

Working list of Laws of Cricket

Law 1. THE PLAYERS - Re affirms that the Captain is responsible for the conduct of his players.

Law 16. START OF PLAY: CESSATION OF PLAY - The Umpire at the bowler's end shall call play to start the match and on resumption after any interruption/interval. The Umpire at the bowler's end shall call time on the cessation of play prior to any interval/interruption or at the conclusion of the match.

Law 18. SCORING RUNS The score is reckoned by runs. A run is scored:

- each time the batsmen cross and make their ground at the opposite end while the ball is in play
- when a boundary is scored
- when penalty runs are awarded (no ball, wide etc)
- when lost ball is called (lost on the field of play)

There are provisions to disallow runs throughout the Laws, the most used being disallowance of Leg Byes if no attempt to play the ball has been made.

Short runs occur when a batsman fails to make good his ground at the opposite end and then completes further runs. Only one of the runs is to be disallowed unless he runs short more than once in the same run sequence. Umpires should watch the batter grounding the bat on turning for a further run. This generally stops the batsman running short (because of being watched). It is not a common occurrence in most games.

When a batsman is dismissed any penalty runs are still scored (no balls, wides). In some cases runs scored are permitted (Run Out).

Law 19. BOUNDARIES The boundary allowance is 4 runs for a ball reaching the boundary (not on the full) and 6 runs for a ball struck by the batter pitching over the boundary.

If a fielder touches the boundary while in contact with the ball then a boundary is scored, 6 runs if on the full, 4 runs if not on the full.

Overthrows can happen. If the ball reaches the boundary from an overthrow, the boundary allowance is scored plus any runs completed together with the run in progress, providing the batsmen have crossed on that run at the instant of the throw.

Law 20. LOST BALL - This applies only to balls lost on the field of play (eg. lost in a drain etc). Runs allowed are the number actually run at the instant of the call or 6, whichever is the greater. (This does not happen very often.)

Law 21. THE RESULT - The Umpires are responsible for the correctness of the score. This means that whenever you can ask the scorers to make sure that the scores add up and are correct. If you leave the field believing that a result has been reached and there has been a mistake in scoring,

- if you have either time or overs left, resume play until the runs are scored or the game finishes otherwise, unless one side concedes defeat.
- if time has been reached and no more overs/balls are available, make the necessary adjustment to the score and advise the captains of the amended result

Law 22. THE OVER The over consists of 6 fair deliveries. Overs are bowled from each end alternately. No balls, wides, dead balls called prior to delivery do not count as a ball in the over. If an Umpire miscounts the balls then the number as counted shall stand. A bowler is not permitted to bowl 2 consecutive overs (or part overs) in the same innings. An over must be finished by a replacement if he cannot finish the over due to injury or suspension.

Law 23. DEAD BALL It is important to know when the ball is dead so that nothing untoward can subsequently occur. The following is a list of when the ball either is automatically dead or is to be called dead by the Umpire.

AUTOMATICALLY DEAD

- finally settled with bowler or wicket keeper
- a boundary is scored
- a batsman is dismissed
- becomes trapped between the bat and person of the striker or in items of his clothing
- lodges in clothing or equipment of a batsman or Umpire
- lodges in a protective helmet worn by a fielder
- the ball is illegally fielded or strikes the fielder's helmet placed on the ground
- penalty runs are awarded
- lost ball is called
- over or time is called

The ball is to be considered dead when it is clear to the Umpire at the bowler's end that the fielders and batsmen have ceased to regard it as in play.

TO BE CALLED DEAD BY EITHER UMPIRE

- he intervenes in a case of unfair play
- serious injury to player or umpire occurs
- he leaves his normal position for consultation
- one or both bails fall from the striker's wicket before he has the opportunity to play the ball
- if for an adequate reason the striker is not ready and does not play at the ball
- the striker is distracted by noise or movement while preparing to receive a delivery
- the bowler accidentally drops the ball before delivery

(h) the ball does not leave the bowler's hand for any reason

(i) there is a requirement to do so under any of the Laws

The ball is not counted as one of the over if it has not been delivered.

