

PCB Men's Domestic Multi Day Match Playing Conditions

(Incorporating the 2017 Code of the MCC Laws of Cricket - 3rd Edition 2022)

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Preamble - The Spirit of Cricket

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

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

Respect is central to the Spirit of Cricket.

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

Play hard and play fair.

Accept the umpire's decision.

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

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

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

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

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

1 THE PLAYERS

1.1 Number of players

A match is played between two sides, each of eleven players, one of whom shall be captain.

1.2 Nomination and replacement of players

1.2.1 Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the PCB Match Referee before the toss.

Only for Regional U-19 Tournament, each captain shall nominate 11 players plus a maximum of 5 substitute fielders in writing to the PCB Match Referee before the toss.

Other than set out in clauses 1.2.7, no player (member of the playing eleven) shall be changed after the Toss.

In case a nominated player is injured/ill or in case of death of blood relation, after the Toss, the request for his replacement would only be considered with the consent of the opposing captain.

No change is allowed after the call of play except concussion replacement or death of blood relation or National Duty or a player who suffers a serious injury

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

Any replacement player shall be considered the same player as the nominated player replaced for the purposes of these Laws.

A replacement shall not bat in an innings in which the nominated player is replacing has completed his innings.

All the names of the players and players support personnel must be written in full. 3 copies of nomination sheet must be made prior to the toss. Before the toss any confirmation regarding the nomination is the sole duty of PCB Match referee/Umpires.

If any correction of a name of a nominated player is requested by any team after the toss to the umpire(s)/PCB Match Referee, then the umpire(s)/ PCB Match Referee will be the sole judge(s) of the situation. Umpire(s) / PCB Match Referee may allow the correction before the call of play in the presence of both the captains and managers of both the participating teams in that match.

If any duplication in the team nomination is found after the toss, then the PCB Match Referee is authorized to make necessary changes in the Nomination sheet. 12th man in the nomination sheet shall be part of playing XI. (COC Shall be applied)

If any player, other than nominated players is found part of playing XI of a match, following action will be taken by the Match Referee.

- a. The player, who has replaced the originally nominated player unlawfully, would then become the part of the playing 11 and the original player would not be allowed to participate in the match.
- b. The defaulting team will get no points out of this match even if it wins that match.
- c. The defaulting Captain will be banned for the next 2 matches.
- d. The defaulting Coach will be fined at least Rs.50,000/-
- e. The defaulting manager will be fined at least Rs.50,000/-

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

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

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

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

- 1.2.5.1 Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or
- 1.2.5.2 Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

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

Note: If Coach/Manager or support personnel of any team has been suspended, the same shall not be allowed to enter PMOA and Ground/Field of Play Area. He / She may enter spectator area. Replacement of such person is allowed.

1.2.7 Concussion Replacement

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

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

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

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

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

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

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

1.2.7.1.3.4 identify the requested Concussion Replacement from the list of nominated concussion replacements submitted for the match, who shall be a like-for-like replacement for the player who has sustained the concussion or suspected concussion. Under exceptional circumstances, the match referee will consider a request for a replacement player outside of the nominated concussion replacement players for the match. In such circumstances the match referee shall apply the provisions of clauses 1.2.7.3, 1.2.7.4 and 1.2.7.5.

1.2.7.2 The Concussion Replacement Request must be submitted within **24** hours of the incident specified in clause 1.2.7.1.3.2 if a Concussion Replacement is to be permitted. ⁷

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

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

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

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

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

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

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

for records and statistical purposes.

Note: Concussion replacement may be requested from the whole squad.

1.3 Captain

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

1.3.2 If a captain is not available to nominate the players, then any person associated with that team may act as his deputy to do so. See clause 1.2.

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

If a 'Team Captain plays in a match without being nominated as captain, he will still be considered to be the captain.

The penalties should be applied on him under the PCB Code of Conduct. (Ref. changing the condition of the ball)

1.4 Responsibility of captains

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

2 THE UMPIRES

2.1 Appointment and attendance

Umpires will be appointed by PCB from its panel of Umpires.

- a. The umpires will report at the ground on the first day one hour before the scheduled time of the start of the match and at least forty-five minutes before, on the subsequent days.
- c. A PCB panel Umpire, Match Referee and Scorer shall not act as Selector, Coach and manager for any Cricket association team or office bearer (President, Secretary and Treasurer) of the respective Club/City/ of an Association.
- d. Match Referee/ Umpires shall take the charge of the ground, not later than 1500 hours on the day before the scheduled start of the match, in case there had been no rains earlier.
- e. Match Referee being representative of PCB, shall ensure necessary arrangements prior to the start of the match. Referee will work as head of the PCT of the match and will not interfere in the traditional role of the umpires.
- . Umpires will wear the following dress during the match:
 - a. White hat/cap
 - b. White Jacket
 - c. Black dress trousers
 - d. White shirt (Provided by PCB)
 - e. White/grey socks
 - f. White shoes

2.2 Change of umpire

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he/she is injured or ill. In case an appointed umpire has to leave because of any exceptional circumstances, injury or illness, then a local umpire shall act until a regular umpire from PCB panel arrives. the replacement (local umpire) shall act only as the striker's end umpire unless the captains agree that the replacement (local umpire) should take full responsibility as an umpire. It will be the responsibility of home Cricket Association/Match Referee to contact PCB to ask for the PCB panel umpire to rush if one is not available locally. PCB Match Referee may act as striker's end umpire until a local umpire or PCB panel umpire arrives.

In all televised matches, the 4th Umpire appointed by the PCB may act as the emergency on field umpire. (provided that 4th Umpire will be from same panel)

2.3 Consultation with PCB/Ground authority

Before the match, the umpires shall consult with the PCB/Ground Authority to determine;

- 2.3.1 the balls to be used during the match. See clause 4 (The ball).
- 2.3.2 the hours of play and the times and durations of any agreed intervals.
- 2.3.3 which clock or watch and back-up time piece is to be used during the match.
- 2.3.4 the boundary of the field of play. See clause 19(Boundaries).
- 2.3.5 the use of covers. See clause 10 (Covering the pitch).
- 2.3.6 any special conditions of play affecting the conduct of the match. Inform the scorers of agreements in 2.3.2, 2.3.3, 2.3.4 and 2.3.6.

2.4 The wickets, creases and boundaries

Before the toss and during the match, the umpires shall satisfy themselves that

- 2.4.1 the wickets are properly pitched. See clause 8 (The wickets)
- 2.4.2 the creases are correctly marked. See clause 7 (The creases).
- 2.4.3 the boundary of the field of play complies with the requirements of clauses 19.1 (Determining the boundary of the field of play), 19.2 (Identifying and marking the boundary) and 19.3 (Restoring the boundary).

2.5 Conduct of the match, implements and equipment

Before the toss and during the match, the umpires shall satisfy themselves that

- 2.5.1 The conduct of the match is strictly in accordance with these Playing Conditions.
- 2.5.2 the implements used in the match conform to the following
 - 2.5.2.1 clause 4 (The ball).
 - 2.5.2.2 externally visible requirements of clause 5 (The bat)
 - 2.5.2.3 either clauses 8.2 (Size of stumps) and 8.3 (The bails).
- 2.5.3 no player uses equipment other than that permitted
- 2.5.4 the wicket-keeper's gloves comply with the requirements of clause 27.2 (Gloves).

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2.6 Fair and unfair play

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

2.7 Fitness for play

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

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

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

dangerous.

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

2.7.3 Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed. 2.7.4 If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batters of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.

2.8 Suspension of play in dangerous or unreasonable circumstances

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

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

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

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

2.8.5 Light Meters

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

2.8.5.1 All light meters shall be uniformly calibrated.

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

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

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

2.8.5.3.2 As benchmarks for the remainder of a match.

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

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

2.8.8 Where play is suspended under clause 2.8.7 above, the decision to abandon or resume play shall be the responsibility of the PCB Match Referee who shall act only after consultation with the head of relevant PCB department, head of ground security and the police.

Note: If one light tower completely gets off due to power failure or any other reason, the match will be stopped. If there is a partial outage in a single tower, the match will continue without any interruption. (In case of a night game)

2.9 Position of umpires

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

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

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

2.10 Umpires changing ends

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

2.11 Disagreement and dispute

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

2.12 Umpire's decision

An umpire may alter any decision provided that such alteration is made promptly and does not contradict Law 20.6 (Dead ball not to be revoked).. This apart, an umpire's decision, once made, is final.

2.13 Signals

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

2.13.1.1 Signals made while the ball is in play

No ball - by extending one arm horizontally.

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

Wide - by extending both arms horizontally.

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

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

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

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

Boundary 6 - by raising both arms above the head. Bye - by raising an open hand above the head.

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

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

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

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.

The following signal is for Level 4 player conduct offences. The signal has two parts, both of which should be

acknowledged separately by the scorers.

Level 4 conduct Part 1 - by putting one arm out to the side of the body and repeatedly raising it and lowering it.

Part 2 - by raising an index finger, held at shoulder height, to the side of the body.

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

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

2.14 Informing the umpires

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

2.15 Correctness of scores

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

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

3 THE SCORERS

3.1 Appointment of scorers

Scorers shall be appointed by the PCB to record all runs scored, all wickets taken and, where appropriate, number of overs bowled

3.2 Correctness of scores

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

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3.3 Acknowledging signals

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

4 THE BALL

4.1 Weight and size

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

4.2 Approval and control of Cricket Balls

4.2.1 .

- I. Cricket balls will be provided by the PCB for all domestic matches.
- II. Team Managers (Coaches where there are no Manager appointed) of the batting teams are required to maintain a stock of at least six balls of varying wear of the same make as replacement balls, to be inspected by umpires before the start of match failing which a fine of Rs.15,000/- may be imposed by Match Referee/Umpires.

4.2.2 Match Referee shall ensure that the minimum number (6) of used balls is available with both the teams.

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

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

4.3 New ball

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

4.4 New ball available after 80 overs

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

4.5 Ball lost or becoming unfit for play

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

However, if the ball needs to be replaced after 110 overs for any of the reasons above, it shall be replaced by a new ball.

If the ball is to be replaced, the umpires shall inform the batters, the fielding captain and the scorers.

5 THE BAT

5.1 The bat

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

5.2 The handle

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

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

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

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5.3 The blade

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

5.3.2 The blade shall consist solely of wood.

5.4 Protection and repair

5.4.1 Solely for the purposes of Either protection from surface damage to the face, sides and shoulders of the blade Or repair to the blade after surface damage, material that is not rigid, either at the time of its application to the blade or subsequently, may be placed on these surfaces.

5.4.2 for repair of the blade after damage other than surface damage

5.4.2.1 Solid material may be inserted into the blade.

5.4.2.2 The only material permitted for any insertion is wood with minimal essential adhesives.

5.4.3 To prevent damage to the toe, material may be placed on that part of the blade but shall not extend over any part of the face, back or sides of the blade.

5.5 Damage to the ball

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

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

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

5.6 Contact with the ball

In these clauses,

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

5.6.2 contact between the ball and any of 5.6.2.1 to 5.6.2.4

5.6.2.1 the bat itself

5.6.2.2 the batter's hand holding the bat

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

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

5.7 Bat size limits

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

5.7.2 The blade of the bat shall not exceed the following dimensions: Width: 4.25in / 10.8cm

Depth: 2.64in / 6.7cm

Edges: 1.56in / 4.0cm.

Furthermore, it should also be able to pass through a bat gauge

5.7.3 The handle shall not exceed 52% of the overall length of the bat.

5.7.4 The material permitted for covering the blade in clause 5.4.1 shall not exceed 0.04 in/0.1 cm in thickness.

5.7.5 The maximum permitted thickness of protective material placed on the toe of the blade is 0.12 in/0.3cm.

5.8 Categories of bat

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5.8.1 Type A bats conform to clauses 5.1 to 5.7 inclusive.

