b) (Penalty runs).

(b) 12(a) below will apply if the method of dismissal is Caught, Handled the ball or Obstructing the field. 12(a) will also apply if a batsman is Run out, except in the circumstances of Rules 2.8 (Transgression of the Rules by a batsman who has a runner) where 12(b) below will apply.

(c) the not out batsman shall return to his original end except as stated in (b) above.

10. Runs scored when a batsman is dismissed:

In addition to any penalties to either side that may be applicable, if a batsman is

(a) dismissed Handled the ball, the batting side shall score the runs completed before the offence.

(b) dismissed Obstructing the field, the batting side shall score the runs completed before the offence. If, however, the obstruction prevents a catch from being made, no runs other than penalties shall be scored.

(c) dismissed Run out, the batting side shall score the runs completed before the dismissal. If, however, a striker with a runner is himself dismissed Run out, no runs other than penalties shall be scored. See Rules 2.8 (Transgression of the Rules by a batsman who has a runner).

11. Runs scored when ball becomes dead:

(a) When the ball becomes dead on the fall of a wicket, runs shall be scored as laid down in 9 and 10 above.

(b) When the ball becomes dead for any reason other than the fall of a wicket, or is called dead by an umpire, unless there is specific provision otherwise in the Rules, the batting side shall be credited with

(i) all runs completed by the batsmen before the incident or call and

(ii) the run in progress if the batsmen have crossed at the instant of the incident or call. Note specifically, however, the provisions of Rules 34.4(c) (Runs from ball lawfully struck more than once) and Rules 42.5(b)(iii) (Deliberate distraction or obstruction of batsman). And

(iii) any penalties that are applicable.

12. Batsman returning to wicket he has left:

- (a) If, while the ball is in play, the batsmen have crossed in running, neither shall return to the wicket he has left, except as in (b) below.
- (b) The batsmen shall return to the wickets they originally left in the cases of, and only in the cases of (i) a boundary; (ii) disallowance of runs for any reason; (iii) the dismissal of a batsman, except as in 9(b) above.

Rules 19:**Boundaries:****1. The boundary of the field of play:**

- (a) Before the toss, the umpires shall agree the boundary of the field of play with both captains. The boundary shall if possible be marked along its whole length.
- (b) The boundary shall be agreed so that no part of any sight-screen is within the field of play.
- (c) An obstacle or person within the field of play shall not be regarded as a boundary unless so decided by the umpires before the toss. See Rules 3.4(ii) (To inform captains and scorers).

2. Defining the boundary - boundary marking:

- (a) Wherever practicable the boundary shall be marked by means of a white line or a rope laid along the ground.
- (b) If the boundary is marked by an Arranged line,
 - (i) the inside edge of the line shall be the boundary edge.
 - (ii) a flag, post or board used merely to highlight the position of a line marked on the ground must be placed outside the boundary edge and is not itself to be regarded as defining or marking the boundary. Note, however, the provisions of (c) below.
 - (c) If a solid object is used to mark the boundary, it must have an edge or a line to constitute the boundary edge.
 - (i) For a rope, which includes any similar object of curved cross section lying on the ground, the boundary edge will be the line formed by the innermost points of the rope along its length.
 - (ii) For a fence, which includes any similar object in contact with the ground, but with a flat surface projecting above the ground, the boundary edge will be the base line of the fence.
 - (d) If the boundary edge is not defined as in (b) or (c) above, the umpires and captains must agree, before the toss, what line will be the boundary edge. Where there is no physical marker for a section of boundary, the boundary edge shall be the imaginary straight line joining the two nearest marked points of the boundary edge.
 - (e) If a solid object used to mark the boundary is disturbed for any reason during play, then if possible it shall be restored to its original position as soon as the ball is dead. If this is not possible, then
 - (i) if some part of the fence or other marker has come within the field of play, that portion is to be removed from the field of play as soon as the ball is dead.
 - (ii) the line where the base of the fence or marker originally stood shall define the boundary edge.

3. Scoring a boundary:

- (a) A boundary shall be scored and signalled by the umpire at the bowler's end whenever, while the ball is in play, in his opinion (i) the ball touches the boundary, or is grounded beyond the boundary. (ii) a fielder, with some part of his person in contact with the ball, touches the boundary or has some part of his person grounded beyond the boundary.
- (b) The phrases 'touches the boundary' or 'touching the boundary' shall mean contact with either (i) the boundary edge as defined in 2 above or (ii) any person or obstacle within the field of play which has been designated a boundary by the umpires before the toss.
- (c) The phrase 'grounded beyond the boundary' shall mean contact with either (i) any part of a line or a solid object marking the boundary, except its boundary edge or (ii) the ground outside the boundary edge or (iii) any object in contact with the ground outside the boundary edge.

4. Runs allowed for boundaries:

- (a) Before the toss, the umpires shall agree with both captains the runs to be allowed for boundaries. In deciding the allowances, the umpires and captains shall be guided by the prevailing custom of the ground.
- (b) Unless agreed differently under (a) above, the allowances for boundaries shall be Super Ten (10) runs if the ball having been struck by the bat pitches beyond the boundary, but otherwise Super Six (6) runs. These allowances shall still apply even though the ball has previously touched a fielder. See also (c) below. (c) The ball shall be regarded as pitching beyond the boundary and Super Ten (10) runs shall be scored if a fielder (i) has any part of his person touching the boundary or grounded beyond the boundary when he catches the ball. (ii) catches the ball and subsequently touches the boundary or grounds some part of his person beyond the boundary while carrying the ball but before completing the catch. See Rules 32 (Caught).

5. Runs scored:

When a boundary is scored,

(a) the penalty for a No ball or a Wide, if applicable, shall stand together with any penalties under any of Rules 2.6 (Player returning without permission), Rules 18.5(b) (Deliberate short runs) or Rules 42 (Fair and unfair play) that apply before the boundary is scored.

(b) the batting side, except in the circumstances of 6 below, shall additionally be awarded whichever is the greater of (i) the allowance for the boundary. (ii) the runs completed by the batsmen, together with the run in progress if they have crossed at the instant the boundary is scored. When these runs exceed the boundary allowance, they shall replace the boundary for the purposes of Rules 18.12 (Batsman returning to wicket he has left).

6. Overthrow or wilful act of fielder:

If the boundary results either from an overthrow or from the wilful act of a fielder the runs scored shall be (i) the penalty for a No ball or a Wide, if applicable, and penalties under any of Rules 2.6 (Player returning without permission), Rules 18.5(b) (Deliberate short runs) or Rules 42 (Fair and unfair play) that are applicable before the boundary is scored and (ii) the allowance for the boundary and (iii) the runs completed by the batsmen, together with the run in progress if they have crossed at the instant of the throw or act. Rules 18.12(a) (Batsman returning to the wicket he has left) shall apply as from the instant of the throw or act.

Rules 20:**Lost Ball:****1. Fielder to call Lost ball:**

If a ball in play cannot be found or recovered, any fielder may call Lost ball. The ball shall then become dead. See Rules 23.1 (Ball is dead). Rules 18.12 (Batsman returning to wicket he has left) shall apply as from the instant of the call.