The ball ceases to be dead when the bowler start his run up, or if he has no run up, his bowling action for the next delivery.

Law 24. NO BALL There are several different reasons for a no ball being called. (Throwing the ball, illegal field placements, encroachment of fielders, dangerous bowling etc). By far, the main area to focus on is the placement of the feet by the bowler for each delivery. This is the most common no ball call.

No Ball, the Feet:

Back foot: the foot must be inside and not touching the inside edge of the return crease when it lands in the delivery stride.

Front foot: some part of the foot (grounded or raised) must be behind the back edge of the popping crease when it lands in the delivery stride.

Mode of delivery: The bowler must indicate through the Umpire to the batsman his mode of delivery (ie-right arm over the wicket). If he then changes without notification to you (to notify the batsman), no ball is to be called.

Underarm bowling is not permitted unless match regulations allow or there is prior agreement.

The many other no ball calls require a thorough knowledge of the **Laws** and are invoked only occasionally.

Out from a no ball:

There are only 4 ways of dismissal from a no ball (run out, obstructing the field, handled the ball, hit the ball twice). Of these run out is the most prevalent, the others rarely occur.

The penalty run for the no ball is scored regardless of what happens.

A no ball call overrides a call of wide.

The ball is not dead because no ball is called.

A no ball does not count in the over (ie it is to be bowled again)

Law 25. WIDE BALL - A wide is adjudged if in the Umpire's opinion the ball passes so wide of the striker that he is unable to hit it with a normal cricket stroke. The batsman cannot create a wide by moving away from the ball making it appear to be too wide of him.

Remain consistent with your judgement throughout the match. Don't change your parameters once the game has started.

It is not a wide if the ball is hit by the striker or touches any part of his clothing or equipment.

Wait for the ball to pass the striker's wicket before calling wide.

Out from a wide ball:

There are only 5 ways of dismissal from a wide ball (stumped, run out, obstructing the field, handled the ball, hit wicket). The most common being stumped and run out, the others rarely occur. The penalty run for the wide is scored regardless of what else happens.

The ball is not dead because wide is called. A wide does not count in the over (ie. it is to be bowled again)

Law 26. BYE & LEG BYE - Byes If not a no ball or a wide and the ball passes the striker without it touching the bat or person then byes can be scored.

Leg Byes If the ball has NOT touched the bat then leg byes can be allowed, providing the batsman has attempted to play the ball or tried to avoid being hit by the ball. Runs scored are leg byes unless no ball has been called, then they are scored as no balls.

If the batsman has made no attempt to play the ball or avoid being hit then leg byes are not allowed.

Law 27. APPEALS - No decision should be given without an appeal.

Either out, (finger raised) or say not out.

If the batsman decides to "walk" let him do so provided he is out under the laws.

Law 30. BOWLED - The batsman is out bowled if a ball, not being a no ball, strikes the wicket and removes the bails.

Bowled takes precedence over any other form of dismissal.

Law 32. CAUGHT - Striker is out caught if a ball, not being a no ball, is struck by the bat and caught fairly before touching the ground.

Caught takes precedence over any other form of dismissal other than bowled.

A fair catch is taken when the fielder has complete control over the ball and his own movement.

We recommend that the fielder should remain within the boundary to complete a catch. (ie. not touch the line, rope or fence whilst in contact with the ball)

Law 35. HIT WICKET - The striker can be out Hit Wicket if he puts his wicket down (by his bat or person) whilst playing at the ball or when immediately taking off for the first run whether he played at the ball or not.

Law 36. LEG BEFORE WICKET: The striker can be out Leg Before Wicket if a ball, not being a no ball, strikes him on the person (not just the leg) and,

The ball was not pitched outside leg stump

The ball was not first touched the bat of the striker

The ball is definitely going on to hit the stumps

ONLY GIVE A BATSMAN OUT LBW IF YOU ARE CERTAIN THAT THE LAW IS SATISFIED IN FULL

It is much better to be hard on LBW rather than to give them easily. Generally, the further forward a striker is when struck by the ball, the less likely the ball will go on to hit the stumps, therefore NOT OUT. Rule of thumb – if the batsman is moving forward to play the ball then it is not LBW.