5.8.2 Only Type A bats may be used in First class matches.

6 THE PITCH

6.1 Area of pitch

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

6.2 Fitness of pitch for play

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

6.3 Selection and preparation

The Ground Authority shall be responsible for the selection and preparation of the pitch before handing over the pitch to the match officials on day before the match. After this and during the match, the umpires shall control its use and

maintenance.

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

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

6.3.2.1 Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).

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

6.3.2.3 No spiked footwear shall be permitted.

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

6.3.2.5 Access shall not interfere with pitch preparation.

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

6.4 Changing the pitch

6.4.1 After taking charge of the Ground /Pitch, before the start of the match, due to any unforeseen circumstances, in the opinion of both umpires, if the original pitch seems to be unfit for play, they are authorized to change the original pitch with another pitch if available. This decision shall be taken in consultation with the ground authority.

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

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

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

6.4.5 If the decision is not to resume play, the on-field umpires together with the PCB Match Referee shall consider whether the existing pitch can be repaired and the match will resume from the point it was stopped. In considering whether to authorize such repairs, the PCB Match Referee must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.

6.4.6 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned.

6.4.7 If the abandonment occurs on the first scheduled day of the match, the PCB Match Referee shall consult with the PCB with the objective of finding a way for a new match (including a new nomination of teams and toss) to commence on the same date and venue. Such a match may be played either on the repaired pitch or on another pitch, subject to the PCB Match Referee and the PCB authority both being satisfied that the new pitch will be of the required standard. The playing time lost between the scheduled start time of the original match and the actual start time of the new match will be covered by the provisions of Law 12.

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

6.5 Non-turf pitches

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

7 THE CREASES

7.1 The creases

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

7.2 The bowling crease

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

7.3 The popping crease

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

7.4 The return creases

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

8 THE WICKETS

8.1 Description, width and pitching

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

8.2 Size of stumps

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

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

8.3 The bails

- 8.3.1 The bails, when in position on top of the stumps,
- shall not project more than 0.5 in/1.27 cm above them.
- shall fit between the stumps without forcing them out of the vertical.

8.3.2 Each bail shall conform to the following specifications.

Overall length 4.31 in/10.95 cm Length of barrel 2.13 in /5.40 cm Longer
spigot 1.38 in/3.50 cm Shorter spigot 0.81 in/2.06 cm.

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

8.4 Dispensing with bails

The umpires may agree to dispense with the use of bails, if necessary. If they so agree then no bails shall be used

at either end. The use of bails shall be resumed as soon as conditions permit. See clause 29.4 (Dispensing with bails).

8.5 LED Wickets

The use of approved LED Wickets is permitted.

9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

9.1 Rolling

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

9.1.1 Frequency and duration of rolling

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

9.1.2 Rolling after a delayed start

In addition to the rolling permitted above, if, after the toss and before the first innings of the match, the start is delayed, the captain of the batting side may request that the pitch be rolled for not more than 7 minutes. However, if the umpires together agree that the delay has had no significant effect on the state of the pitch, they shall refuse such request for rolling of the pitch.

9.1.3 Choice of rollers

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

Timing of permitted rolling

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

The following shall apply in addition to clause 9.1:

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

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

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

9.2 Clearing debris from the pitch

9.2.1 The pitch shall be cleared of any debris

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

9.2.1.2 at all intervals for meals.

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

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

9.3 Mowing

9.3.1 Responsibility for mowing

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

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

9.3.2 The pitch and outfield

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

9.3.2.2 If, for reasons other than conditions of ground or weather, 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.

9.3.3 Timing of mowing

9.3.3.1 Mowing of the pitch on any day shall be completed not later than 30 minutes before the time scheduled or rescheduled for play to begin on that day, before any sweeping prior to rolling. If necessary, debris may be removed from the pitch before mowing, by hand, without sweeping. See clause 9.2.3.

9.3.3.2 Mowing of the outfield on any day shall be completed no later than 15 minutes before the time scheduled or rescheduled for play to begin on that day.

9.4 Watering the pitch

The pitch shall not be watered during the match.

9.5 Re-marking creases

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

9.6 Maintenance of foot holes

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

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

In addition, the umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's foot holes.

9.7 Securing of footholds and maintenance of pitch

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

9.8 Watering the outfield

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

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

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

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

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

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

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

9.9 Protection and preparation of adjacent pitches during matches

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

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

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

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

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

10 COVERING THE PITCH

10.1 Before the match

The use of covers before the match is the responsibility of the Ground Authority and may include full covering if required. The pitch shall be entirely protected against rain up to the commencement of play.

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

10.2 During the match

The pitch shall be entirely protected against rain up to the commencement of play, and for the duration of the period of the match.

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

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

10.3 Removal of covers

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

11 INTERVALS

11.1 An interval

11.1.1 The following shall be classed as intervals.

- The period between close of play on one day and the start of the next day's play.
- Intervals between innings.
- Intervals for meals.
- Intervals for drinks.
- Any other agreed interval.

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

11.2 Duration of interval

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

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

11.2.1.2 Tea Interval: The interval shall be of 20 minutes duration. .(Except Friday see clause....11.9.3.2)

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

11.3 Allowance for interval between innings

In addition to the provisions of clauses 11.5 and 11.6,

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

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

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

11.4 Changing agreed times of intervals

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If, at any time during the match,

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

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

the time of the lunch interval or of the tea interval may be changed if the two umpires and both captains so agree, providing the requirements of clauses

11.2 and 11.5, 11.6,11.7 and 11.8.3 are not contravened.

11.5 Changing agreed time for lunch interval

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

11.5.2 If because of adverse conditions of ground, weather or light, or in exceptional circumstances, a stoppage occurs when **30** minutes or less remains before the agreed time for lunch, then, whether or not agreement is reached in the circumstances of clause 11.4, the interval shall be taken immediately. It shall be of the agreed duration. Play shall resume at the end of this interval or as soon after as conditions permit. (except Friday)

In case of delayed start of a match, during the early lunch, to save time, Toss may be conducted at least 15 minutes before the start.

11.6 Changing agreed time for tea interval

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

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

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

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

11.7 Lunch or tea interval – 9 wickets down

For the lunch interval and for the tea interval

If either, 9 wickets are already down when 3 minutes remain to the scheduled time for the interval or the 9th wicket falls within this 3 minutes, or at any time up to and including the final ball of the over in progress at the scheduled time for the interval (except for Friday), then the provisions of clause 12.5.2 shall not apply and the interval will not be taken until the end of the over that is in progress 30 minutes after the originally agreed time for the interval, unless the players have cause to leave the field of play or the innings is completed earlier.

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

For the purposes of this section of the Playing Conditions, the retirement of a batter other than 25.4.2, is to be considered equivalent to the fall of a wicket. (Batter retiring without any reason)

11.8 Intervals for drinks

11.8.1 Drinks intervals shall be scheduled. Each interval shall be kept as short as possible²¹ and in any case shall not exceed 4 minutes.

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

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

11.8.1.3 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire (subject to the wearing of bibs – refer to the note in clause 24.1.4).

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

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

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

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

11.9 Agreement to forgo intervals

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

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

11.10 Scorers to be informed

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

12 START OF PLAY; CESSATION OF PLAY

12.1 Call of Play

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

12.2 Call of Time

The bowler's end umpire shall call Time, when the ball is dead, at the end of any session of play or as required by these Playing Conditions. See also clause 20.3 (Call of Over or Time).

12.3 Removal of bails

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

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12.4 Starting a new over

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

12.5 Completion of an over

Other than at the end of the match,

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

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

either a batter is dismissed or retires or

the players have occasion to leave the field

whether this occurs during an over or at the end of an over. Except at the end of an

innings, if an over is thus interrupted it shall be completed on the resumption of play.

12.6 Conclusion of match

12.6.1 The match is concluded

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

12.6.1.2 as soon as the prescribed number of overs have been completed

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

12.7 Hours of Play; Minimum Overs Requirement

Timing of Play

FIRST CLASS CRICKET

Quaid e Azam Trophy	4 days, 6 hours Play (90 overs per day)
President's Trophy Grade - 1	4 days, 6 hours Play (90 overs per day)

NON FIRST CLASS

Hanif Muhammad Trophy	4 days, 6 hours Play (90 overs per day)
President Trophy Grade - 2	3 days, 6 hours Play (90 overs per day)
President Trophy Grade – 3	2 days, 6 hours Play (90 overs per day)
Regional Inter District Senior	3 days, 6 hours Play (90 overs per day) ²³

First Innings restrictions for 3 day matches will be 75 overs.

For Inter District Senior, one bowler can bowl a maximum of 15 overs in the first innings.

There will be no first innings bowling limit for President Trophy Grade – 2 and President Trophy Grade – 3

If 5 or less overs are remaining to complete an innings at Lunch/Tea interval, the play may be extended till the completion of that innings (75 Overs). This practice shall not be applied on Friday.

Hours of play and interval (6 hours play)

Week days

Session 1	1000 to 1200 hours	2 hours
Lunch	1200 to 1240 hours	40 Minutes
Session 2	1240 to 1440 hours	2 hours
Tea	1440 to 1500 hours	20 Minutes
Session 3	1500 to 1700 hours	2 hours

Friday (Except for 2 days cricket)

Session 1	1000 to 1300 hours	3 hours
Lunch/prayer	1300 to 1400 hours	1 hour
Session 2	1400 to 1700 hours	3 hours

The PCB shall determine the hours of play, subject to there being 6 hours scheduled play per day, and subject to:

12.7.1 Minimum Overs in the Day Subject to clause 12.7.2 below:

12.7.1.1 On days other than the last day, play shall continue on each day until the completion of a minimum target of 90 overs (or a minimum of 15 overs per hour) or the completion of the scheduled or rescheduled cessation time, whichever is the later but provided that play shall not continue for more than 30 minutes beyond the scheduled or rescheduled cessation time (permitted overtime).

For the sake of clarity, if any of the minimum target number of overs have not been bowled at the completion of the permitted overtime, play shall cease upon completion of the over in progress. The overs not bowled shall not be made up on any subsequent day.

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

12.7.2 Reduction in minimum overs

Except in the last hour of the match, for which clause 12.7.6 makes provision, if play is suspended due to adverse weather or light or any other reason (other than normal intervals) for more than 30 minutes on any day, the minimum number of overs shall be reduced by 1 over for each full 4 minutes of the aggregate playing time lost.

12.7.3 Making Up Lost Time

12.7.3.1 On the Day

Subject to weather and light, except in the last hour of the match, in the event of play being suspended for any reason other than normal intervals, the playing time on that day shall be extended by the amount of time lost up to a maximum of 30 minutes. For the avoidance of doubt, the maximum of 30 minutes shall be inclusive of any time that may have been added to the scheduled playing time due to playing time having been lost on previous days under clause 12.7.3.2 below.

12.7.3.2 On Subsequent Days

If any time is lost and cannot be made up under clause 12.7.3.1 above, additional time of up to a maximum of 30 minutes per day shall be added to the scheduled playing hours for the next day, and subsequent day(s) as required (to make up as much lost time as possible). Where appropriate this additional time shall be added prior to the scheduled start of the first session. In circumstances where it is not possible to add this additional time prior to the scheduled start of the first session, the additional time may be added to the second and/or the third sessions.

When such additional time is added, the minimum overs for that day shall be increased by one over for each four minutes of additional time or part thereof.

12.7.3.3 On the Last Day only

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

Should play be interrupted prior to the last hour being signaled, the playing time lost will be made up (subject to the maximum of **30 minutes**).

For Day/Night first class matches, the PCB may advise the following:

The maximum amount of make-up time to be used on the day up to no more than 30 minutes other than 30 minutes for overs;

12.7.4 Change of Innings

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

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

12.7.5 Last Hour

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

On the final day, if both captains (the batters at the wicket may act for their captain) accept that there is no prospect of either side achieving a victory, they may agree to finish the match after (a) the time for the commencement of the last hour has been reached OR (b) there are a minimum of 15 overs to be bowled, whichever is the later. This however, would not be applicable for 2 Days cricket.