2. Ball to be replaced:

The umpires shall replace the ball with one, which has had wear comparable with that which the previous ball had received before it was lost or became irrecoverable. See Rules 5.5 (Ball lost or becoming unfit for play).

3. Runs scored:

(a) The penalty for a No ball or a Wide, if applicable, shall stand, together with any penalties under any of Rules 2.6 (Player returning without permission), Rules 18.5(b) (Deliberate short runs) or Rules 42 (Fair and unfair play) that are applicable before the call of Lost ball.

(b) The batting side shall additionally be awarded either (i) the runs completed by the batsmen, together with the run in progress if they have crossed at the instant of the call, or (ii) Super Ten (10) runs, whichever is the greater.

4. How scored:**1. A Win - one innings match:**

The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. Note also 5 below.

2. Umpires awarding a match:

(a) A match shall be lost by a side which either (i) concedes defeat or (ii) in the opinion of the umpires, refuses to play.

(b) If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall ascertain the cause of the action. If they then decide together that this action does constitute a refusal to play by one side, they shall so inform the captain of that side. If the captain persists in the action the umpires shall award the match in accordance with (a)(ii) above.

(c) If action as in (b) above takes place after play has started and does not constitute a refusal to play (i) playing time lost shall be counted from the start of the action until play recommences, subject to Rules 15 (ii) the time for close of play on that day shall be extended by this length of time, subject to Rules 3.9 (Suspension of play for adverse conditions of ground, weather or light). (iii) if applicable, no overs shall be deducted during the last hour of the match solely on account of this time.

3. A Tie:

The result of a match shall be a Tie when the scores are equal at the conclusion of play, but only if the side batting last has completed its innings.

4. A Draw:

A match which is concluded, as defined in Rules 16.9 (Conclusion of a match), without being determined in any of the ways stated in ,2,3 or 4 above, shall count as a Draw.

5. Winning hit or extras:

(a) As soon as a match is concluded as defined in 5 above, it is at an end. Nothing that happens thereafter shall be regarded as part of the match. Note also 9 below.

b) The side batting last will have scored enough runs to win only if its total of runs is sufficient without including any runs completed before the dismissal of the striker by the completion of a catch or by the obstruction of a catch.

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

6. Statement of result:

If the side batting last wins the match, the result shall be stated as a win by the number of wickets still then to fall. If the other side wins the match, the result shall be stated as a win by runs. If the match is decided by one side conceding defeat or refusing to play, the result shall be stated as Match Conceded or Match Awarded as the case may be.

7. Correctness of result:

Any decision as to the correctness of the scores shall be the responsibility of the umpires. See Rules 3.15 (Correctness of scores).

8. Mistakes in scoring:

If, after the umpires and players have left the field in the belief that the match has been concluded, the umpires discover that a mistake in scoring has occurred which affects the result, then, subject to 10 below, they shall adopt the following procedure.

(a) If, when the players leave the field, the side batting last has not completed its innings, and either (i) the number of overs to be bowled in the last hour has not been completed.

(b) If, when the players leave the field, the overs have been completed and time has been reached, or if the side batting last has completed its innings, the umpires shall immediately inform both captains of the necessary corrections to the scores and to the result.

9. Result not to be changed:

Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match - see Rules 3.15 (Correctness of scores) and Rules 4.2 (Correctness of scores) - the result cannot thereafter be changed.

Rules 22: The Over:

1. Number of balls:

The ball shall be bowled from each wicket alternately in overs of 5 balls.

2. Start of an over:

An over has started 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. Call of Over:

When 5 balls have been bowled other than those which are not to count in the over and as the ball becomes dead - see Rules 23 (Dead ball) - the umpire shall call Over before leaving the wicket.

4. Balls not to count in the over:

(a) A ball shall not count as one of the 5 balls of the over unless it is delivered, even though a batsman may be dismissed or some other incident occurs before the ball is delivered.

(b) A ball which is delivered by the bowler shall not count as one of the 5 balls of the over (i) if it is called dead, or is to be considered dead, before the striker has had an opportunity to play it See Rules 23 (Dead ball).

(ii) if it is a No ball. See Rules 24 (No ball).

(iii) if it is a Wide. See Rules 25 (Wide ball).

(iv) if it is called dead in the circumstances of either of Rules 23.3 (vi) (Umpire calling and signalling Dead ball) or Rules 42.4 (Deliberate attempt to distract striker).

5. Umpire miscounting:

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

6. Bowler changing ends:

A bowler shall be allowed to change ends as often as desired, provided only that he does not bowl two overs, or parts thereof, consecutively in the same innings.

7. Finishing an over:

(a) Other than at the end of an innings, a bowler shall finish an over in progress unless he is incapacitated, or he is suspended under any of Rules 17.1 (Practice on the field), Rules 42.7 (Dangerous and unfair bowling - action by the umpire), Rules 42.9 (Time wasting by the fielding side), or Rules 42.12 (Bowler running on the protected area after delivering the ball).

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

8. Bowler incapacitated or suspended during an over:

If for any reason a bowler is incapacitated while running up to bowl the first ball of an over, or is incapacitated or suspended during an over, the umpire shall call and signal Dead ball. Another bowler shall complete the over from the same end, provided that he does not bowl two overs, or parts thereof, consecutively in one innings.

Rules 23:**Dead ball:****1. Ball is dead:**

- (a) The ball becomes dead when
 - (i) it is finally settled in the hands of the wicket-keeper or the bowler.
 - (ii) a boundary is scored. See Rules 19.3 (Scoring a boundary).
 - (iii) a batsman is dismissed.
 - (iv) whether played or not it becomes trapped between the bat and person of a batsman or between items of his clothing or equipment.
 - (v) whether played or not it lodges in the clothing or equipment of a batsman or the clothing of an umpire.
 - (vi) it lodges in a protective helmet worn by a member of the fielding side.
 - (vii) there is a contravention of either of Rules 41.2 (Fielding the ball) or 41.3 (Protective helmets belonging to the fielding side).
 - (viii) there is an award of penalty runs under Rules 2.6 (Player returning without permission).
 - (ix) Lost ball is called. See Rules 20 (Lost ball).
 - (x) the umpire calls Over or Time.
- (b) The ball shall be considered to be dead when it is clear to the umpire at the bowler's end that the fielding side and both batsmen at the wicket have ceased to regard it as in play.

2. Ball finally settled:

Whether the ball is finally settled or not is a matter for the umpire alone to decide.

3. Umpire calling and signalling Dead ball:

- (a) When the ball has become dead under 1 above, the bowler's end umpire may call Dead ball, if it is necessary to inform the players.
- (b) Either umpire shall call and signal Dead ball when
 - (i) he intervenes in a case of unfair play.
 - (ii) a serious injury to a player or umpire occurs.
 - (iii) he leaves his normal position for consultation.
 - (iv) one or two or three bails fall from the striker's wicket before he has the opportunity of playing the ball.
 - (v) he is satisfied that for an adequate reason the striker is not ready for the delivery of the ball and, if the ball is delivered, makes no attempt to play it.
 - (vi) the striker is distracted by any noise or movement or in any other way while he is preparing to receive or receiving a delivery. This shall apply whether the source of the distraction is within the game or outside it. Note, however, the provisions of Rules 42.4 (Deliberate attempt to distract the striker). The ball shall not count as one of the over.
 - (vii) the bowler drops the ball accidentally before delivery.
 - (viii) the ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker before entering his delivery stride. See Rules 42.15 (Bowler attempting to run out non-striker before delivery).
 - (ix) he is required to do so under any of the Rules.

