



# ACU&S / CHK

## Level 0 Umpire

### 2019



# Hong Kong Umpire Pathway



Status is determined by the ACUS(HKC) Committee

- **Introductory / Level 0 Training**  
*(Saturday/Junior/Women's Leagues)*
- **Associate Member Umpire/Scorer**  
**+ Level 1 Qualification**  
*(Written Exam & Field Assessment)*
- **Intermediate Member Umpire**  
**+ Level 2 Qualification (External)**  
*(Written Exam & Field Assessment)*
- **Qualified Member Umpire**  
**+ Sunday Panel Experience**  
*(Assessments & ACUS nomination)*
- **Elite Umpire**  
*(ICC Development / Regional Panel)*

# *THE PREAMBLE: THE SPIRIT OF CRICKET*

## The Laws of Cricket 2017 Code

- Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, 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.

## ***THE SPIRIT OF CRICKET***

- 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.

# CHARACTERISTICS OF A GOOD UMPIRE

- Impartial
- Consistent
- Common sense
- Sense of humour
- Respectful
- Calm under pressure
- Punctual
- Self-critical

- Knowledgeable
- Communication
- Concentration
- Positive
- Observant
- Thick-skinned
- Open-minded
- Look the part
- Self-confident

***CONTINUOUS IMPROVEMENT***

The players, umpires and scorers in a game of cricket may be of any gender, and the Laws apply equally.

The use, throughout the text, of pronouns expressing a binary he/she is as inclusive as practicable, whilst retaining clarity.

Except where specifically stated otherwise, every provision of the Laws is to be read as applying to all persons, regardless of gender.

# LAW 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.
- By agreement, a match may be played between sides of more or less than eleven players, but not more than eleven players may field at any time.
- If the number of players is reduced for whatever reason, play continues under any Law or agreement

## 1.2 Nomination of Players

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

# 1.3 Captain



- If at any time before the toss the Captain is not available, a team associate can act for him.
- During the period in which the toss is to take place, the deputy must toss and nominate his players if this has not already been done.
- At any time after the toss, the deputy must be one of the nominated players

## 1.4 Responsibility of the Captains

- The Captains are responsible at all times for ensuring that play is conducted within the spirit and traditions of the game as well as within the Laws.
- See *The Preamble* – The Spirit of Cricket and Law 41.1 (Fair and unfair play - responsibility of captains).

*Note: The Preamble is part of the Laws*

# LAW 2

# THE UMPIRES



# Law 2- Umpires

- Report to ground at least **45 minutes** before start
- Shall not be changed unless injured or ill
- Replacement shall act as striker's end only, unless Captains agree
- Before the toss – umpires meet with Captains:
- Agree: ball to be used, hours of play, boundary allowances
- Check implements of game in accordance with Laws



# Law 2.6 Umpires – Fair and Unfair Play

- The Umpires shall be the **sole judges** of Fair and Unfair play
- It is **solely** for the umpires to decide whether conditions of ground, weather or light or exceptional circumstances are dangerous or unreasonable.
- Conditions may not be dangerous and unreasonable just because they are not ideal



## Law 2 Umpires – Dangerous and Unreasonable

- Conditions regarded as dangerous if there is foreseeable risk to safety of players.
- Conditions regarded as unreasonable if, posing no risks to safety, it would not be sensible to proceed.
- If umpires consider the ground so wet and slippery as to deprive bowlers of reasonable foothold, fielders of the power of free movement or batsman the ability to run between wickets  
= *dangerous & unreasonable*

# Law 2 Umpires – Suspension of Play (Dangerous & Unreasonable)

- If umpires **together** agree ground weather & light or any other circumstances are dangerous. Immediately suspend play or not allow play to start or to re-commence.
- *If play in progress and umpires do not agree, play will be suspended.*
- When play suspended umpires have responsibility to monitor and, if agreed, re-start as soon as possible.



MCC Laws of Cricket 2017 Code

# Law 2 Umpires

- In any disagreement or dispute, the Umpires make the final decision.
- Umpires may change/alter any decision provided such is made promptly. This apart, an umpires decision once made is final.

## SIGNALS

- All signals are made by bowler's end umpire except short run which is by the respective umpire. However, the final signal to scorers is by bowler's end umpire.



# Law 2 Umpires - Signals



- *Each signal must be acknowledged separately by the scorers*
- If multiple signals are used – given in order that events occur
- Umpires must satisfy themselves of correctness of scores. (Essential they consult with scorers)
- Consultations with scorers can take place at every interval other than drinks

# APPENDIX D



**THE BAT** – the following are to be considered as part of the bat

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

**EQUIPMENT** – a batsman's equipment is his bat, as defined above, together with any external protective equipment that he is wearing.