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

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

12.7.8 Stumps Drawn

Except on the final day:

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

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

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

Day-Night First class Matches

In such a case, the hours of play shall be determined by PCB subject to there being 6 hours scheduled play per day.

12.8 Extra Time

12.8.1 At the End of the Day

The umpires may decide to play 30 minutes (a minimum of 8 overs) extra time at the end of any day (other than the last day) if requested by either captain if, in the umpires opinion, it would bring about a definite result on that day. This is in addition to the additional time provided for in ²⁵ clause 12.7.3 above. If the umpires do not believe a result can be achieved no extra time shall be allowed.

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

If at the conclusion of this extra time, a small number of runs (15 Runs or less) or 1 wicket (9 wickets down) are required to win the match and both captains wish to continue playing in order to achieve a definite result on that day, play will continue until either the match concludes or the players have cause to leave the field for any other reason.

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

12.8.2 At the Lunch or Tea Interval

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

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

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

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

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

12.9 Minimum Over Rates

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

12.9.2 The actual over rate shall be calculated at the end of the match by the umpires and shall be the average rate which is achieved by the fielding team across both of the batting team's innings.

12.9.3 In calculating the actual over rate for the match, allowances will be given as follows:

12.9.3.1 The time lost as a result of treatment given to a player by authorized medical personnel on the field of play;

Note: If a player suffers an injury at the field of play, the umpire(s) should allow the treatment on the ground up to 4 minutes at maximum.

If the player takes any treatment for the same injury, the umpire(s) should only allow up to 2 minutes for that particular treatment.

The injured player has to leave the ground for further treatment if required.

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

12.9.3.3 The time taken for all third umpire referrals and consultations and any umpire or player reviews;

12.9.3.4 The time lost as a result of time wasting by the batting side; and

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

12.9.3.6 2 minutes per wicket taken, provided that such wicket results in the subsequent batters immediately commencing his innings. For the avoidance of any doubt, no time allowance will be given for the final wicket of an innings or where a wicket falls immediately prior to any interval.

12.9.3.7 4 minutes per drinks break taken

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12.9.4 The following conditions shall also be factored into the over rate calculation at the end of the match:

13 12.9.4.1 if the batting team's innings complete (bowls out, result achieved or declaration) in 60 overs or less (after deducting all automatic/discretionary allowances) in any particular innings, no account shall be taken on fielding team of the actual over rate in that innings when calculating the actual over rate at the end of such Match.

14 12.9.4.2 if the batting team's both innings complete (bowl out, result achieved or declaration) and has not completed more than 120 overs (after deducting all automatic/discretionary allowances) in total across both innings, no sanction may be imposed on the fielding team in respect of a breach of clause 12.9.1.

12.9.4.3 if the fielding team has not completed more than 60 overs in a Match, no sanction may be imposed in respect of a breach of clause 12.9.1.

12.9.5 The current over rate of the fielding team (+/-) overs compared to the minimum rate required), to be advised by the umpires every 30 minutes as a minimum, shall be displayed on a scoreboard or replay screen.

12.10 Last hour of match – number of overs

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

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

12.11 Last hour of match – interruptions of play

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

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

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

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

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

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

12.12 Last hour of match – intervals between innings

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

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

12.12.3 If the innings ends after the last hour has started, two calculations are to be made, as set out in clauses 12.12.4 and 12.12.5. The greater of the numbers yielded by these two calculations is to be the minimum number of overs to be bowled in the new innings.

12.12.4 Calculation based on overs remaining:

- At the conclusion of the innings, the number of overs that remain to be bowled, of the minimum in the last hour, to be noted.
- If this is not a whole number it is to be rounded up to the next whole number.
- Two overs, for the interval, to be deducted from the resulting number to determine the number of overs still to be bowled.

12.12.5 Calculation based on time remaining:

- At the conclusion of the innings, the time remaining until the agreed time for close of play to be noted.
- 10 minutes, for the interval, to be deducted from this time to determine the Playing time remaining.

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

12.13 Completion of last over of match

The over in progress at the close of play on the final day shall be completed unless either a result has been reached; or the players have occasion to leave the field. In this case there shall be no resumption of play except in the circumstances of clause 16.7 (Mistakes in scoring) and the match shall be at an end.

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

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

13 INNINGS

13.1 Number of innings

13.1.1 A match shall be two innings for each side.

13.2 Alternate innings

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

13.3 Completed innings

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

13.3.1 the side is all out.

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

13.3.3 the captain declares the innings closed.

13.3.4 the captain forfeits the innings.

13.4 The toss

The captains shall toss a coin for the choice of innings, on the field of play and under the supervision of the PCB Match Referee, not earlier than 30 minutes, or later than 15 minutes before the scheduled or any rescheduled time for the start of play. Note, however, the provisions of clause 1.3 (Captain).

Nominated Teams exchanged before the toss

- List of the nominated teams to be exchanged 5 minutes before the toss shall be handed over to the Match Referee/Umpires who will also check and countersign the list. For "Age Cricket" matches such list should additionally carry father's name, date of birth and signature of each player.
- At the time of toss, the Captains should be in match playing attire with or without blazer.

Note: Only Pakistani coins are permitted for the toss and one of the Captains shall spin the coin.

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13.5 Decision to be notified

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

14 THE FOLLOW-ON

14.1 Lead on first innings

For a five day match, the side which bats first and leads by at least 200 runs shall have the option of requiring the other side to follow the first innings

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

150 runs in a match of 3 or 4 days;

100 runs in a 2-day match;

75 runs in a 1-day match.

14.2 Notification

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

14.3 First day's play lost

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

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

15 DECLARATION AND FORFEITURE

15.1 Time of declaration

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

15.2 Forfeiture of an innings

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

15.3 Notification

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

16 THE RESULT

16.1 A Win

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

16.2 PCB Match Referee awarding a match

- a) A team shall be deemed to have given a walk over if:
- I. It fails to turn up on the ground on the first day within the starting time of the match.
 - II. It turns up on the ground on the first day on scheduled time but refuses to start the match before or after the toss on one pretext or the other. The umpires/PCB match referee shall wait till the scheduled time of toss and inform the opposing captain about the situation.
 - III. The umpire(s) and PCB match referee will consider all the possible facts/reasons before conveying the final decision by the PCB match referee.
- b) A team shall be deemed to have lost a match if it has started the match but during the match refuses to continue it on one pretext or the other. Then umpires shall immediately inform the match referee and the opposing captain about the situation.
- c) The umpire(s) and PCB match referee will consider all the possible facts/reasons before conveying the final decision by the PCB match referee.
- d) In case of a walk over or if a team refuses to play, following penalties shall be imposed.
1. The match shall stop there and then and will not be restarted.
 2. The Playing XI and the officials of the defaulting team shall be banned for 12 months (It will be a global ban)
 3. All central contracts of that team will be cancelled
 4. The team can still play the event with replaced players / officials
 5. The points scored during that match will be nullified
 6. The opponents to be awarded maximum points

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

Playing time lost shall be counted from the start of the action until play recommences, subject to intervals (clause 11) and suspensions of play (clause 2.8).

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

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

16.3 All other matches – A Tie or No Result

16.3.1 A Tie

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

16.3.2 A Draw

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

16.4 Winning hit or extras

16.4.1 As soon as a result is reached as defined in clauses 16.1, 16.2 or 16.3.1, the match is at an end. Nothing that happens thereafter, except as in clause 41.18.2 (Penalty runs), shall be regarded as part of it. Note also clause 16.7.

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

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

16.5 Statement of result

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

If, without having scored a total of runs in excess of the total scored by the opposing side, the innings of the side batting last has been completed, but as the result of an award of 5 Penalty runs its total of runs is then sufficient to win, the result shall be stated as a win to that side by Penalty runs.

If the side fielding last wins the match, the result shall be stated as a win by runs. If the match is decided by one side

conceding defeat or refusing to play,

the result shall be stated as Match Conceded or Match Awarded, as the case may be.

16.6 Correctness of result

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

16.7 Mistakes in scoring

If, after the players and umpires have left the field in the belief that the match has been concluded, the umpires discover that a mistake in scoring has occurred which affects the result then, subject to clause 16.8, they shall adopt the following procedure.

16.7.1 If, when the players leave the field, the side batting last has not completed its innings and either the number of overs to be bowled in that innings has not been completed, or

the end of the innings has not been reached,

then, unless one side concedes defeat, the umpires shall order play to resume.

Unless a result is reached sooner, play will then continue, if conditions permit, until the prescribed number of overs has been completed. The number of overs shall be taken as they were at the call of Time for the supposed conclusion of the match. No account shall be taken of the time between that moment and the resumption of play.

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

16.8 Result not to be changed

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

16.9 Points

Points System for QAT first Class and other First Class and Non First Class 4 day matches

Overall Points:

Outright win	16 points plus all bonus points earned
Drawn game and Wash out match with no result (Match started but not completed)	5 points each plus all bonus points earned
Tied game	8 points each plus all bonus points earned
Team win with an innings Margin	2 bonus points
Team facing follow-on and saving the match (result drawn)	1 bonus point
Team facing follow-on and winning the match	2 bonus points
Abandoned game without a single ball bowled	5 point each

Batting bonus points are for first innings only and could be earned within 100 or less overs;

250 runs	1 point
300 runs	2 points
350 runs	3 points
400 runs	4 points
450 runs	5 points

Bowling bonus points are for first innings only and could be earned within 100 or less overs;

6 wickets	1 point
7 wickets	2 points
8 wickets	3 points
9 wickets	4 points

Extra Bowling Bonus Points: for first innings only and could be earned within 100 or less overs

All Out	1 points 300 Runs or less
All Out	2 points 250 Runs or less
All Out	3 points 200 Runs or less

Important Points / Advisory

If a declaration before completion of 100 overs is done to deprive the bowling side of taking any bowling bonus points, then upon a report submitted by the match referee, the coach and manager of that team may be penalized under PCB Code of conduct for players and player support personnel (Clause 2.20, Conduct that is contrary to the spirit of the game), and their team points may also be awarded to the bowling team.

Points System for 2 day and 3 day matches

a) Only pool/league matches will be played on points system.

For an outright win after taking the lead in the 1st innings.	9 points
For an outright win after conceding lead on the 1 st innings (Losing team will get no points)	6 points
For an outright win after a tie in the 1st innings (Losing team will get no points)	6 points
In case of a drawn match, team getting 1st innings lead	3 points
For tie where teams have completed two innings	2points each
A team leading in 1 st innings and 2 nd innings tied shall get	5 points
For a tie in the 1st innings (No outright result or drawn)	2 points each
Abandoned, Wash out or drawn match with no 1st innings result.	1 point each
team win with an innings Margin	1 bonus point
Team facing follow-on and saving the match (result drawn)	1 bonus point
Team facing follow-on and winning the match	2 bonus points

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b) In case, at the end of the tournament/pool matches, points of more than one team are equal then the higher ranking team will be decided as follow:

In descending order;

i) Team winning most number of matches will be ranked higher.

ii) If the number of wins are the same then the team having a higher net run rate in pool matches will be ranked higher.

Knock out match (QF,SF or Final) qualification in case of a drawn/tied/abandoned/wash out.

If decided prior to the tournament, the match will be continued on the reserve day. If there is no reserve day available or could not be played then

Then the team having a higher net run rate in pool matches will proceed further.

Note:

Net Run rate is calculated by deducting from the average runs per over scored by that team in pool matches, the average runs per over scored against them by opponent. For those matches, where the first innings is restricted and if a team is all out or declared their innings full overs will be counted for the purpose of Net Run rate.

If a match does not start due to any unforeseen reason apart from GWL, no points will be awarded to any team and in case first innings has been completed before the disturbance, the points will be awarded as per above points system.