4. Ball ceases to be dead:

The ball ceases to be dead - that is, it comes into play - when the bowler starts his run up or, if he has no run up, his bowling action.

5. Action on call of Dead ball:

- (a) A ball is not to count as one of the over if it becomes dead or is to be considered dead before the striker has had an opportunity to play it.
- (b) If the ball becomes dead or is to be considered dead after the striker has had an opportunity to play the ball, except in the circumstances of 3(vi) above and Rules 42.4 (Deliberate attempt to distract striker), no additional delivery shall be allowed unless No ball or Wide has been called.

Rules 24: No ball:**1. Mode of delivery:**

(a) The umpire shall ascertain whether the bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker. It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case, the umpire shall call and signal No ball.

(b) Underarm bowling shall not be permitted except by special agreement before the match.

2. Fair delivery - the arm:

For a delivery to be fair in respect of the arm the ball must not be thrown. See 3 below. Although it is the primary responsibility of the striker's end umpire to ensure the fairness of a delivery in this respect, there is nothing in this Rules to debar the bowler's end umpire from calling and signalling No ball if he considers that the ball has been thrown.

(a) If, in the opinion of either umpire, the ball has been thrown, he shall

(i) call and signal No ball.

(ii) caution the bowler, when the ball is dead. This caution shall apply throughout the innings.

(iii) inform the other umpire, the batsmen at the wicket, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

(b) If either umpire considers that after such caution, a further delivery by the same bowler in that innings is thrown, the umpire concerned shall repeat the procedure set out in (a) above, indicating to the bowler that this is a final warning. This warning shall also apply throughout the innings.

(c) If either umpire considers that a further delivery by the same bowler in that innings is thrown,

(i) the umpire concerned shall call and signal No ball. When the ball is dead he shall inform the other umpire, the batsmen at the wicket and, as soon as practicable, the captain of the batting side of what has occurred.

(ii) the umpire at the bowler's end shall direct the captain of the fielding side to take the bowler off forthwith. The over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. The bowler thus taken off shall not bowl again in that innings.

(iii) the umpires together shall report the occurrence as soon as possible to the Executive of the fielding side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned.

3. Definition of fair delivery - the arm:

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

4. Bowler throwing towards striker's end before delivery:

If the bowler throws the ball towards the striker's end before entering his delivery stride, either umpire shall call and signal No ball. See Rules 42.16 (Batsmen stealing a run). However, the procedure stated in 2 above of caution, informing, final warning, action against the bowler and reporting shall not apply.

5. Fair delivery - the feet:

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

(i) the bowler's back foot must land within and not touching the return crease.

(ii) the bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease. If the umpire at the bowler's end is not satisfied that both these conditions have been met, he shall call and signal No ball.

6. Ball bouncing more than twice or rolling along the ground:

The umpire at the bowler's end shall call and signal No ball if a ball which he considers to have been delivered, without having previously touched the bat or person of the striker, either (i) bounces more than twice or (ii) rolls along the ground before it reaches the popping crease.

7. Ball coming to rest in front of striker's wicket:

If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

8. Call of No ball for infringement of other Rules:

In addition to the instances above, an umpire shall call and signal No ball as required by the following Rules.

Rules 40.3 - Position of wicket-keeper

Rules 41.5 - Limitation of on side fielders

Rules 41.6 - Fielders not to encroach on the pitch

Rules 42.6 - Dangerous and unfair bowling

Rules 42.8 - Deliberate bowling of high full pitched balls.

9. Revoking a call of No ball:

An umpire shall revoke the call of No ball if the ball does not leave the bowler's hand for any reason.

10. No ball to over-ride Wide:

A call of No ball shall over-ride the call of Wide ball at any time. See Rules 25.1 (Judging a Wide) and 25.3 (Call and signal of Wide ball).

11. Ball not dead:

The ball does not become dead on the call of No ball.

12. Penalty for a No ball:

A penalty of one run shall be awarded instantly on the call of No ball. Unless the call is revoked this penalty shall stand even if a batsman is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other penalties awarded.

13. Runs resulting from a No ball - how scored:

The two runs penalty for a No ball shall be scored as a No ball extra. If other penalty runs have been awarded to either side, these shall be scored as in Rules 42.17 (Penalty runs). Any runs completed by the batsmen or a boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they also shall be scored as No ball extras. Apart from any award of a Super Six run penalty, all runs resulting from a No ball, whether as No ball extras or credited to the striker, shall be debited against the bowler.

14. No ball not to count:

A No ball shall not count as one of the over. See Rules 22.4 (Balls not to count in the over).

15. Out from a No ball:

When No ball has been called, neither batsman shall be out under any of the Rules except Rules 33 (Handled the ball), Rules 34 (Hit the ball twice), Rules 37 (Obstructing the field) or Rules 38 (Run out).

Rules 25: Wide ball:

1. Judging a Wide:

(a) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if according to the definition in (b) below, in his opinion, the ball passes wide of the striker where he is standing and would also have passed wide of him standing in a normal guard position.

(b) The ball will be considered as passing wide of the striker unless it is sufficiently within his reach for him to be able to hit it with his bat by means of a normal super-cricket stroke.

2. Delivery not a Wide:

The umpire shall not adjudge a delivery as being a Wide (a) if the striker, by moving, either (i) causes the ball to pass wide of him, as defined in 1(b) above or (ii) brings the ball sufficiently within his reach to be able to hit it with his bat by means of a normal super-cricket stroke. (b) if the ball touches the striker's bat or person.

3. Call and signal of Wide ball:

(a) If the umpire adjudges a delivery to be a Wide he shall call and signal Wide ball as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant of delivery, even though it cannot be called Wide until it passes the striker's wicket.

(b) The umpire shall revoke the call of Wide ball if there is then any contact between the ball and the striker's bat or person.

(c) The umpire shall revoke the call of Wide ball if a delivery is called a No ball. See Rules 24.10 (No ball to over-ride Wide).

4. Ball not dead:

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

5. Penalty for a Wide:

A penalty of two runs shall be awarded instantly on the call of Wide ball. Unless the call is revoked (see 3 above), this penalty shall stand even if a batsman is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other penalties awarded.

6. Runs resulting from a Wide - how scored:

All runs completed by the batsmen or a boundary allowance, together with the penalty for the Wide, shall be scored as Wide balls. Apart from any award of a 8 run penalty, all runs resulting from a Wide ball shall be debited against the bowler.

7. Wide not to count:

A Wide shall not count as one of the over. See Rules 22.4 (Balls not to count in the over).

8. Out from a Wide:

When Wide ball has been called, neither batsman shall be out under any of the Rules except Rules 33 (Handled the ball), Rules 35 (Hit wicket), Rules 37 (Obstructing the field), Rules 38 (Run out) or Rules 39 (Stumped).