A fielder's equipment is any external protective equipment that he is wearing.

# APPENDIX D

## EXTERNAL PROTECTIVE EQUIPMENT

is any *visible* item of apparel worn for protection against external blows.

For a batsman, items permitted are a helmet, external leg guards (batting pads), batting gloves and fore-arm guards.

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

# Signals

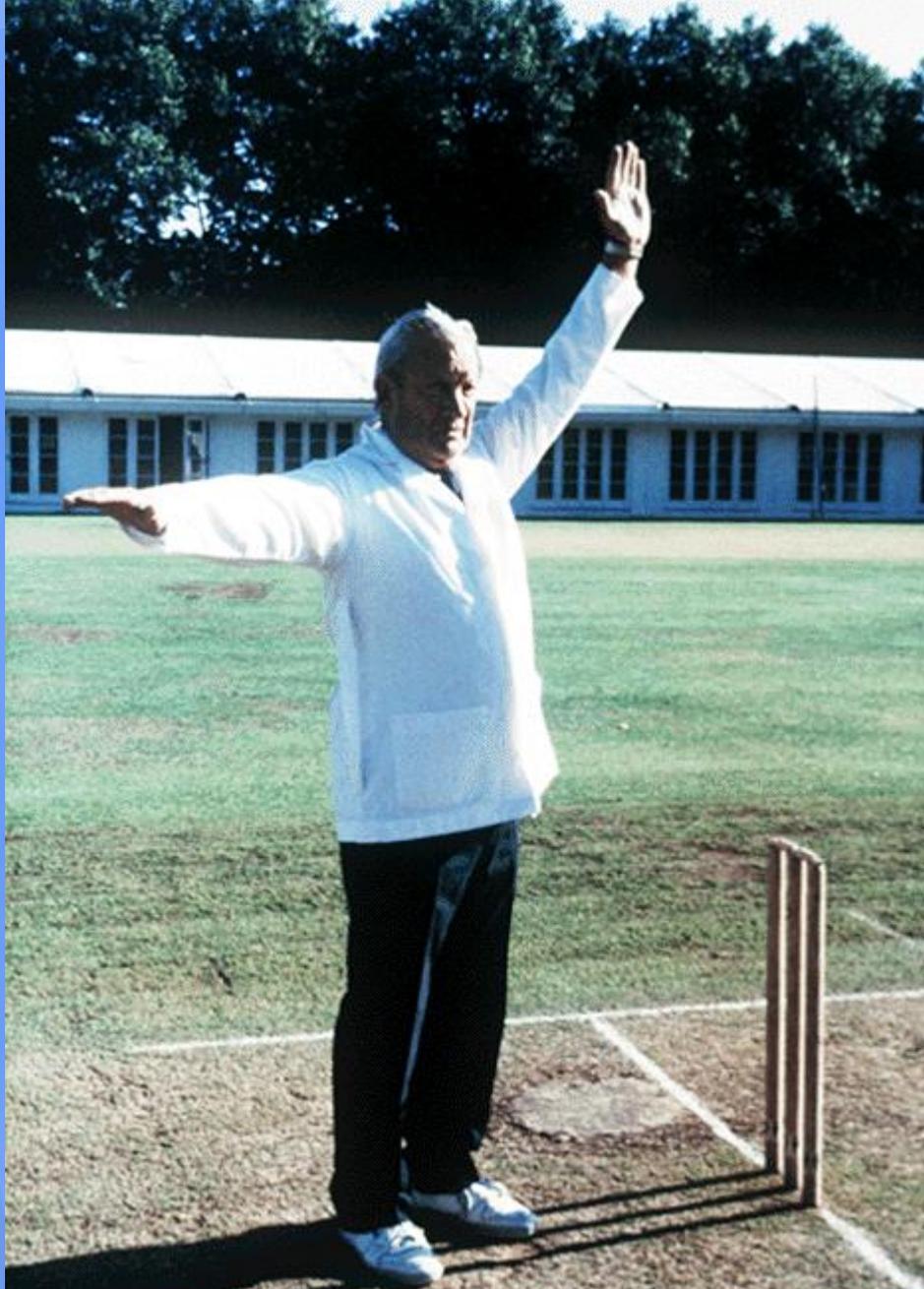


***And some others!!***



Really?