Final of Quaid-e-Azam Trophy (First Class)

- Final of Quaid-e-Azam Trophy (first class) will be of 5 days duration

If the final of QAT First XI finishes as drawn, the winner shall be decided as per following

- The team who has scored greater number of first innings points as per 16.9 of PCB Playing conditions for Multi Day day matches
- If the first innings points are tied, then both the teams will be declared as joint winners (First Innings lead shall not be considered).
- If the first innings of both the teams is not completed within the scheduled duration, the match shall be considered as drawn and both the teams will be declared as joint winners.

Final of 2 day / 3 day tournaments

- If both innings are not completed, then the result will be determined on the basis of first innings lead.
- In scores are tied in the first innings and the match is drawn or tied, , then both the teams will be declared as joint winners.
- If the first innings of one team has been completed but the first innings of the other team does not proceed beyond 25 overs, the results shall be decided as under:-

Deduct from the average runs per over scored by that team, the average runs per over scored by the opponents to calculate the Net run rate. The team with higher Net run rate will be the winner.

For the purpose of obtaining a run rate the side batting second must bat for a minimum of 25 overs. If the run rates remain equal, the result shall be decided on the basis of lesser number of wickets fallen in the same number of overs.

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- If the first innings of one team has been completed but the first innings of the other team does not proceed beyond 25 overs, then as soon as the ground is fit for play and if time permits, the whole innings will be completed and lead shall be decided on the basis of first innings. If still not decided then on the spin of the coin
- When no play is possible during the major part of the match then within the time available, the umpires will work out and decide the number of overs each side will play. The number of overs so decided shall not be less than 25 overs.
- After implement of all above-mentioned conditions, if no play is possible to decide first innings lead, then both the teams may be declared as joint winners.

17 THE OVER

17.1 Number of balls

The ball shall be bowled from each end alternately in overs of 6 balls.

17.2 Start of an over

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

17.3 Validity of balls

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

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

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

17.3.2.2 if it is called dead in the circumstances of clause 20.4.2.6. Note also the special provisions of clause 20.4.2.5 (Umpire calling and signaling Dead ball)

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

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

17.3.2.5 when any of clauses 24.4 (Player returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract striker), or 41.5 (Deliberate distraction, deception or obstruction of batter) is applied.

17.3.3 Any deliveries other than those listed in clauses 17.3.1 and 17.3.2 shall be known as valid balls. Only valid balls shall count towards the 6 balls of the over.

17.4 Call of Over

When 6 valid balls have been bowled and when the ball becomes dead, the umpire shall call Over before leaving the wicket. See also clause 20.3 (Call of Over or Time).

17.5 Umpire miscounting

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

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

17.5.3 Whenever possible, the third umpire shall liaise with the scorers and if possible inform the on-field umpires that the over has been miscounted. (Televised Match), In a non televised match On field umpires shall go with the Official scorer.

17.6 Bowler changing ends

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

17.7 Finishing an over

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

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

17.8 Bowler incapacitated or suspended during an over

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If for any reason a bowler is incapacitated while running up to deliver the first ball of an over, or is incapacitated 5 1 during an over, the umpire shall call and signal Dead ball. If a bowler is incapacitated or suspended during an over, another bowler shall complete the over from the same end, provided that he/she does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in that innings

18 SCORING RUNS

18.1 A run

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

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

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

18.1.3 when Penalty runs are awarded. See clause 18.6

18.2 Runs disallowed and runs not scored

Wherever in these Playing Conditions provision is made for the scoring of runs or awarding of penalties, such runs and penalties will be subject to any provisions that may be applicable for a run to be disallowed or a run not to be scored for the disallowance of runs or for the non-award of penalties.

When runs are disallowed, the one run penalty for No ball or Wide shall stand and 5 run penalties shall be allowed, except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).

18.3 Short runs

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

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

18.4 Unintentional short runs

Except in the circumstances of clause 18.5,

18.4.1 if either batter runs a short run, the umpire concerned shall, unless a boundary is scored, call and signal Short run as soon as the ball becomes dead and that run shall not be scored. . For televised matches, the on-field umpire is entitled to check the short run with the TV umpire and after confirming, the TV umpire shall communicate the decision to the on-field umpire (Via Two Way Radio).

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

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

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

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

18.5 Deliberate short runs

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

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

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

18.5.2 The bowler's end umpire shall

- disallow all runs to the batting side
- return any not out batter to his original end
- signal No ball or Wide to the scorers, if applicable
- award 5 Penalty runs to the fielding side
- **request the captain of the fielding side to identify which of the two batters will take strike for the next delivery.**
- award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side)
- inform the scorers as to the number of runs to be recorded, and

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

18.6 Runs awarded for penalties

Runs shall be awarded for penalties under clauses 18.5 (Deliberate short runs), 21 (No ball), 22 (Wide ball), 24.4 (Player returning without permission), 26.4 (Penalties for contravention), 28.2 (Fielding the ball), 28.3 (Protective helmets belonging to the fielding side) 41 (Unfair play) and 42 (Players' conduct). Note, however, the restrictions on the award of Penalty runs in clauses 23.3 (Leg byes not to be awarded), 28.3 (Protective helmets belonging to the fielding side) and 34 (Hit the ball twice).

18.7 Runs scored for boundaries

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

18.8 Runs scored when a batter is dismissed

When a batter is dismissed, any runs for penalties awarded to either side shall stand.

No other runs shall be credited to the batting side, except as follows.

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

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

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

18.9 Runs scored when the ball becomes dead other than at the fall of a wicket

When the ball becomes dead for any reason other than the fall of a wicket, or is called dead by an umpire, unless there is specific provision otherwise in these Playing Conditions, any runs for penalties awarded to either side shall be scored. Note however the provisions of clauses 23.3 (Leg byes not to be awarded) and 28.3 (Protective helmets belonging to the fielding side).

Additionally the batting side shall be credited with all runs completed by the batters before the incident or call of Dead ball and the run in progress if the batters had already crossed at the instant of the incident or call of Dead ball. Note specifically, however, the provisions of clause 41.5.8 (Deliberate distraction, deception or obstruction of batter).

18.10 Crediting of runs scored

Unless stated otherwise in these Playing Conditions,

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

- an award of 5 Penalty runs, which shall be scored as Penalty runs
- the one run penalty for a No ball, which shall be scored as a No ball extra.

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

18.10.3 the bowler shall be debited with:

- all runs scored by the striker
- all runs scored as No ball extras
- all runs scored as Wides

18.11 Batter returning to original end

18.11.1 When the striker is dismissed in any of the circumstances in clauses 18.11.1.1 to 18.11.1.8, the not out batter shall return to his original end.

18.11.1.1 Bowled.

18.11.1.2 Stumped.

18.11.1.3 Hit the ball twice.

18.11.1.4 LBW.

18.11.1.5 Hit wicket.

18.11.1.7 Caught.

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

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

18.11.2.1 A boundary is scored.

18.11.2.2 Runs disallowed for any reason

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

18.12 Batter returning to wicket he has left

18.12.1 When a batter is dismissed in any of the ways in clauses 18.12.1.1 to 18.12.1.2, the not out batter shall return to the wicket he has left but only if the batters had not already crossed at the instant of the incident causing the dismissal. If runs are to be disallowed, however, the not out batter shall return to his original end.

18.12.1.1 Caught

18.12.1.2 Obstructing the field

18.12.1.3 Run out.

18.12.2 If, while a run is in progress, the ball becomes dead for any reason other than the dismissal of a batter, the batters shall return to the wickets they had left, but only if they had not already crossed in running when the ball became dead. If, however, any of the circumstances of clauses 18.11.2.1 to 18.11.2.2 apply, the batters shall return to their original ends.

19 BOUNDARIES

19.1 Determining the boundary of the field of play

19.1.1 Before the toss, the umpires shall determine the boundary of the field of play, which shall be fixed for the duration of the match. See clause 2.3.4 (Consultation with PCB).

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

19.1.3 The aim shall be to maximize the size of the playing area at each venue. With respect to the size of the boundaries, no boundary shall be longer than 90 yards (82.29 meters), and no boundary should be shorter than 65 yards (59.43 metres) from the centre of the pitch to be used.

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

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

19.1.6 Any ground which has previously been approved to host cricket which is unable to conform to the minimum boundary dimension shall be exempt. In such cases the boundary shall be positioned so as to maximize the size of the playing area.

19.2 Identifying and marking the boundary

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

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

19.2.3 An obstacle within the field of play shall not be regarded as a boundary unless so determined by the umpires before the toss. See clause 2.3.4 (Consultation with Ground Authority).

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

it. The decision shall be made for each separate occurrence. See also Law 20.4.2.12 (Umpire calling and signaling Dead ball).

19.3 Restoring the boundary

If a solid object used to mark the boundary is disturbed for any reason, then: 36

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

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

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

19.4 Ball grounded beyond the boundary

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

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

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

- a fielder, grounded beyond the boundary as in clause 19.5, touches the ball;

a fielder, after catching the ball within the boundary, becomes grounded beyond the boundary while in contact with the ball, before completing the catch.

19.5 Fielder grounded beyond the boundary

19.5.1 A fielder is grounded beyond the boundary if some part of his person is in contact with any of the following:

- the boundary or any part of an object used to mark the boundary;
- the ground beyond the boundary;
- any object that is in contact with the ground beyond the boundary;
- another fielder who is grounded beyond the boundary.

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

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

19.5.2.2 If the ball is returned to the field of play, whether to another fielder or onto the ground, by a fielder who has jumped from outside the boundary, that fielder must land, and remain within the boundary until the ball becomes dead. Otherwise, a boundary shall be scored.

19.6 Boundary allowances

19.6.1 6 runs shall be allowed for a boundary 6; and 4 runs for a boundary 4. See also clause 19.7.

19.7 Runs scored from boundaries

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

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

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

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

19.7.3.1 the allowance for the boundary

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

19.7.4 When the runs in clause 19.7.3.2 exceed the boundary allowance they shall replace the boundary allowance for the purposes of clause 18.12.2.

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

19.8 Overthrow or willful act of fielder

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

any runs for penalties awarded to either side and the allowance for 37

the boundary

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

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

20 DEAD BALL

20.1 Ball is dead

20.1.1 The ball becomes dead when

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

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

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

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

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

20.1.1.6 there is an award of Penalty runs under either of clauses

24.4 (Player returning without permission) or 28.3 (Fielding the ball). The ball shall not count as one of the over.

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

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

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

20.1.3 In a match where cameras are being used on or over the field of play (e.g. Spider cam), should a ball that has been hit by the batter make contact, while still in play, with the camera, its apparatus or its cable, either umpire shall call and signal 'dead ball'. The ball shall not count as

one of the over and no runs shall be scored. If the delivery was called a No ball it shall count and the No ball penalty shall be applied. No other runs (including penalty runs) apart from the No ball penalty shall be scored.

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

20.2 Ball finally settled

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

20.3 Call of Over or Time

Neither the call of Over (see clause 17.4), nor the call of Time (see clause 12.2) is to be made

until the ball is dead, either under clauses 20.1 or 20.4.

20.4 Umpire calling and signaling Dead ball

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

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

Either umpire shall call and signal Dead ball when

20.4.2.1 intervening in a case of unfair play.

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

20.4.2.3 leaving his/her normal position for consultation.

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

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

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

20.4.2.7 there is an instance of a deliberate attempt to distract under either of clauses 41.4 (Deliberate attempt to distract striker) or 41.5 (Deliberate distraction, deception or obstruction of batter). The ball shall not count as one of the over.

20.4.2.8 the bowler drops the ball accidentally before delivery.

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

20.4.2.10 the ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker under clause 41.16 (Non-striker leaving his ground early).

20.4.2.11 satisfied that the ball in play cannot be recovered.

20.4.2.12 he/she considers that either side has been disadvantaged by a person, animal or other object within the field of

play. However, if both umpires consider the ball would have reached the boundary regardless of the intervention, the boundary should stand. See Law 19.2.7 (Identifying and marking the boundary).