Rules 26: Bye and leg bye:**1. Byes:**

If the ball, not being a No ball or a Wide, passes the striker without touching his bat or person, any runs completed by the batsmen or a boundary allowance shall be credited as Byes to the batting side.

2. Leg byes:

(a) If the ball, not having previously touched the striker's bat, strikes his person and the umpire is satisfied that the striker has either (i) attempted to play the ball with his bat, or (ii) tried to avoid being hit by the ball, then any runs completed by the batsmen or a boundary allowance shall be credited to the batting side as Leg byes, unless No ball has been called.

(b) If No ball has been called, the runs in (a) above, together with the penalty for the No ball, shall be scored as No ball extras.

3. Leg byes not to be awarded:

If in the circumstances of 2(a) above, the umpire considers that neither of the conditions (i) and (ii) has been met, then Leg byes will not be awarded. The batting side shall not be credited with any runs from that delivery apart from the two runs penalty for a No ball if applicable. Moreover, no other penalties shall be awarded to the batting side when the ball is dead. See Rules 42.17 (Penalty runs). The following procedure shall be adopted.

(a) If no run is attempted but the ball reaches the boundary, the umpire shall call and signal Dead ball, and disallow the boundary. (b) If runs are attempted and if

(i) neither batsman is dismissed and the ball does not become dead for any other reason, the umpire shall call and signal Dead ball as soon as one run is completed or the ball reaches the boundary. The batsmen shall return to their original ends. The run or boundary shall be disallowed.

(ii) before one run is completed or the ball reaches the boundary, a batsman is dismissed, or the ball becomes dead for any reason, all the provisions of the Rules will apply, except that no runs and no penalties shall be credited to the batting side, other than the penalty for a No ball if applicable.

Rules 27: Appeals:**1. Umpire not to give batsman out without an appeal:**

Neither umpire shall give a batsman out, even though he may be out under the Rules, unless appealed to by the fielding side. This shall not debar a batsman who is out under any of the Rules from leaving his wicket without an appeal having been made. Note, however, the provisions of 7 below.

2. Batsman dismissed:

A batsman is dismissed if either (a) he is given out by an umpire, on appeal or (b) he is out under any of the Rules and leaves his wicket as in 1 above.

3. Timing of appeals:

For an appeal to be valid it must be made before the bowler begins his run up or, if he has no run up, his bowling action to deliver the next ball, and before Time has been called. The call of Over does not invalidate an appeal made prior to the start of the following over provided Time has not been called. See Rules 16.2 (Call of Time) and Rules 22.2 (Start of an over).

4. Appeal "How's That?":

An appeal "How's That?" covers all ways of being out.

5. Answering appeals:

The umpire at the bowler's end shall answer all appeals except those arising out of any of Rules 35 (Hit wicket), Rules 39 (Stumped) or Rules 38 (Run out) when this occurs at the striker's wicket. A decision Not out by one umpire shall not prevent the other umpire from giving a decision, provided that each is considering only matters within his jurisdiction. When a batsman has been given Not out, either umpire may, within his jurisdiction, answer a further appeal provided that it is made in accordance with 3 above.

6. Consultation by umpires:

Each umpire shall answer appeals on matters within his own jurisdiction. If an umpire is doubtful about any point that the other umpire may have been in a better position to see, he shall consult the latter on this point of fact and shall then give his decision. If, after consultation, there is still doubt remaining the decision shall be Not out.

7. Batsman leaving his wicket under a misapprehension:

An umpire shall intervene if satisfied that a batsman, not having been given out, has left his wicket under a misapprehension that he is out. The umpire intervening shall call and signal Dead ball to prevent any further action by the fielding side and shall recall the batsman.

9. Umpire's decision:

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

Rules 28: The wicket is down:**1. Wicket put down:**

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

(i) the ball.

(ii) the striker's bat, whether he is holding it or has let go of it.

(iii) the striker's person or by any part of his clothing or equipment becoming detached from his person.

(iii) a fielder, with his hand or arm, providing that the ball is held in the hand or hands so used, or in the hand of the arm so used.

The wicket is also put down if a fielder pulls a stump out of the ground in the same manner.

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

2. One bail off:

If one bail is off, it shall be sufficient for the purpose of putting the wicket down to remove the remaining bail, or to strike or pull any of the three stumps out of the ground, in any of the ways stated in 1 above.

3. Remaking the wicket:

If the wicket is broken or put down while the ball is in play, the umpire shall not remake the wicket until the ball is dead. See Rules 23 (Dead ball). Any fielder, however, may

(i) replace a bail or bails on top of the stumps.

(ii) put back one or more stumps into the ground where the wicket originally stood.

4. Dispensing with bails:

If the umpires have agreed to dispense with bails, in accordance with Rules 8.5 (Dispensing with bails), the decision as to whether the wicket has been put down is one for the umpire concerned to decide.

(a) After a decision to play without bails, the wicket has been put down if the umpire concerned is satisfied that the wicket has been struck by the ball, by the striker's bat, person, or items of his clothing or equipment separated from his person as described in 1(a)(ii) or 1(a)(iii) above, or by a fielder with the hand holding the ball or with the arm of the hand holding the ball.

(b) If the wicket has already been broken or put down, (a) above shall apply to any stump or stumps still in the ground. Any fielder may replace a stump or stumps, in accordance with 3 above, in order to have an opportunity of putting the wicket down.

Rules 29: Batsman out of his ground:**1. When out of his ground:**

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

2. Which is a batsman's ground:

(a) If only one batsman is within a ground

(i) it is his ground.

(ii) it remains his ground even if he is later joined there by the other batsman.

b) If both batsmen are in the same ground and one of them subsequently leaves it, (a)(i) above applies.

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

(d) If a ground belongs to one batsman, then, unless there is a striker with a runner, the other ground belongs to the other batsman irrespective of his position.

(e) When a batsman with a runner is striker, his ground is always that at the wicket-keeper's end. However, (a), (b), (c) and (d) above will still apply, but only to the runner and the non-striker, so that that ground will also belong to either the non-striker or the runner, as the case may be.

3. Position of non-striker:

The batsman at the bowler's end should be positioned on the opposite side of the wicket to that from which the ball is being delivered, unless a request to do otherwise is granted by the umpire

Rules 30: Bowled:**1. Out Bowled:**

(a) The striker is out Bowled if his wicket is put down by a ball delivered by the bowler, not being a No ball, even if it first touches his bat or person.

(b) Notwithstanding (a) above he shall not be out Bowled if before striking the wicket the ball has been in contact with any other player or with an umpire. He will, however, be subject to Rules 33 (Handled the ball), Rules 37 (Obstructing the field), Rules 38 (Run out) and Rules 39 (Stumped).

2. Bowled to take precedence :

The striker is out Bowled if his wicket is put down as in 1 above, even though a decision against him for any other method of dismissal would be justified.

Rules 31: Timed out:**1. Out Timed out:**

(a) Unless Time has been called, the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 3 minutes of the fall of the previous wicket. If this requirement is not met, the incoming batsman will be out, Timed out.

(b) In the event of protracted delay in which no batsman comes to the wicket, the umpires shall adopt the procedure of Rules 21.3 (Umpires awarding a match). For the purposes of that Rules the start of the action shall be taken as the expiry of the 3 minutes referred to above.