4 Byes?



# LAW 3

# THE SCORERS



# 1. Appointment of Scorers

- Two scorers shall be appointed to record all runs scored, all wickets taken and, where appropriate, the number of overs bowled.
- Frequently check correctness of scores and agree with umpires at least every interval.
- Shall accept all signals from umpires and acknowledge them.

# LAW 4

# THE BALL



## Law 4 The Ball - Weight and Size

The ball, when new,  
shall weigh not less than

**5.5 oz / 155.9 g**

nor more than

**5.75 oz / 163g**

and measure not less than

**8.81 ins / 22.4 cm**

nor more than

**9 inches / 22.9 cm**

in circumference.



# Approval and Control of Balls

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

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

# LAW 6

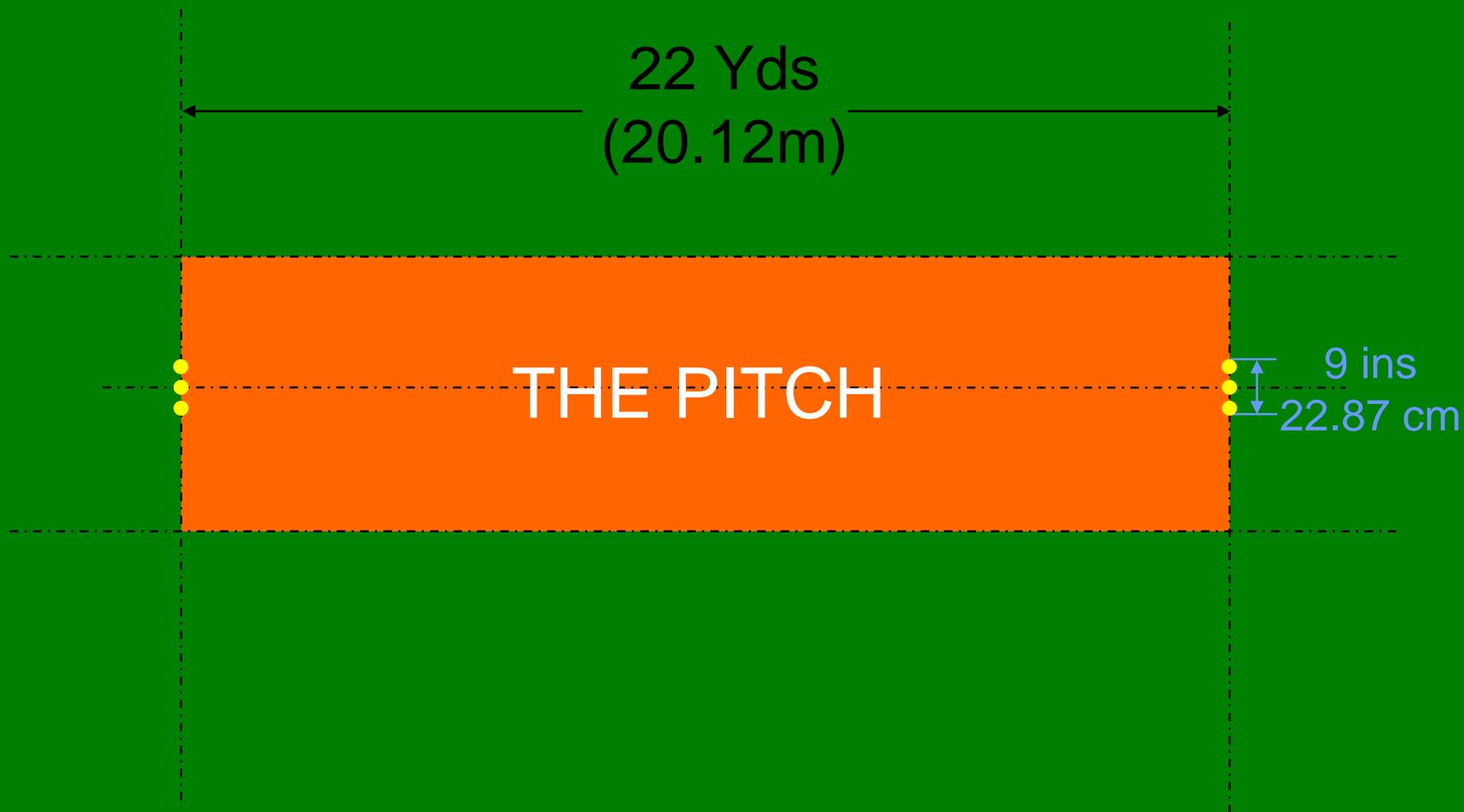
# THE PITCH

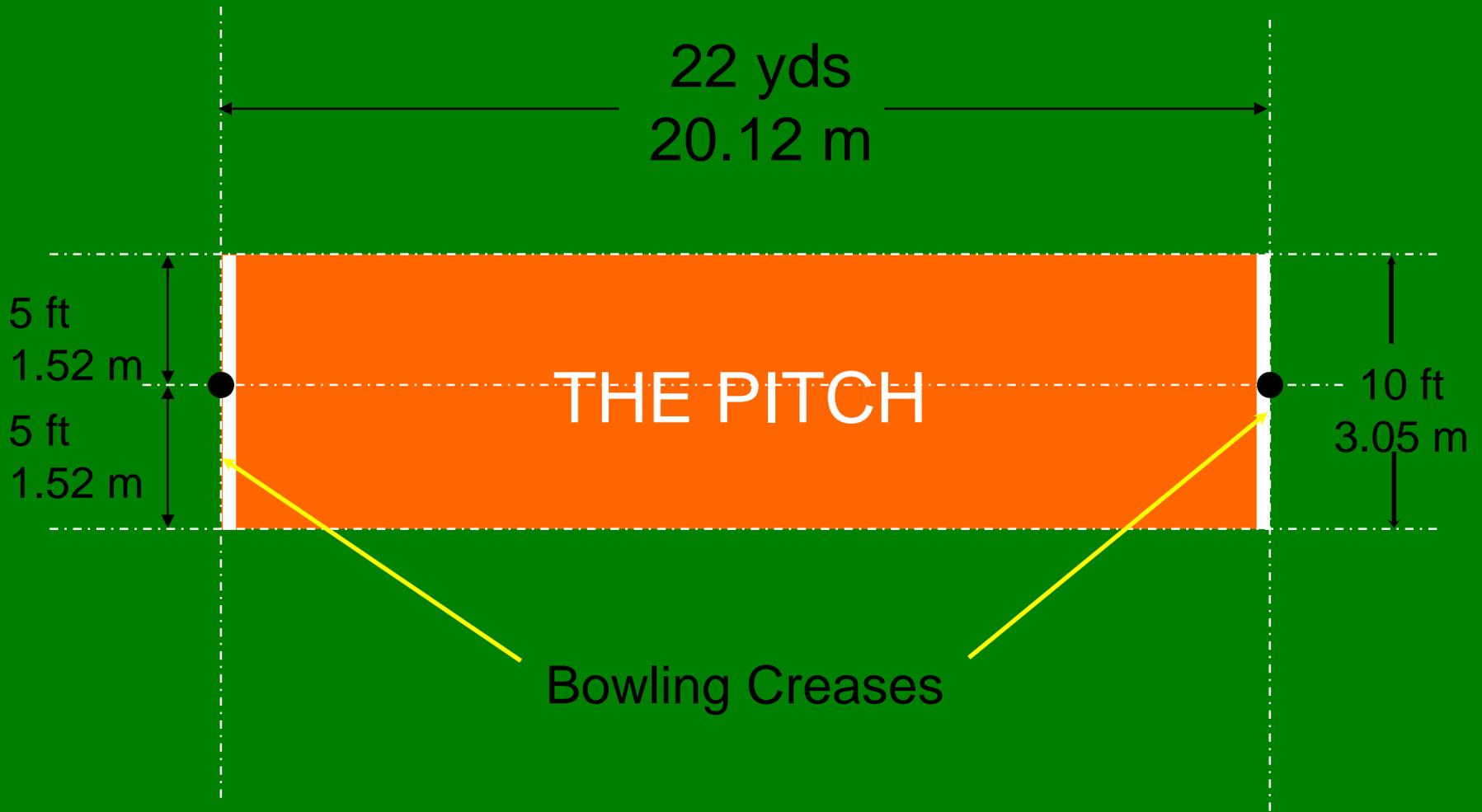


# Law 6 The Pitch



- Length: 22 yds
- Width: 10 ft
- If the pitch is next to an artificial pitch and its joint is less than 5 ft from the middle stump, the pitch will extend only to the junction of the two surfaces.
- Umpires are sole judges of fitness of pitch for play
- *Ground authority will be responsible for selection and preparation of the pitch but during the match the umpires are responsible*





## Law 6 The Pitch (contd.)

- Pitch shall not be changed during match unless umpires decide it is dangerous and unreasonable and then only with consent of both Captains



- *Non-turf pitches:*  
*Length minimum 58 ft (17.68 m)*  
*Width minimum 6 ft (1.83 m)*