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

20.4.2.14 required to do so under any of the Playing Conditions not included above.

20.5 Ball ceases to be dead

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

20.6 Dead ball not to be revoked

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

20.7 Dead ball; ball counting as one of over

20.7.1 When a ball which has been delivered is called dead or is to be considered dead then, other than as in clause 20.7.2,

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

20.7.1.2 Unless No ball or Wide ball has been called, it will be a valid ball if the striker has had an opportunity to play it, except in the circumstances of clauses 20.4.2.6 and 24.4 (Player returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract striker) and 41.5 (Deliberate distraction, deception or obstruction of batter).

20.7.2 In clause 20.4.2.5, the ball will not count in the over only if both conditions of not attempting to play the ball and having an adequate reason for not being ready are met. Otherwise the delivery will be a valid ball.

21 NO BALL

21.1 Mode of delivery

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

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

21.1.2 Underarm bowling shall not be permitted.

21.2 Fair delivery – the arm

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

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

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

Note: If a Right Arm bowler has been reported and suspended for suspected bowling action and still can bowl with the left arm with a legal bowling action and vice versa. He is allowed to bowl with that arm.

Illegal Bowling Action

Note: If any bowler is reported two times in a season for suspect bowling action, he will be suspended to bowl with the reported bowling arm till the clearance from the National Cricket Academy

1. If a bowler has been reported twice for suspect bowling action, he will be suspended to bowl from “the arm” he bowls from. This would not be limited to one season, which means if he/she has been reported once in the current season and again in any subsequent season, he will be considered as reported twice.
2. It will be mandatory for the umpires and the match referee to inform the suspected bowler and his respective team manager about further process at the time of submission of the suspect bowling action form.
3. If he wishes to bowl again, he will have to contact National Cricket Academy (NCA), Lahore, for remedial work and re assessment of his bowling action.
4. Only upon written clearance from the NCA, he will be allowed to bowl again in that season or in any subsequent season.
5. Only in case, he gets himself cleared after one report, he will again be given two chances as mentioned in point number 1.

21.3 Ball thrown or delivered underarm – action by umpires

21.3.1 If, in the opinion of either umpire, the ball has been thrown (where such mode of delivery does not correspond to the bowler’s normal bowling action) or delivered underarm, he/she shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call.

The bowler’s end umpire shall then

- warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings.
- inform the captain of the fielding side of the reason for this action.
- inform the batters at the wicket of what has occurred.

21.3.2 If either umpire considers that, in that innings, a further delivery by the same bowler is thrown (where such mode of delivery does not correspond to the bowler’s normal bowling action) or delivered underarm, he/she shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.

The bowler’s end umpire shall then

- direct the captain of the fielding side to suspend the bowler immediately from bowling. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.
- inform the batters at the wicket and, as soon as practicable, the captain of the batting side of the reason for this action.

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

21.4 Bowler throwing towards striker’s end before delivery

Batters If the bowler throws the ball towards the striker’s end before entering the delivery stride, it is not a No ball, and the procedure stated in 21.3 shall not apply. However, the umpire shall call and signal Dead ball under Law 20.4.2.9.

21.5 Fair delivery – the feet

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

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

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

- on the same side of the imaginary line joining the two middle stumps as the return crease described in clause 21.5.1, and
- behind the popping crease.

If the bowler’s end umpire is satisfied that any of these three conditions have not been met, he/she shall call and signal No ball. See clause 41.8 (Bowling of deliberate front foot No ball).

- **No Ball Check (Televised Matches)**

- Other than no ball dismissal, TV umpire shall check the fairness of the front foot for each dismissal.

21.6 Bowler breaking wicket in delivering ball

Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under clause 41.16, the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride.

This shall include any clothing or other object that falls from his person and breaks the wicket.

21.7 Ball bouncing more than once, rolling along the ground or pitching off the pitch

The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker,

- bounces more than once

- or rolls along the ground before it reaches the popping crease.

- or pitches wholly or partially off the pitch as defined in clause 6.1 (Area of pitch) before it reaches the line of the striker's wicket.

In Televised matches, the third umpire may be consulted through two way radio and, if required, can review television replays to assist with the adjudication of No balls under this clause.

21.8 Ball causing the striker to leave the pitch coming to rest in front of striker's wicket

If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket or is so far from the pitch that the striker would need to leave the pitch to attempt to play the ball (see Law 25.8), without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

21.9 Fielder intercepting a delivery

If except in the circumstances of clause 27.3 (Position of wicket-keeper) a ball, delivered by the bowler, makes contact with any part of a fielder's person before it either makes contact with the striker's bat or person, or it passes the striker's wicket, the umpire shall call and signal No ball and immediately call and signal Dead ball.

21.10 Ball bouncing over head height of striker

See clauses 22.1.1.2 and 41.6.1.7

21.11 Call of No ball for infringement of other clauses

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

Clause 27.3 – Position of wicket-keeper

Clause 28.4 – Limitation of on side fielders

Clause 28.5 – Fielders not to encroach on pitch

Clause 41.6 – Bowling of dangerous and unfair short pitched deliveries

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

Clause 41.8 – Bowling of deliberate front foot No ball.

21.12 Revoking a call of No ball

An umpire shall revoke the call of No ball if Dead ball is called under any of clauses 20.4.2.1 to 20.4.2.9 (Umpire calling and signaling Dead ball). However, if a no ball is called in breach of clause 20.4.2.7 (41.4 - Deliberate attempt to distract striker before playing the ball or 41.5 – Deliberate attempt of Distraction, Deception or Obstruction of striker after the stroke) the No ball will stand.

21.13 No ball to over-ride wide

A call of No ball shall over-ride the call of Wide ball at any time. See clauses 22.1 (Judging a Wide) and 22.2 (Call and signal of Wide ball).

21.14 Ball not dead

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

21.15 Penalty for a No ball

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

21.16 Runs resulting from a No ball – how scored

The one run penalty shall be scored as a No ball extra and shall be debited against the bowler. If other Penalty runs have been awarded to either side these shall be scored as stated in clause 41.18 (Penalty runs).

Any runs completed by the batters or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they shall also be scored as Byes or Leg byes as appropriate.

21.17 No ball not to count

A No ball shall not count as one of the over. See clause 17.3 (Validity of balls).

21.18 Out from a No ball

When No ball has been called, neither batter shall be out under any of the Playing Conditions except clause 34 (Hit the ball twice), clause 37 (Obstructing the field) or clause 38 (Run out).

22 WIDE BALL

22.1 Judging a Wide

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

22.1.1.1 the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position.

22.1.1.2 the ball passes above the head height of the striker standing upright at the popping crease.

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

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

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

22.2 Call and signal of Wide ball

If the umpire adjudges a delivery to be a Wide he/she shall call and signal Wide ball as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant that the bowler entered his delivery stride, even though it cannot be called Wide until it passes the striker's wicket.

22.3 Revoking a call of Wide ball

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

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

22.4 Delivery not a Wide

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

22.1.2 or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

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

22.5 Ball not dead

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

22.6 Penalty for a Wide

A penalty of one run shall be awarded instantly on the call of Wide ball. Unless the call is revoked, see clause 22.3, this penalty shall stand even if a batter is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

22.7 Runs resulting from a Wide – how scored

All runs completed by the batters or a boundary allowance, together with the penalty for the Wide, shall be scored as Wide balls. Apart from any award of 5 Penalty runs, all runs resulting from a Wide shall be debited against the bowler.

22.8 Wide not to count

A Wide shall not count as one of the over. See clause 17.3 (Validity of balls).

22.9 Out from a Wide

When Wide ball has been called, neither batter shall be out under any of the Playing Conditions except clause 35 (Hit wicket), clause 37 (Obstructing the field), clause 38 (Run out) or clause 39 (Stumped).

23 BYE AND LEG BYE

23.1 Byes

If the ball, delivered by the bowler, not being a Wide, passes the striker without touching his bat or person, any runs completed by the batters from that delivery, or a boundary allowance, shall be credited as Byes to the batting side.

Additionally, if the delivery is a No ball, the one run penalty for such a delivery shall be incurred.

23.2 Leg byes

23.2.1 If a ball delivered by the bowler first strikes the person of the striker, runs shall be scored only if the umpire is satisfied that the striker has either attempted to play the ball with the bat or tried to avoid being hit by the ball.

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

23.2.2.1 If there is either no subsequent contact with the striker's bat or person, or only inadvertent contact with the striker's bat or person

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

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

23.2.3 The runs in clause 23.2.2.1, unless credited to the striker, shall be scored as Leg byes. Additionally, if the delivery is a No ball, the one run penalty for the No ball shall be incurred.

23.3 Leg byes not to be awarded

If in the circumstance of clause 23.2.1 the umpire considers that neither of the conditions therein has been met, then Leg byes shall not be awarded.

If the ball does not become dead for any other reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run.

The umpire shall then:

- disallow all runs to the batting side;
- return any not out batter to his original end;
- signal No ball to the scorers if applicable;

award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).

24 FIELDER'S ABSENCE; SUBSTITUTES₄₃

24.1 Substitute fielders

24.1.1 The umpires shall allow a substitute fielder

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

24.1.1.2 for any other wholly acceptable reason. In all other circumstances, a substitute is not allowed.

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

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

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

24.2 Fielder absent or leaving the field of play

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

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

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

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

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

24.2.3.1 The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time).

A player's unexpired Penalty time shall be limited to a maximum of 120 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.

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

If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.

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

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

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

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

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

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

24.2.8 Any un served Penalty time shall be carried forward into the next innings of the match, as applicable.

24.3 Penalty time not incurred

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

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

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

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

24.4 Player returning without permission

If a player comes on to the field of play in contravention of clause 24.2 and comes into contact with the ball while it is in play, the ball shall immediately become dead.

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

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

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

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

25 BATTER'S INNINGS

25.1 Eligibility to act as a batter

Only a nominated player may bat and, subject to clause 24.2.2, may do so even though a substitute fielder has previously acted for him.

25.2 Commencement of a batter's innings

The innings of the first two batters, and that of any new batter on the resumption of play after a call of Time, shall commence at the call of Play. At any other time, a batter's innings shall be considered to have commenced when that batter first steps onto the field of play.

25.3 Restriction on batter commencing an innings

25.3.1 If a member of the batting side has un served Penalty time, see clause 24.2.7, that player shall not be permitted to bat until that Penalty time has been served. However, even if the un served Penalty time has not expired, that player may bat after his side has lost 5 wickets.

25.3.2 A member of the batting side's Penalty time is served during Playing time, in the event of an unscheduled stoppage, the stoppage time after the batter notifies an umpire in person that he is able to participate shall count as Penalty time served.

25.3.3 If any un served Penalty time remains at the end of a team's innings, it shall be carried forward to the next innings of the match if appropriate.

25.4 Batter retiring

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

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

25.4.3 If a batter retires for any reason other than as in clause 25.4.2, the innings of that batter shall not be allowed to resume and that batter is to be recorded as 'Retired -out'.

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

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

25.5 Runners

Runners shall not be permitted.

25.6 Striker's right to play the ball

The striker has a right to play the ball, or to make a legitimate second strike, after it has been delivered, without interference from the wicket-keeper or any other fielder (See Law 27.5 – Restrictions on actions of wicket-keeper and 27.6 – Interference with wicket-keeper by striker). However, the striker may only attempt to play the ball if some of his/her bat or 45 person, whether grounded or raised, remains within the pitch, as defined in Law 6.1. Should no part of the striker's bat or person remain within the pitch, whilst the striker is playing the ball, either umpire shall immediately call and signal Dead ball.

26 PRACTICE ON THE FIELD

26.1 Practice on the pitch or the rest of the square

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

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

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

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

surface of the square.