2. Bowler does not get credit:

The bowler does not get credit for the wicket.

Rules 32: Caught:**1. Out Caught:**

The striker is out Caught if a ball delivered by the bowler, not being a No ball, touches his bat without having previously been in contact with any member of the fielding side and is subsequently held by a fielder as a fair catch before it touches the ground.

2. Caught to take precedence:

If the criteria of 1 above are met and the striker is not out Bowled, then he is out Caught, even though a decision against either batsman for another method of dismissal would be justified. Runs completed by the batsmen before the completion of the catch will not be scored. Note also Rules 21.6 (Winning hit or extras) and Rules 42.17(b) (Penalty runs).

3. A fair catch:

A catch shall be considered to have been fairly made if

(a) throughout the act of making the catch

(i) any fielder in contact with the ball is within the field of play. See 4 below.

(ii) the ball is at no time in contact with any object grounded beyond the boundary.

The act of making the catch shall start from the time when a fielder first handles the ball and shall end when a fielder obtains complete control both over the ball and over his own movement.

(b) the ball is hugged to the body of the catcher or accidentally lodges in his clothing or, in the case of the wicket-keeper, in his pads. However, it is not a fair catch if the ball lodges in a protective helmet worn by a fielder. See Rules 23 (Dead ball).

(c) the ball does not touch the ground, even though the hand holding it does so in effecting a catch.

(d) a fielder catches the ball after it has been lawfully struck more than once by the striker, but only if the ball has not touched the ground since first being struck.

(e) a fielder catches the ball after it has touched an umpire, another fielder or the other batsman. However, it is not a fair catch if the ball has touched a protective helmet worn by a fielder, although the ball remains in play.

(f) a fielder catches the ball in the air after it has crossed the boundary provided that

(i) he has no part of his person touching, or grounded beyond, the boundary at any time when he is in contact with the ball.

(ii) the ball has not been grounded beyond the boundary. See Rules 19.3 (Scoring a boundary).

(g) the ball is caught off an obstruction within the boundary, provided it has not previously been decided to regard the obstruction as a boundary.

4. Fielder within the field of play:

(a) A fielder is not within the field of play if he touches the boundary or has any part of his person grounded beyond the boundary. See Rules 19.3 (Scoring a boundary).

(b) Super Ten (10) runs shall be scored if a fielder

(i) has any part of his person touching, or grounded beyond, the boundary when he catches the ball.

(ii) catches the ball and subsequently touches the boundary or grounds some part of his person over the boundary while carrying the ball but before completing the catch. See Rules 19.3 (Scoring a boundary) and 19.4 (Runs allowed for boundaries).

5. No runs to be scored:

If the striker is dismissed Caught, runs from that delivery completed by the batsmen before the completion of the catch shall not be scored, but any penalties awarded to either side when the ball is dead, if applicable, will stand. Rules 18.12(a) (Batsman returning to wicket he has left) shall apply from the instant of the catch.

Rules 33: Handled the ball:

1. Out Handled the ball:

Either batsman is out Handled the ball if he wilfully touches the ball while in play with a hand or hands not holding the bat unless he does so with the consent of the opposing side.

2. Not out Handled the ball:

Notwithstanding 1 above, a batsman will not be out under this Rules if

(i) he handles the ball in order to avoid injury.

(ii) he uses his hand or hands to return the ball to any member of the fielding side without the consent of that side. Note, however, the provisions of Rules 37.4 (Returning the ball to a member of the fielding side).

3. Runs scored:

If either batsman is dismissed under this Rules, any runs completed before the offence, together with any penalty extras and the penalty for a No ball or Wide, if applicable, shall be scored. See Rules 18.10 (Runs scored when a batsman is dismissed) and Rules 42.17 (Penalty runs).

4. Bowler does not get credit:

The bowler does not get credit for the wicket.

Rules 34: Hit the ball twice:

1. Out Hit the ball twice:

(a) The striker is out Hit the ball twice if, while the ball is in play, it strikes any part of his person or is struck by his bat and before the ball has been touched by a fielder, he wilfully strikes it again with his bat or person, other than a hand not holding the bat, except for the sole purpose of guarding his wicket. See 3 below and Rules 33 (Handled the ball) and Rules 37 (Obstructing the field).

(b) For the purpose of this Rules, 'struck' or 'strike' shall include contact with the person of the striker.

2. Not out Hit the ball twice:

Notwithstanding 1 (a) above, the striker will not be out under this Rules if

(i) he makes a second or subsequent stroke in order to return the ball to any member of the fielding side. Note, however, the provisions of Rules 37.4 (Returning the ball to a member of the fielding side).

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

3. Ball lawfully struck more than once:

Solely in order to guard his wicket and before the ball has been touched by a fielder, the striker may lawfully strike the ball more than once with his bat or with any part of his person other than a hand not holding the bat. Notwithstanding this provision, the striker may not prevent the ball from being caught by making more than one stroke in defence of his wicket. See Rules 37.3 (Obstructing a ball from being caught).

4. Runs permitted from ball lawfully struck more than once:

When the ball is lawfully struck more than once, as permitted in 3 above, only the first strike is to be considered in determining whether runs are to be allowed and how they are to be scored. (a) If on the first strike the umpire is satisfied that either (i) the ball first struck the bat or (ii) the striker attempted to play the ball with his bat or (iii) the striker tried to avoid being hit by the ball then any penalties to the batting side that are applicable shall be allowed.

(b) If the conditions in (a) above are met then, if they result from overthrows, and only if they result from overthrows, runs completed by the batsmen or a boundary will be allowed in addition to any penalties that are applicable. They shall be credited to the striker if the first strike was with the bat. If the first strike was on the person of the striker they shall be scored as Leg byes or No ball extras, as appropriate. See Rules 26.2 (Leg byes).

(c) If the conditions of (a) above are met and there is no overthrow until after the batsmen have started to run, but before one run is completed, (i) only subsequent completed runs or a boundary shall be allowed. The first run shall count as a completed run for this purpose only if the batsmen have not crossed at the instant of the throw.

(ii) if in these circumstances the ball goes to the boundary from the throw then, notwithstanding the provisions of Rules 19.6 (Overthrow or wilful act of fielder), only the boundary allowance shall be scored.

(iii) if the ball goes to the boundary as the result of a further overthrow, then runs completed by the batsmen after the first throw and before this final throw shall be added to the boundary allowance. The run in progress at the first throw will count only if they have not crossed at that moment; the run in progress at the final throw shall count only if they have crossed at that moment. Rules 18.12 (Batsman returning to the wicket he has left) shall apply as from the moment of the final throw.

(d) If, in the opinion of the umpire, none of the conditions in (a) above have been met then, whether there is an overthrow or not, the batting side shall not be credited with any runs from that delivery apart from the penalty for a No ball if applicable. Moreover, no other penalties shall be awarded to the batting side when the ball is dead. See Rules 42.17 (Penalty runs).

5. Ball lawfully struck more than once - action by the umpire:

If no runs are to be allowed, either in the circumstances of 4(d) above, or because there has been no overthrow and

(a) if no run is attempted but the ball reaches the boundary, the umpire shall call and signal Dead ball and disallow the boundary.