Law 38 Run Out - Either batsman can be Run Out if he is out of his crease and the wicket is put down at his end.

The batsman out will be the one closest to the wicket put down at the time it is put down.

Any runs scored from that delivery, prior to the run out are allowed (no ball, wide or runs completed prior to the dismissal)

Law 39 Stumped - The batsman can be out stumped (providing the ball is not a no ball) if out of his crease and the wicket is put down by the wicket keeper without the intervention of another fielder.

If the striker were attempting a run then the decision would be run out and not stumped.

The wicket keeper must have the ball in his hand(s) to complete a stumping.

Law 40 The Wicket keeper: The wicket keeper is the only fielder permitted to wear protective pads (externally) and gloves.

The wicket keeper must remain behind the stumps until the striker has played or played at the ball unless the ball hits the striker or the striker attempts to run.

The wicket keeper is allowed to wear a protective helmet.

Law 41 The Fielder - Fielders are not permitted to wear gloves or external leg guards.

They are permitted to wear protective helmets.

Protective helmets are to be worn or placed on the ground behind the wicket keeper (fielders' only). Batsmen must wear or carry their helmets.

Law 42 Fair and Unfair Play - This Law is complex and covers numerous and specific matters of fair/unfair/dangerous play.

The Umpire is the sole judge of what is fair/unfair/dangerous.

If you believe that something that occurs falls within your definition of what is unfair etc, then it is unfair etc.

Signals



5 Penalty runs to the Batting Side



Boundary 4



Short Run



No Ball



New Ball



Revoke Previous Signal



Boundary 6



Wide



Leg Bye



Out

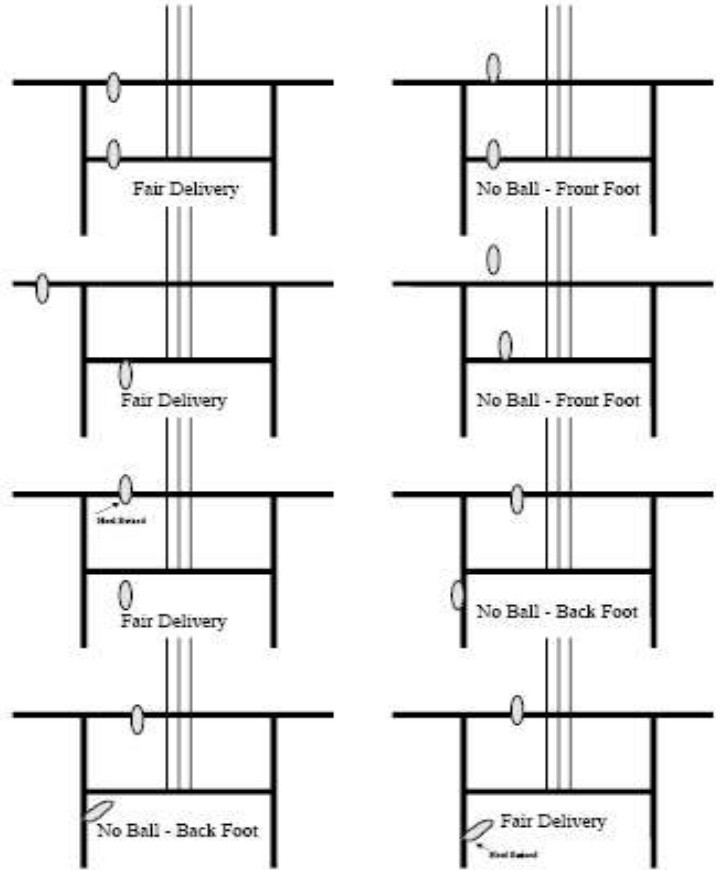


Bye



Dead Ball

Examples of no balls, placement of feet



LBW Examples