26.2 Practice on the outfield

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

- before the start of play
- after the close of play, and
- during the interval or between innings

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

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

- only the fielders participate in such practice.
- no ball other than the match ball is used for this practice.
- no bowling practice takes place in the area between the square and the boundary in a direction parallel to the match pitch.
- the umpires are satisfied that it will not contravene either of clauses 41.3 (The match ball changing its condition) or 41.9 (Time wasting by the fieldingside). If there is such a contravention, the sanctions in Law 41 shall be applied. However, any warning given shall apply to further instances under both Law 26 and Law 41 (Unfair play)

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

26.3 Trial run-up

A bowler is permitted to have a trial run-up provided the umpire is satisfied that it will not contravene either of clauses 41.9 (Time wasting by the fielding side) or 41.12 (Fielder damaging the pitch).

26.4 Penalties for contravention

All forms of practice are subject to the provisions of clauses 41.3 (The match ball – changing its condition), 41.9 (Time wasting by the fielding side) and 41.12 (Fielder damaging the pitch).

26.4.1 If there is a contravention of any of the provisions of clause 26.1 or 26.2, the umpire shall

- warn the player that the practice is not permitted;
- inform the other umpire and, as soon as practicable, both captains of the reason for this action.

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

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

- award 5 Penalty runs to the opposing side;
- inform the other umpire, the scorers and, as soon as practicable, both captains, and,

if the contravention is during play, the batters at the wicket.

27 THE WICKET-KEEPER

27.1 Protective equipment

The wicket-keeper is the only fielder permitted to wear gloves and external leg guards. If these are worn, they are to be regarded as part of his person for the purposes of clause 28.2 (Fielding the ball).

If by the wicket-keeper's actions and positioning when the ball comes into play it is apparent to the umpires that he will not be able to carry out the normal duties of

a wicket-keeper, he shall forfeit this right and also the right to be recognized as a wicket-

keeper for the purposes of clauses 32.2 (A fair catch), 39 (Stumped), 28.1(Protective

equipment), 28.4 (Limitation of on-side fielders) and 28.5 (Fielders not to encroach on pitch).

27.2 Gloves

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

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

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

27.3 Position of wicket-keeper

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

touches the bat or person of the striker, or passes the wicket at the striker's end, or the striker attempts a run.

27.3.2 In the event of the wicket-keeper contravening this clause, the striker's end umpire shall call and signal No ball as soon as applicable after the delivery of the ball.

27.4 Movement by wicket-keeper

27.4.1 After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters his position in relation to the striker's wicket, except for the following:

27.4.1.1 movement of a few paces forward for a slower delivery, unless in so doing it brings him within reach of the wicket.

27.4.1.2 lateral movement in response to the direction in which the ball has been delivered.

27.4.1.3 movement in response to the stroke that the striker is playing or that his actions suggest he intends to play. However the provisions of clause 27.3 shall apply.

27.4.2 In the event of unfair movement by the wicketkeeper, either umpire shall call and signal Dead ball and inform the other umpire of the reason for doing so. The bowler's end umpire shall then:

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

27.4.2.2 award 5 Penalty runs to the batting side

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

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

The umpires together may report the occurrence as soon as possible after the match to the PCB Match Referee, who may take such action as is considered appropriate against the wicket keeper concerned and/or the captain, .

27.5 Restriction on actions of wicket-keeper

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

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

27.6 Interference with wicket-keeper by striker

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

28 THE FIELDER

28.1 Protective equipment

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

28.2 Fielding the ball

28.2.1 A fielder may field the ball with any part of his person, except as in clause 28.2.1.2. However, he will be deemed to have fielded the ball illegally if, while the ball is in play he willfully.

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

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

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

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

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

- the penalty for a No ball or a Wide shall stand.

- any runs completed by the batters shall be credited to the batting side, together with the run in progress if the batters had already crossed at the instant of the offence.

- the ball shall not count as one of the over. In addition the umpire shall:

- award 5 Penalty runs to the batting side.

- inform the other umpire and the captain of the fielding side of the reason for this action.

inform the batters and, as soon as practicable, the captain of the batting side of what

has occurred.

28.3 Protective helmets belonging to the fielding side

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

28.3.2 If the ball while in play strikes the protective helmet, placed as described in 28.3.1, the ball shall immediately become dead and, unless 28.3.3 applies:

28.3.2.1 the umpire shall signal No ball or Wide to the scorers, if applicable

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

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

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

28.3.3 If the ball while in play strikes a helmet, placed as described in clause 28.3.1, and in the circumstances of clause 23.3 (Leg byes not to be awarded) or clause 34 (Hit the ball twice) apply, the umpire shall:

- disallow all runs to the batting side

- return any not out batter to his original end

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

award any 5-run Penalty that is applicable except for Penalty runs under

clause 28.3.2.

28.4 Limitation of on side fielders

28.4.1 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.

28.4.2 In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

28.5 Fielders not to encroach on pitch

While the ball is in play and until the ball has made contact with the striker's bat or person, or has passed the striker's bat, no fielder, other than the bowler, may have any part of his person grounded on or extended over the pitch.

In the event of infringement of this clause by any fielder other than the wicket-keeper, the bowler's end umpire shall call and signal No ball as soon as possible after delivery of the ball.

Note, however, clause 27.3 (Position of wicket-keeper).

28.6 Movement by any fielder other than the wicket-keeper

28.6.1 Any movement by any fielder, excluding the wicket-keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:

28.6.1.1 minor adjustments to stance or position in relation to the striker's wicket.

28.6.1.2 movement by any fielder, other than a close fielder, towards the striker or the striker's wicket that does not significantly alter the position of the fielder.

28.6.1.3 movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.

28.6.2 In all circumstances clause 28.4 (Limitation of on side fielders) shall apply.

28.6.3 In the event of such unfair movement, either umpire shall call and signal Dead ball and inform the other umpire of the reason for doing so. The bowler's end umpire shall then:

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

28.6.3.2 award 5 Penalty runs to the batting side

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

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

The umpires together may report the occurrence as soon as possible after the match to the PCB Match Referee, who may take such action as is considered appropriate against the concerned fielder and/or the captain, if appropriate.

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

29 THE WICKET IS BROKEN

29.1 The wicket is broken

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The wicket is broken when at least one bail is completely removed from the top of the stumps, or one or more stumps is removed from the ground.

29.2 Breaking the wicket fairly

29.2.1 The wicket is broken fairly if a bail is completely removed from the top of the stumps, or a stump is struck out of the ground,

29.2.1.1 by the ball.

29.2.1.2 by the striker's bat if held or by any part of the bat that he/she is holding.

29.2.1.3 for the purpose of this law only, by the striker's bat not in hand, or by any part of the bat which has become detached.

29.2.1.4 by the striker's person or by any part of his clothing or equipment becoming detached from his person,
29.2.1.5 by a fielder with his/her hand or arm, providing that the ball is held in the hand or hands so used, or in the hand of the arm so used.

29.2.1.6 The wicket is also broken fairly if a fielder strikes or pulls a stump out of the ground as in 29.1.1.5.

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

29.3 One bail off

If one bail is off, it shall be sufficient for the purpose of breaking the wicket 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 29.2.

29.4 Remaking wicket

If a wicket is broken while the ball is in play, it shall not be remade by an umpire until the ball is dead. See Law 20 (Dead ball). Any fielder may, however, while the ball is in play, replace a bail or bails on top of the stumps. put back one or more stumps into the ground where the wicket originally stood.

29.5 Dispensing with bails

If the umpires have agreed to dispense with bails in accordance with Law 8.5 (Dispensing with bails), it is for the umpire concerned to decide whether or not the wicket has been broken.

29.5.1 After a decision to play without bails, the wicket has been broken fairly 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/her clothing or equipment as described in 29.1.1.2, 29.1.1.3 or 29.1.1.4, or by a fielder in the manner described in 29.1.1.5.

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

30 BATTER OUT OF HIS GROUND

30.1 When out of his ground

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

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

30.2 Which is a batter's ground

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

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

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

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

30.3 Position of non-striker

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

31 APPEALS

31.1 Umpire not to give batter out without an appeal

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

31.2 Batter dismissed

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

31.3 Timing of appeals

For an appeal to be valid, it must be made before the bowler begins his run-up or, if there is no run-up, his bowling action to deliver the next ball, and before Time has been called.

The call of Over does not invalidate an appeal made prior to the start of the following over, provided Time has not been called. See clauses 12.2 (Call of Time) and 17.2 (Start of an over).

31.4 Appeal “How’s That?”

An appeal “How’s That?” covers all ways of being out.

31.5 Answering appeals

The striker’s end umpire shall answer all appeals arising out of any of clauses 35 (Hit wicket), 39 (Stumped) or 38 (Run out) when this occurs at the wicket-keeper’s end. The bowler’s end umpire shall answer all other appeals.

When an appeal is made, each umpire shall answer on any matter that falls within his jurisdiction.

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

31.6 Consultation by umpires

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

31.7 Batter leaving the wicket under a misapprehension

An umpire shall intervene if satisfied that a batter, not having been given out, has⁵¹ left the wicket under a misapprehension of being out. The umpire intervening shall call and signal Dead ball to prevent any further action by the fielding side and shall recall the batter.

A batter may be recalled at any time up to the instant when the ball comes into play for the next delivery, unless it is the final wicket of the innings, in which case it should be up to the instant when the umpires leave the field.

31.8 Withdrawal of an appeal

The captain of the fielding side may withdraw an appeal only after obtaining the consent of the umpire within whose jurisdiction the appeal falls. If such consent is given, the umpire concerned shall, if applicable, revoke the decision and recall the batter.

The withdrawal of an appeal must be before the instant when the ball comes into play for the next delivery or, if the innings has been completed, the instant when the umpires leave the field.

32 BOWLED

32.1 Out Bowled

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

32.1.2 However, the striker shall not be out Bowled if before striking the wicket the ball has been in contact with any other player or an umpire. The striker will, however, be subject to clauses 37 (Obstructing the field), 38 (Run out) and 39 (Stumped).

32.2 Bowled to take precedence

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

33 CAUGHT

33.1 Out Caught

The striker is out Caught if a ball delivered by the bowler, not being a No ball, touches his bat without having previously been in contact with any fielder, and is subsequently held by a fielder as a fair catch, as described in clauses 33.2 and 33.3, before it touches the ground.

33.2 A fair catch

33.2.1 A catch will be fair only if, in every case either the ball, at anytime
or any fielder in contact with the ball,

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

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

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

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

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

33.2.2.4 a fielder catches the ball after it has crossed the boundary in the air, provided that the conditions in clause 32.2.1 are met.

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

- In Televised matches, Quantum Runs Scored when the fairness of a catch is in doubt – where necessary, even on a no ball the fairness of a catch shall be reviewed by the 3rd umpire to determine the runs scored.

33.3 Making a catch

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

33.4 No runs to be scored

If the striker is dismissed Caught, runs from that delivery completed by the batters before the completion of the catch shall not be scored but any runs for penalties awarded to either side

shall stand. Batter Clause 18.11 (Batter returning to original end) shall apply from the instant of the completion of the catch.

33.5 Caught to take precedence

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

34 HIT THE BALL TWICE

34.1 Out Hit the ball twice

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

34.1.2 For the purpose of this clause 'struck' or 'strike' shall include contact with the person of the striker.

34.2 Not out Hit the ball twice

The striker will not be out under this clause if he

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

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

34.3 Ball lawfully struck more than once

The striker may, solely in order to guard his wicket and before the ball has been touched by a fielder, lawfully strike the ball a second or subsequent time with the bat, or with any part of his person other than a hand not holding the bat. The striker may guard his wicket even if the delivery is a No ball.

However, the striker may not prevent the ball from being caught by striking the ball more than once in defence of his wicket. See clause 37.3 (Obstructing a ball from being caught).

34.4 Runs permitted from ball lawfully struck more than once

When the ball is lawfully struck more than once, as permitted in clause 34.3, if the ball does not become dead for any reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run.