(b) if the batsmen run and

(i) neither batsman is dismissed and the ball does not become dead for any other reason, the umpire shall call and signal Dead ball as soon as one run is completed or the ball reaches the boundary. The batsmen shall return to their original ends. The run or boundary shall be disallowed.

(ii) a batsman is dismissed, or if for any other reason the ball becomes dead before one run is completed or the ball reaches the boundary, all the provisions of the Rules will apply except that the award of penalties to the batting side shall be as laid down in 4(a) or 4(d) above as appropriate.

6. Bowler does not get credit:

The bowler does not get credit for the wicket.

Rules 35: Hit wicket:

1. Out Hit wicket:

The striker is out Hit wicket if, while the ball is in play, his wicket is put down either by the striker's bat or person as described in Rules 28.1(a)(ii) and (iii) (Wicket put down) either (i) in the course of any action taken by him in preparing to receive or in receiving a delivery, or (ii) in setting off for his first run immediately after playing, or playing at, the ball, or (iii) if he makes no attempt to play the ball, in setting off for his first run, providing that in the opinion of the umpire this is immediately after he has had the opportunity of playing the ball, or (iv) in lawfully making a second or further stroke for the purpose of guarding his wicket within the provisions of Rules 34.3 (Ball lawfully struck more than once).

2. Not out Hit wicket:

Notwithstanding 1 above, the batsman is not out under this Rules should his wicket be put down in any of the ways referred to in 1 above if

(a) it occurs after he has completed any action in receiving the delivery, other than as in 1(ii), (iii) or (iv) above.

(b) it occurs when he is in the act of running, other than in setting off immediately for his first run.

(c) it occurs when he is trying to avoid being run out or stumped. (d) it occurs while he is trying to avoid a throw-in at any time.

(e) the bowler after starting his run up, or his bowling action if he has no run up, does not deliver the ball. In this case either umpire shall immediately call and signal Dead ball. See Rules 23.3 (Umpire calling and signalling Dead ball). (f) the delivery is a No ball.

1. LBW:

The striker is LBW in the circumstances set out below.

(a) The bowler delivers a ball, if LBW, minus 4 runs to batsman & 4 runs will be deducted on his/her team, bowler will be awarded as runs will be reduced on bowler's average of total.

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

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

(d) the point of impact, even if above the level of the bails either

(i) is between wicket and wicket or

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

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

2. Off side of wicket:

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

Rules 37: Obstructing the field:**1. Out Obstructing the field:**

Either batsman is out Obstructing the field if he wilfully obstructs or distracts the opposing side by word or action. It shall be regarded as obstruction if either batsman wilfully, and without the consent of the fielding side, strikes the ball with his bat or person, other than a hand not holding the bat, after the ball has touched a fielder. See 4 below.

2. Accidental obstruction:

It is for either umpire to decide whether any obstruction or distraction is wilful or not. He shall consult the other umpire if he has any doubt.

3. Obstructing a ball from being caught:

The striker is out should wilful obstruction or distraction by either batsman prevent a catch being made. This shall apply even though the striker causes the obstruction in lawfully guarding his wicket under the provisions of Rules 34.3 (Ball lawfully struck more than once).

4. Returning the ball to a member of the fielding side:

Either batsman is out under this Rules if, without the consent of the fielding side and while the ball is in play, he uses his bat or person to return the ball to any member of that side.

5. Runs scored:

If a batsman is dismissed under this Rules, runs completed by the batsmen before the offence shall be scored, together with the penalty for a No ball or a Wide, if applicable. Other penalties that may be awarded to either side when the ball is dead shall also stand. See Rules 42.17(b) (Penalty runs). If, however, the obstruction prevents a catch from being made, runs completed by the batsmen before the offence shall not be scored, but other penalties that may be awarded to either side when the ball is dead shall stand. See Rules 42.17(b) (Penalty runs).

6. Bowler does not get credit:

The bowler does not get credit for the wicket

Rules 38: Run out:**1. Out Run out:**

(a) Either batsman is out Run out, except as in 2 below, if at any time while the ball is in play

(i) he is out of his ground and

(ii) his wicket is fairly put down by the opposing side.

(b) (a) above shall apply even though No ball has been called and whether or not a run is being attempted, except in the circumstances of Rules 39.3(a) (Not out Stumped).

2. Batsman not Run out:

Notwithstanding 1 above, a batsman is not out Run out if

(a) he has been within his ground and has subsequently left it to avoid injury, when the wicket is put down.

(b) the ball has not subsequently been touched again by a fielder, after the bowler has entered his delivery stride, before the wicket is put down.

(c) the ball, having been played by the striker, or having come off his person, directly strikes a helmet worn by a fielder and without further contact with him or any other fielder rebounds directly on to the wicket. However, the ball remains in play and either batsman may be Run out in the circumstances of 1 above if a wicket is subsequently put down.

(d) he is out Stumped. See Rules 39.1(b) (Out Stumped).

(e) he is out of his ground, not attempting a run and his wicket is fairly put down by the wicket-keeper without the intervention of another member of the fielding side, if No ball has been called. See Rules 39.3(b) (Not out Stumped).

3. Which batsman is out:

The batsman out in the circumstances of 1 above is the one whose ground is at the end where the wicket is put down. See Rules 2.8 (Transgression of the Rules by a batsman who has a runner) and Rules 29.2 (Which is a batsman's ground).

4. Runs scored:

If a batsman is dismissed Run out, the batting side shall score the runs completed before the dismissal, together with the penalty for a No ball or a Wide, if applicable. Other penalties to either side that may be awarded when the ball is dead shall also stand. See Rules 42.17 (Penalty runs). If, however, a striker with a runner is himself dismissed Run out, runs completed by the runner and the other batsman before the dismissal shall not be scored.

The penalty for a No ball or a Wide and any other penalties to either side that may be awarded when the ball is dead shall stand. See Rules 2.8 (Transgression of the Rules by a batsman who has a runner) and Rules 42.17(b) (Penalty runs).

5. Bowler does not get credit:

The bowler does not get credit for the wicket.

Rules 39: Stumped:

1. Out Stumped:

(a) The striker is out Stumped if

(i) he is out of his ground and

(ii) he is receiving a ball which is not a No ball and

(iii) he is not attempting a run and

(iv) his wicket is put down by the wicket-keeper without the intervention of another member of the fielding side.

Note Rules 40.3 (Position of wicket-keeper).

(b) The striker is out Stumped if all the conditions of (a) above are satisfied, even though a decision of Run out would be justified.

2. Ball rebounding from wicket-keeper's person:

(a) If the wicket is put down by the ball, it shall be regarded as having been put down by the wicket-keeper if the ball

(i) rebounds on to the stumps from any part of his person or equipment, other than a protective helmet or

(ii) has been kicked or thrown on to the stumps by the wicket-keeper.

(b) If the ball touches a helmet worn by the wicket-keeper, the ball is still in play but the striker shall not be out Stumped. He will, however, be liable to be Run out in these circumstances if there is subsequent contact between the ball and any member of the fielding side. Note, however, 3 below.