However, the umpire shall delay the call of Dead ball to allow the opportunity for a catch to be completed.

The umpire shall

- disallow all runs to the batting side
- return any not out batter to his original end
- signal No ball to the scorers if applicable, and
- award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).

34.5 Bowler does not get credit

The bowler does not get credit for the wicket.

35 HIT WICKET

35.1 Out Hit wicket

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

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

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

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

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

35.1.2 If the striker puts his wicket down in any of the ways described in clauses 29.1.1.2 to

29.1.1.4 before the bowler has entered the delivery stride, either umpire shall call and signal

Dead ball.

35.2 Not out Hit wicket

The striker is not out under this clause should his wicket be put down in any of the ways referred to in clause 35.1 if any of the following applies:

- it occurs after the striker has completed any action in receiving the delivery, other than in

clauses 35.1.1.1 to 35.1.1.4.

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

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

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

- the bowler after entering the delivery stride does not deliver the ball. In this case either umpire shall immediately call and signal Dead ball. See clause 20.4 (Umpire calling and signaling Dead ball).

- the delivery is a No ball.

36 LEG BEFORE WICKET

36.1 Out LBW

The striker is out LBW if all the circumstances set out in clauses 36.1.1 to 36.1.5 apply.

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

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

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

36.1.4 the point of impact, even if above the level of the bails, either is between wicket and wicket or if the striker has made no genuine attempt to play the ball with the bat, is between wicket and wicket or outside the line of the off stump.

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

36.2 Interception of the ball

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

36.2.2 In assessing clause 36.1.3, if the bowler's end umpire is not satisfied that the ball intercepted the batter's person before it touched the bat, the batter shall be given Not out.

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

36.3 Off side of wicket

The off side of the striker's wicket shall be determined by the striker's batting position at the

moment the ball comes into play for that delivery.

37 OBSTRUCTING THE FIELD

37.1 Out Obstructing the field

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

37.1.2 The striker is out Obstructing the field if, except in the circumstances of clause 37.2, in the act of receiving a ball delivered by the bowler, he wilfully strikes the ball with a hand not holding the bat.

This will apply whether it is the first strike or a second or subsequent strike. The act of receiving the ball shall extend both to playing at the ball and to striking the ball more than once in defence of his wicket.

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

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

If the change of direction involves the batter crossing the pitch, clause 41.14 shall also apply.

37.2 Not out obstructing the field

A batter shall not be out Obstructing the field if, obstruction or distraction is accidental, or obstruction is in order to avoid injury, or

in the case of the striker, he makes a second or subsequent strike to guard his wicket lawfully as in clause 34.3 (Ball lawfully struck more than once). However, see clause 37.3.

37.3 Obstructing a ball from being caught

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

37.3.2 Clause 37.3.1 shall apply even if an obstruction is caused by the striker in lawfully guarding his wicket under the provision of Clause 34.3 (Ball lawfully struck more than once).

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

However, neither batter is out if the obstruction of a catch is caused by the striker while defending his/her wicket from a No ball with a lawful second strike.

37.3.4 Clause 37.3.3 shall not apply if the striker obstructs while instinctively defending his wicket with a lawful second strike.

37.4 Returning the ball to a fielder

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Either batter is out Obstructing the field if, at any time while the ball is in play and, without the consent of a fielder, he uses the bat or any part of his person to return the ball to any fielder.

37.5 Runs scored

When either batter is dismissed Obstructing the field,

37.5.1 unless the obstruction or distraction prevents the striker being out Caught, any runs completed by the batters before the offence shall be scored together with any one-run Penalty for No ball or Wide, or any other award of 5 Penalty Runs to either side, See clauses 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batter is dismissed).

37.5.2 if the obstruction or distraction prevents the striker being out Caught, any runs completed by the batters shall not be scored but any award of 5 Penalty Runs to either side shall stand.

37.6 Bowler does not get credit

The bowler does not get credit for the wicket.

38 RUN OUT

38.1 Out Run out

Either batter is out Run out, except as in clause 38.2, if, at any time while the ball is in play, he is out of his ground and his wicket is fairly put down by the action of a fielder even though No ball has been called, except in the circumstances of clause 38.2.2.2, and whether or not a run is being attempted.

38.2 Batter not out Run out

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

38.2.1.1 He has been within his ground and has subsequently left it to avoid injury, when the wicket is putdown.

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

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

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

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

38.2.2.2 No ball has been called and he is out of his ground not attempting a run and the wicket is fairly put down by the wicket-keeper without the intervention of another fielder.

38.3 Non-striker leaving his ground early

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

- The instant when the bowler would normally have been expected to release the ball is defined as the moment the bowler's arm reaches the highest point of his/her normal bowling action in the delivery swing.
- Even if the non-striker had left his/her ground before the instant at which the bowler would normally have been expected to release the ball, once the bowler has reached that point it is no longer possible for the bowler to run out the non-striker under this Law.

38.4 Runs scored

If either batter is dismissed Run out, the run in progress when the wicket is put down shall not be scored, but any runs completed by the batters shall stand, together with any runs for penalties awarded to either side. See clauses 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batter is dismissed).

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38.5 Bowler does not get credit

The bowler does not get credit for the wicket.

39 STUMPED

39.1 Out Stumped

39.1.1 The striker is out Stumped, except as in clause 39.3, if a ball which is delivered is not called No ball and he is out of his ground, other than as in clause 39.3.1 and he has not attempted a run when his wicket is fairly put down by the wicket-keeper without the intervention of another fielder. Note, however clause 27.3 (Position of wicket-keeper).

39.1.2 The striker is out Stumped if all the conditions of clause 39.1.1 are satisfied, even though a decision of Run out would be justified

39.2 Ball rebounding from wicket-keeper's person

If the wicket is put down by the ball, it shall be regarded as having been put down by the wicket-keeper if the ball rebounds on to the stumps from any part of the wicket-keeper's person or equipment or has been kicked or thrown on to the stumps by the wicket-keeper.

39.3 Not out Stumped

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

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

(Batter not out run out) be out Run out if the conditions of clause 38.1 (Out Run out) apply.

40 TIMED OUT

40.1 Out Timed out

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

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

40.2 Bowler does not get credit

The bowler does not get credit for the wicket.

41 UNFAIR PLAY

41.1 Fair and unfair play – responsibility of captains

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

41.2 Fair and unfair play – responsibility of umpires

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

41.2.1.1 If this is a first offence by that side, the bowler's end umpire shall then, 57

- summon the offending player's captain and issue a first and final warning which shall apply to all members of the team for the remainder of the match.
- warn the offending player's captain that any further such offence by any member of his team shall result in the award of 5 Penalty runs to the opposing team.

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

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

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

41.3 The match ball – changing its condition

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

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

Except in carrying out his normal duties, a batter is not allowed to willfully damage the ball other than, when the ball is in play, in striking it with the bat. See also clause 5.5 (Damage to the ball).

A fielder may, however:

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

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

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

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

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

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

41.3.5.1 Change the ball forthwith. (Please refer to NOTE below)

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

41.3.5.1.2 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the batting side, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention

41.3.5.2 Additionally, the bowler's end umpire shall

- award 5 Penalty runs to the opposing side.
- if appropriate, inform the batters at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action.
- inform the captain of the batting side as soon as practicable of what has occurred.

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

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

41.3.6.1 Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.

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

41.3.6.3 Advise the captain that should there be any further instances of changing the condition of the ball by that team during the remainder of the season clause 41.3.5.2 above will be adopted, with the captain deemed to be the player responsible for the contravention.

41.3.7 If the umpires believe that saliva has been applied to the ball, the bowler's end umpires shall:

- award 5 Penalty runs to the opposing side, and

- replace the ball under the provisions of 41.3.5.1 unless they believe the fielding team has deliberately applied saliva to try to get the ball changed to their advantage.

41.4 Deliberate attempt to distract striker

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

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

- award 5 Penalty runs to the batting side.

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

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

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

41.5 Deliberate distraction, deception or obstruction of batter

41.5.1 In addition to clause 41.4, it is unfair for any fielder willfully to attempt, by word or action, to distract, deceive or obstruct either batter after the striker has received the ball.

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

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

41.5.4 Neither batter shall be dismissed from that delivery.

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

41.5.5.1 If an offence under clause 42 (Players' conduct) has been committed, they shall apply the relevant procedures in clause 42 and shall also apply each of clauses 41.5.7 to 41.5.9.

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

41.5.6 The bowler's end umpire shall;

- award 5 Penalty runs to the batting side

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

41.5.7 The ball shall not count as one of the over

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

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

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

41.6 Bowling of dangerous and unfair short pitched deliveries

41.6.1 Notwithstanding clause 41.6.2, the bowling of short pitched deliveries is dangerous if the bowler's end umpire

considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him. The fact that the striker is wearing protective equipment shall be disregarded.

In the first instance the umpire decides that the bowling of short pitched deliveries has become dangerous under clause 41.6.1

41.6.1.1 The umpire shall call and signal No ball, and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding side and the batters of what has occurred. This caution shall apply to that bowler throughout the innings.

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

41.6.1.3 Should there be any further instance by the same bowler in that innings, the umpire shall

- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

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

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

- The umpire shall report the occurrence to the batters and, as soon as practicable, to the captain of the batting side.

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

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

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

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

41.6.1.7 In addition, a ball that passes above head height of the batter, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide. See also clause 22.1.1.2

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

41.6.1.8 In the event of a bowler bowling more than two fast short- pitched deliveries in an over as defined in clause 41.6.1.5 above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'No ball' and then tap the head with the other hand.

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

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

41.6.1.11 Should there be any further instance by the same bowler in that innings, the umpire shall

- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

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

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

- The umpire shall report the occurrence to the batters and, as soon as practicable, to the captain of the batting side.

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

41.6.2 Should the umpires initiate the caution and warning procedures set out in clauses

41.6.1.3 and 41.7 such cautions and warnings are not to be cumulative.

41.7 Bowling of dangerous and unfair non-pitching deliveries

41.7.1 Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed to be unfair, whether or not it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately call and signal No ball.

Note: (Only for televised matches where TV umpire is appointed)

“If the on-field umpires are doubtful whether any high full pitched delivery is a no-ball on account of being higher than waist height, regardless if a dismissal is involved or not, they may consult the TV umpire.”

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batter by its speed and direction, it shall be considered dangerous. When the ball is dead the umpire shall caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batters of what has occurred. This caution shall apply to that bowler throughout the innings.

41.7.2 Should there be any further instance (where a dangerous non-pitching delivery is bowled and is considered likely to inflict physical injury on the batter) by the same bowler in that innings, the umpire shall,

- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

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

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

Additionally the umpire shall report the occurrence to the batters and, as soon as practicable, to the captain of the batting side. The umpires may then report the matter to the PCB Match Referee who shall take such action as is considered appropriate against the bowler concerned.

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

41.7.4 If the umpire considers that a bowler deliberately bowled a high full- pitched delivery, deemed to be dangerous and unfair as defined in clause 41.7.1, then the caution and warning in clause 41.7.1 shall be dispensed with. The umpire shall

- immediately call and signal No ball.
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action.

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

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

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

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

41.8 Bowling of deliberate front-foot No ball

If the umpire considers that the bowler has delivered a deliberate front-foot No ball, he/she shall

- immediately call and signal No ball.
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

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

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

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

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

41.9 Time wasting by the fielding side

41.9.1 It is unfair for any fielder to waste time.

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

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred. The bowler's end umpire shall then
- warn the captain of the fielding side, indicating that this is a first and final warning.
- inform the batters of what has occurred.

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

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then award 5 Penalty runs to the batting side and inform the captain of the fielding side of the reason for this action.

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

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

41.10 Batter wasting time

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

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

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

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

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

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

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

41.11 The protected area

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

41.12 Fielder damaging the pitch

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

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

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

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

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

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

41.13 Bowler running on protected area

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

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

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

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

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

- direct the captain of the fielding side to suspend the bowler immediately from bowling. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. The bowler taken off shall not be allowed to bowl again in that innings.
- inform the other umpire of the reason for this action.
- inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

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

41.14 Batter damaging the pitch

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

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

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

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

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

The bowler's end umpire shall

- disallow all runs to the batting side
- return any not out batter to his original end

- signal No ball or Wide to the scorers if applicable.
- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).
- Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

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

41.15 Striker in protected area

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

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

41.15.2 If either umpire considers that the striker is in breach of any of the conditions in clause 41.15.1, if the bowler has not entered the delivery stride, he/she shall immediately call Dead ball, otherwise, wait until the ball is dead; he/she shall then inform the other umpire of the occurrence.

The bowler's end umpire shall then

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

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41.15.3 If there is any further breach of any of the conditions in clause 41.15.1 by any batter in that innings, the umpire seeing the contravention shall, if the bowler has not entered his delivery stride, immediately call and signal Dead ball, otherwise, he/she shall wait until the ball is dead and then inform the other umpire of the occurrence.

The bowler's end umpire shall

- disallow all runs to the batting side
- return any not out batter to his original end
- signal No ball or Wide to the scorers if applicable.
- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

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

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41.16 Batsmen stealing a run

41.16.1 It is unfair for the batters to attempt to steal a run during the bowler's run-up. Unless the bowler attempts to run out the non-striker – see Law 38.3 (Non-striker leaving his/her ground early) – the umpire shall

- call and signal Dead ball as soon as the batters cross in such an attempt
- inform the other umpire of the reason for this action.

The bowler's end umpire shall then

- return the batters to their original ends and disallow the attempted run.
- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable.
- inform the batters, the captain of the fielding side and, as soon as practicable, the captain of the batting side, of the reason for this action.

The umpires may then report the matter to the PCB Match Referee who shall take such action

as is considered appropriate against the batsman concerned.

41.17 Penalty runs

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

41.17.2 Penalty runs shall be awarded in each case where these Playing Conditions require the award, even if a result has already been achieved. See clause 16.6 (Winning hit or extras). Note, however, that the restrictions on awarding Penalty runs, in clauses 23.3 (Leg byes not to be awarded), 34.4 (Runs scored from ball lawfully struck more than once) and 28.3 (Protective helmets belonging to the fielding side), will apply.

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

- they shall be scored as Penalty extras and shall be in addition to any other penalties.
- they are awarded when the ball is dead and shall not be regarded as runs scored from either the immediately preceding delivery or the immediately following delivery, and shall be in addition to any runs from those deliveries.
- the batters shall not change ends solely by reason of the 5run penalty.

41.17.4 When 5 Penalty runs are awarded to the fielding side, under clause 18.5.2 (Deliberate short runs), or under 41.10, 41.14, 41.15 or 41.17, they shall be added as Penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 Penalty runs shall be added to the score in its next innings.

42 PLAYER'S CONDUCT

42.1 Serious misconduct

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

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

42.1.3 The umpire concerned shall report the matter to the other umpire and together they shall decide whether an offence has been committed. The umpires may also consult with the third umpire and the match referee, who may review any audio or video replays to confirm whether an offence has been committed. If so, the umpires shall then apply the related sanctions.

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

42.2 Level 4 offences and action by umpires

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

- threatening to assault an umpire
- making inappropriate and deliberate physical contact with an umpire
- physically assaulting a player or any other person
- committing any other act of violence.

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

42.2.2.1 The umpire shall call Time.

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

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

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

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

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

42.2.2.4 As soon as practicable, the umpire shall:

- award 5 Penalty runs to the opposing team
- signal the Level 4 penalty to the scorers
- Call Play.

42.2.2.5 The umpires shall then report the matter to the PCB Match Referee under the PCB Code of Conduct.

42.3 Captain refusing to remove a player from the field

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

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

42.4 Additional points relating to Level 4 offences

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

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

Use of Electronic Communications Equipment

The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted. During the match, the umpires shall not be allowed to use mobile except for two way radios, if provided. However they are allowed to use palmtop/laptop or any other communication device without internet connection. Only Managers of the teams will be allowed to use mobile phones during the match.

Appendix 2

Equipment

1 The Bat

1.1 *General guidance*

1.1.1 Measurements - All provisions in paragraphs 1.2 to 1.6 below are subject to the measurements and restrictions stated in the Playing Conditions and this Appendix.

1.1.2 Adhesives – Throughout, adhesives are permitted only where essential and only in minimal quantity.

1.2 Specifications for the Handle

1.2.1 One end of the handle is inserted into a recess in the blade as a means of joining the handle and the blade.

This lower portion is used purely for joining the blade and the handle together. It is not part of the blade but, solely in interpreting paragraphs 1.3 and 1.4 below, references to the blade shall be considered to extend also to this lower portion of the handle where relevant.

1.2.2 The handle may be glued where necessary and bound with twine along the upper portion.

Providing clause 5.5 is not contravened, the upper portion may be covered with materials solely to provide a surface suitable for gripping. Such covering is an addition and is not part of the bat, except in relation to clause 5.6. The bottom of this grip should not extend below the point defined in paragraph 1.2.4 below.

Twine binding and the covering grip may extend beyond the junction of the upper and lower portions of the handle, to cover part of the shoulders of the bat as defined in paragraph 1.3.1.

No material may be placed on or inserted into the lower portion of the handle other than as permitted above together with the minimal adhesives or adhesive tape⁶⁷ used solely for fixing these items, or for fixing the handle to the blade.

1.2.3 Materials in handle – As a proportion of the total volume of the handle, materials other than cane, wood or twine are restricted to one-tenth. Such materials must not project more than 3.25 in/8.26 cm into the lower portion of the handle

1.2.4 Binding and covering of handle – The permitted continuation beyond the junction of the upper and lower portions of the handle is restricted to a maximum, measured along the length of the handle, of

2.5 in/6.35 cm in for the twine binding

2.75 in/6.99 cm for the covering grip.

1.3 Specifications for the Blade

- 1.3.1 The blade has a face, a back, a toe, sides and shoulders
- 1.3.1.1 *The face of the blade is its main striking surface and shall be flat or have a slight convex curve resulting from traditional pressing techniques. The back is the opposite surface.*
- 1.3.1.2 *The shoulders, sides and toe are the remaining surfaces, separating the face and the back.*
- 1.3.1.3 *The shoulders, one on each side of the handle, are along that portion of the blade between the first entry point of the handle and the point at which the blade first reaches its full width.*
- 1.3.1.4 *The toe is the surface opposite to the shoulders taken as a pair.*
- 1.3.1.5 *The sides, one each side of the blade, are along the rest of the blade, between the toe and the shoulders.*
- 1.3.2 No material may be placed on or inserted into the blade other than as permitted in paragraph 1.2.4, paragraph 1.3.3, and clause 5.4 together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.
- 1.3.3 Covering the blade. Bats shall have no covering on the blade except as permitted in clause 5.4.
- Any materials referred to above, in clause 5.4 and paragraph 1.4 below, are to be considered as part of the bat, which must still pass through the gauge as defined in paragraph 1.6.

1.4 Protection and repair

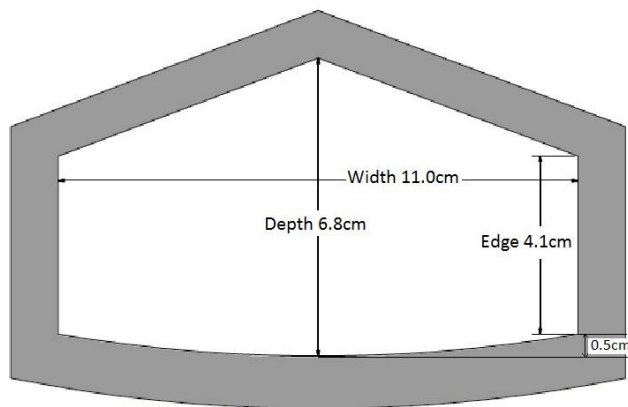
- 1.4.1 The surface of the blade may be treated with non-solid materials to improve resistance to moisture penetration and/or mask natural blemishes in the appearance of the wood. Save for the purpose of giving a homogeneous appearance by masking natural blemishes, such treatment shall not materially alter the colour of the blade.
- 1.4.2 Materials can be used for protection and repair as stated in clause 5.4 and are additional to the blade. Note however clause 5.6.
- Any such material shall not extend over any part of the back of the blade except in the case of clause 5.4.1 and then only when it is applied as a continuous wrapping covering the damaged area.
- The repair material shall not extend along the length of the blade more than 0.79 in/2.0 cm in each direction beyond the limits of the damaged area. Where used as a continuous binding, any overlapping shall not breach the maximum of 0.04 in/0.1 cm in total thickness.
- The use of non-solid material which when dry forms a hard layer more than 0.004 in/0.01 cm in thickness is not permitted.
- 1.4.3 Permitted coverings, repair material and toe guards, not exceeding their specified thicknesses, may be additional to the dimensions above, but the bat must still pass through the gauge as described in paragraph 1.6.

1.5 Commercial identifications

Such identifications shall comply with the restrictions set out in the Clothing and Equipment Regulations in relation to the size and position of marks and logos.

1.6 Bat Gauge

All bats must meet the specifications defined in clause 5.7. They must also, with or without protective coverings permitted in clause 5.7, be able to pass through a bat gauge, the dimensions and shape of which are shown in the following diagram:



Dimensions of aperture

Total depth: 2.68 in/6.8 cm

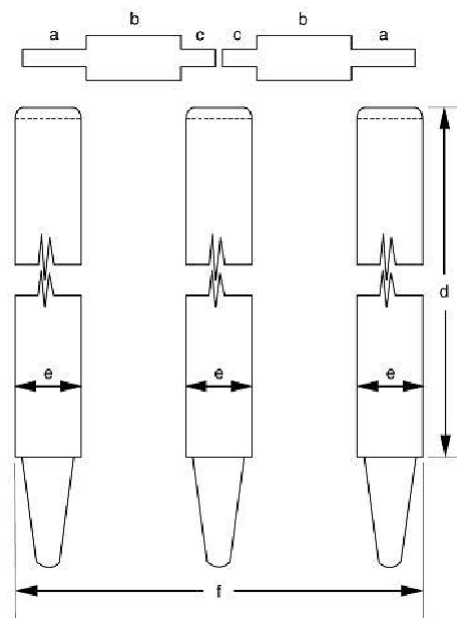
Width: 4.33 in/11.0 cm

Edge: 1.61 in/4.1 cm

Curve: 0.20 in/0.5 cm

Note: The curve of the lower edge of the aperture is an arc of a circle of radius 12.0 in/30.5 cm, whose centre is on the vertical centre line of the aperture.

2 The wickets



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2.1 Bails

Overall 4.31 in / 10.95

cm a = 1.38 in / 3.50

cm

b = 2.13 in / 5.40 cm

c = 0.81 in / 2.06 cm

2.2 Stumps

Height (d) = 28 in / 71.1 cm

Diameter (e) - maximum = 1.5 in / 3.81 cm; minimum = 1.38 in / 3.50 cm

2.3 Overall

Width (f) of wicket 9 in / 22.86 cm

3 Wicket-keeping gloves

3.1 The images below illustrate the requirements of clause 27.2 in relation to:

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



3.2 Note also the requirement for wicket-keeping gloves to comply with the Clothing and Equipment Regulations in relation to the size and position of marks and logos.

4. Helmets and Neck Protectors

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4.1 Players must wear a helmet in the following circumstances where:

- batters are facing pace bowlers,
- wicket keepers are standing up to the stumps, and
- fielding close to the batter in front of the wicket.
- The use of a neck protector when batting is optional.

At other times helmets are optional. However, if a helmet is worn, it also must be a certified (BS7928:2013) helmet.