3. Not out Stumped:

(a) If the striker is not out Stumped, he is liable to be out Run out if the conditions of Rules 38 (Run out) apply, except as set out in (b) below.

(b) The striker shall not be out Run out if he is out of his ground, not attempting a run, and his wicket is fairly put down by the wicket-keeper without the intervention of another member of the fielding side, if No ball has been called.

Rules 40: The wicket-keeper:

1. Protective equipment:

The wicket-keeper is the only member of the fielding side permitted to wear gloves and external leg guards. If he does so, these are to be regarded as part of his person for the purposes of Rules 41.2 (Fielding the ball). If by his actions and positioning it is apparent to the umpires that he will not be able to discharge his duties as a wicket-keeper, he shall forfeit this right and also the right to be recognised as a wicket-keeper for the purposes of Rules 32.3 (A fair catch), Rules 39 (Stumped), Rules 41.1 (Protective equipment), Rules 41.5 (Limitation of on side fielders) and Rules 41.6 (Fielders not to encroach on the pitch).

2. Gloves:

If the wicket-keeper wears gloves as permitted under 1 above, they shall have no webbing between fingers except that a single piece of flat non-stretch material may be inserted between index finger and thumb solely as a means of support. This insert shall not form a pouch when the hand is extended. **See Appendix C.**

3. Position of wicket-keeper:

The wicket-keeper shall remain wholly behind the wicket at the striker's end from the moment the ball comes into play until

(a) a ball delivered by the bowler either

(i) touches the bat or person of the striker or

(ii) passes the wicket at the striker's end or

(b) the striker attempts a run. In the event of the wicket-keeper contravening this Rules, the umpire at the striker's end shall call and signal No ball as soon as possible after the delivery of the ball.

4. Movement by wicket-keeper:

It is unfair if a wicket-keeper standing back makes a significant movement towards the wicket after the ball comes into play and before it reaches the striker. In the event of such unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball. It will not be considered a significant movement if the wicket-keeper moves a few paces forward for a slower delivery.

6. Interference with wicket-keeper by striker:

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

Appendix C

These diagrams show what is meant by



1. no webbing between the fingers
2. single piece of non-stretch material between finger and thumb as a means of support
3. and, when a hand wearing the glove has the thumb fully extended, the top edge being taut and not protruding beyond the straight line joining the top of the index finger to the top of the thumb.

**Rules 41: The fielder:****1. Protective equipment:**

No member of the fielding side other than the wicket-keeper shall be permitted to wear gloves or external leg guards. In addition, protection for the hand or fingers may be worn only with the consent of the umpires.

2. Fielding the ball:

A fielder may field the ball with any part of his person but if, while the ball is in play he wilfully fields it otherwise,

(a) the ball shall become dead and 10 penalty runs shall be awarded to the batting side. See Rules 42.17 (Penalty runs).

(b) the umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.

(c) the umpires together shall report the occurrence as soon as possible to the Executive of the fielding side and any Governing Body responsible for the match who shall take such action as is considered appropriate against the captain and player concerned.

3. Protective helmets belonging to the fielding side:

Protective helmets, when not in use by fielders, shall only be placed, if above the surface, on the ground behind the wicket-keeper and in line with both sets of stumps. If a helmet belonging to the fielding side is on the ground within the field of play, and the ball while in play strikes it, the ball shall become dead. 10 penalty runs shall then be awarded to the batting side. See Rules 18.11 (Runs scored when ball becomes dead) and Rules 42.17 (Penalty runs).

4. Penalty runs not to be awarded:

Notwithstanding 2 and 3 above, if from the delivery by the bowler, the ball first struck the person of the striker and if, in the opinion of the umpire, the striker neither (i) attempted to play the ball with his bat, nor (ii) tried to avoid being hit by the ball, then no award of 10 penalty runs shall be made and no other runs or penalties shall be credited to the batting side except the penalty for a No ball if applicable. See Rules 26.3 (Leg byes not to be awarded).

5. Limitation of on side fielders:

At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his person, whether grounded or in the air, is in front of this line. In the event of infringement of this Rules by the fielding side the umpire at the striker's end shall call and signal No ball.

6. Fielders not to encroach on the pitch:

While the ball is in play and until the ball has made contact with the bat or person of the striker, or has passed the striker's bat, no fielder, other than the bowler, may have any part of his person grounded on or extended over the pitch. In the event of infringement of this Rules by any fielder other than the wicket-keeper, the umpire at the bowler's end shall call and signal No ball as soon as possible after the delivery of the ball. Note, however, Rules 40.3 (Position of wicket-keeper).

7. Movement by fielders:

Any significant movement by any fielder after the ball comes into play and before the ball reaches the striker is unfair. In the event of such unfair movement, either umpire shall call and signal Dead ball. Note also the provisions of Rules 42.4 (Deliberate attempt to distract striker).

8. Definition of significant movement:

(a) For close fielders anything other than minor adjustments to stance or position in relation to the striker is significant.

(b) In the outfield, fielders are permitted to move in towards the striker or striker's wicket, provided that 5 above is not contravened. Anything other than slight movement off line or away from the striker is to be considered significant.

(c) For restrictions on movement by the wicket-keeper see Rules 40.4 (Movement by wicket-keeper).

Rules 42: Fair and unfair play:**1. Fair and unfair play - responsibility of captains:**

The responsibility lies with the captains for ensuring that play is conducted within the spirit and traditions of the game, as described in The Preamble - The Spirit of Super-Cricket, as well as within the Rules.

2. Fair and unfair play - responsibility of umpires:

The umpires shall be the sole judges of fair and unfair play. If either umpire considers an action, not covered by the Rules, to be unfair, he shall intervene without appeal and, if the ball is in play, shall call and signal Dead ball and implement the procedure as set out in 18 below. Otherwise the umpires shall not interfere with the progress of play, except as required to do so by the Rules.

3. The match ball - changing its condition:

(a) Any fielder may

(b) It is unfair for anyone to rub the ball on the ground for any reason, interfere with any of the seams or the surface of the ball, use any implement, or take any other action whatsoever which is likely to alter the condition of the ball, except as permitted in (a) above.

(c) The umpires shall make frequent and irregular inspections of the ball.

(d) In the event of any fielder changing the condition of the ball unfairly, as set out in (b) above, the umpires after consultation shall

(e) If there is any further instance of unfairly changing the condition of the ball in that innings, the umpires after consultation shall

4. Deliberate attempt to distract striker:

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

(a) If either umpire considers that any action by a member of the fielding side is such an attempt, at the first instance he shall immediately call and signal Dead ball and warn the captain of the fielding side that the action is unfair and indicate that this is a first and final warning.

(b) If there is any further such deliberate attempt in that innings, by any member of the fielding side, the procedures, other than warning, as set out in (a) above shall apply. Additionally, the umpire at the bowler's end shall award 10 penalty runs to the batting side. See 17 below.

5. Deliberate distraction or obstruction of batsman:

In addition to 4 above, it is unfair for any member of the fielding side, by word or action, wilfully to attempt to distract or to obstruct either batsman after the striker has received the ball.

(a) It is for either one of the umpires to decide whether any distraction or obstruction is wilful or not.

(b) If either umpire considers that a member of the fielding side has wilfully caused or attempted to cause such a distraction or obstruction he shall immediately call and signal Dead ball and inform the captain of the fielding side and the other umpire of the reason for the call. Additionally, neither batsman shall be dismissed from that delivery 10 penalty runs shall be awarded to the batting side. See 17 below.

6. Dangerous and unfair bowling:

(a) Bowling of fast short pitched balls

The bowling of fast short pitched balls is dangerous and unfair if the umpire at the bowler's end considers that by their repetition and taking into account their length, height and direction they are likely to inflict physical injury on the striker, irrespective of the protective equipment he may be wearing. The relative skill of the striker shall be taken into consideration. The umpire shall call and signal No ball for each such delivery.

(b) Bowling of high full pitched balls

Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair,

the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall continue to apply throughout the innings.

8. Deliberate bowling of high full pitched balls:

If the umpire considers that a high full pitch which is deemed to be dangerous and unfair, as defined in 6 above, was deliberately bowled, then the caution and warning prescribed in 7 above shall be dispensed with. The umpire shall

- (a) call and signal No ball.
- (b) direct the captain, when the ball is dead, to take the bowler off forthwith.
- (c) implement the remainder of the procedure as laid down in 7 above.

9. Time wasting by the fielding side:

It is unfair for any member of the fielding side to waste time.

(a) If the captain of the fielding side wastes time, or allows any member of his side to waste time, or if the progress of an over is unnecessarily slow, at the first instance the umpire shall call and signal Dead ball if necessary and warn the captain, and indicate that this is a first and final warning. If the waste of time is not during the course of an over, award 10 penalty runs to the batting side. See 17 below.

10. Batsman wasting time:

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

(a) Should either batsman waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his run up or when the ball is dead, as appropriate, the umpire shall warn the batsman and indicate that this is a first and final warning. This warning shall continue to apply throughout the innings. The umpire shall so inform each incoming batsman and inform the other umpire, the other batsman and the captain of the fielding side of what has occurred. If there is any further time wasting by any batsman in that innings, the umpire shall, at the appropriate time while the ball is dead award 10 penalty runs to the fielding side. See 17 below.

11. Damaging the pitch - area to be protected:

(a) It is incumbent on all players to avoid unnecessary damage to the pitch. It is unfair for any player to cause deliberate damage to the pitch.

(b) An area of the pitch, to be referred to as 'the protected area', is defined as that area contained within a rectangle bounded at each end by imaginary lines parallel to the popping creases and 6ft/1.83m in front of each and on the sides by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 1ft/30.48cm from it.

12. Bowler running on the protected area after delivering the ball:

(a) If the bowler, after delivering the ball, runs on the protected area as defined in 11 above, the umpire shall at the first instance, and when the ball is dead, caution the bowler. This caution shall continue to apply throughout the innings and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. And the umpire shall repeat the above procedure, indicating that this is a final warning. When the ball is dead the umpire shall direct the captain of the fielding side to take the bowler off forthwith. If applicable, the over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. The bowler thus taken off shall not be allowed to bowl again in that innings.

13. Fielder damaging the pitch:

(a) If any fielder causes avoidable damage to the pitch, other than as in 12(a) above, at the first instance the umpire shall, when the ball is dead, caution the captain of the fielding side, indicating that this is a first and final warning. This caution shall continue to apply throughout the innings. (ii) inform the other umpire and the batsmen. If there is any further avoidable damage to the pitch by any fielder in that innings, the umpire shall, when the ball is dead, award 10 penalty runs to the batting side. See 17 below.

14. Batsman damaging the pitch:

(a) If either batsman causes avoidable damage to the pitch, at the first instance the umpire shall, when the ball is dead, caution the batsman. This caution shall continue to apply throughout the innings. The umpire shall so inform each incoming batsman and inform the other umpire, the other batsman, the captain of the fielding side and, as soon as practicable, the captain of the batting side.

(b) If there is a second instance of avoidable damage to the pitch by any batsman in that innings the umpire shall repeat the above procedure, indicating that this is a final warning. Additionally he shall disallow all runs to the batting side from that delivery other than the penalty for a No ball or a Wide, if applicable. The batsmen shall return to their original ends.

(c) If there is any further avoidable damage to the pitch by any batsman in that innings, the umpire shall, when the ball is dead, disallow all runs to the batting side from that delivery other than the penalty for a No ball or a Wide, if applicable. Additionally award 10 penalty runs to the fielding side. See 17 below.

15. Bowler attempting to run out non-striker before delivery:

The bowler is permitted, before entering his delivery stride, to attempt to run out the non-striker. The ball shall not count in the over. The umpire shall call and signal Dead ball as soon as possible if the bowler fails in the attempt to run out the non-striker.

16. Batsmen stealing a run:

It is unfair for the batsmen to attempt to steal a run during the bowler's run up. Unless the bowler attempts to run out either batsman - see 15 above and Rules 24.4 (Bowler throwing towards striker's end before delivery) - the umpire shall

- (i) call and signal Dead ball as soon as the batsmen cross in any such attempt.
- (ii) return the batsmen to their original ends.
- (iii) award 10 penalty runs to the fielding side. See 17 below.
- (iv) inform the other umpire, the batsmen, the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for the action taken.
- (v) report the occurrence, with the other umpire, as soon as possible to the Executive of the batting side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player or players concerned.

17. Penalty runs:

- (a) When penalty runs are awarded to either side, when the ball is dead the umpire shall signal the penalty runs to the scorers as laid down in Rules 3.14 (Signals).
- (b) Notwithstanding any provisions elsewhere in the Rules, penalty runs shall not be awarded once the match is concluded as defined in Rules 16.9 (Conclusion of a match).
- (c) When 10 penalty runs are awarded to the batting side, under either Rules 2.6 (Player returning without permission) or Rules 41 (The fielder) or under 3, 4, 5, 9 or 13 above, then
 - (i) they shall be scored as penalty extras and shall be in addition to any other penalties.
 - (ii) they shall not be regarded as runs scored from either the immediately preceding delivery or the following delivery, and shall be in addition to any runs from those deliveries.
 - (iii) the batsmen shall not change ends solely by reason of the 10 run penalty.
- (d) When 10 penalty runs are awarded to the fielding side, under Rules 18.5(b) (Deliberate short runs), or under 10, 14 or 16 above, they shall be added as penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 10 penalty extras shall be added to its next innings.

18. Players' conduct:

If there is any breach of the Spirit of the Game by a player failing to comply with the instructions of an umpire, or criticising his decisions by word or action, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall immediately report the matter to the other umpire.

The umpires together shall inform the player's captain of the occurrence, instructing the latter to take action and warn him of the gravity of the offence, and tell him that it will be reported to higher authority and report the occurrence as soon as possible to the Executive of the player's team and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player or players, and, if appropriate, the team concerned.

The End

=====



INTERNATIONAL SUPER-CRICKET COMMITTEE

3/106, 1st Floor, Vivek Khand-3, Gomti Nagar, Lucknow-226010 (U.P.) INDIA, Tel.: 0522-2303664, 2303663;
Fax : 0522-2397710; E-mail : info@iscc-super-cricket.org; Website : www.iscc-super-cricket.org