# LAW 7

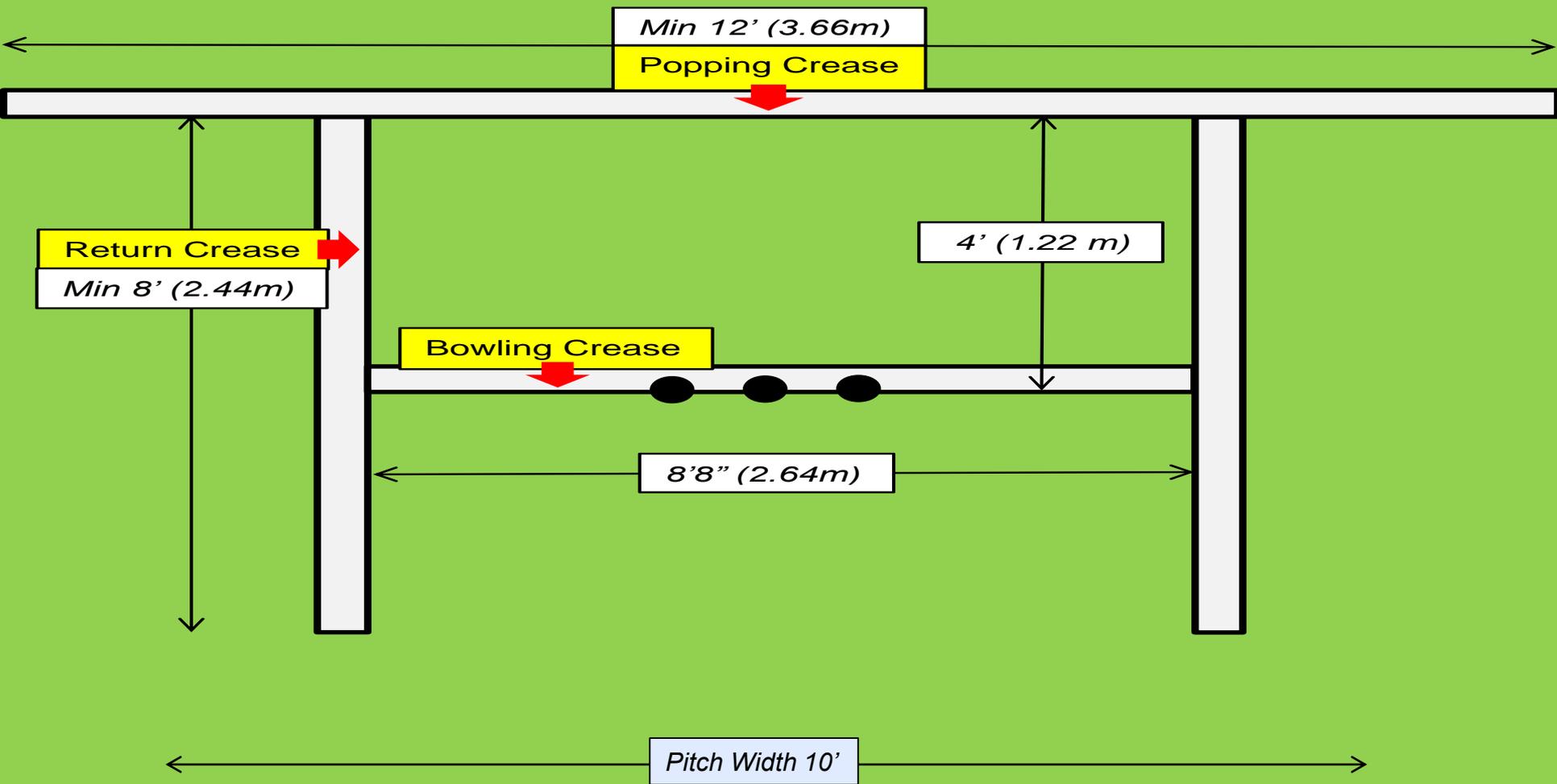
# THE CREASES



# Law 7 The Creases

*See Appendix C.*

- The **Bowling crease** – 8 ft 8 ins in length
- The **Popping crease** – 4 ft from the bowling crease and marked for minimum of 6 ft.  
*Unlimited in length.*
- The **Return crease** – right angles to popping crease at a distance of 4 ft 4 ins.  
*Unlimited in length.*



*Note: The Pitch extends 8" outside each Return Crease*

## LAW 7 THE CREASES

# LAW 8

# THE WICKETS



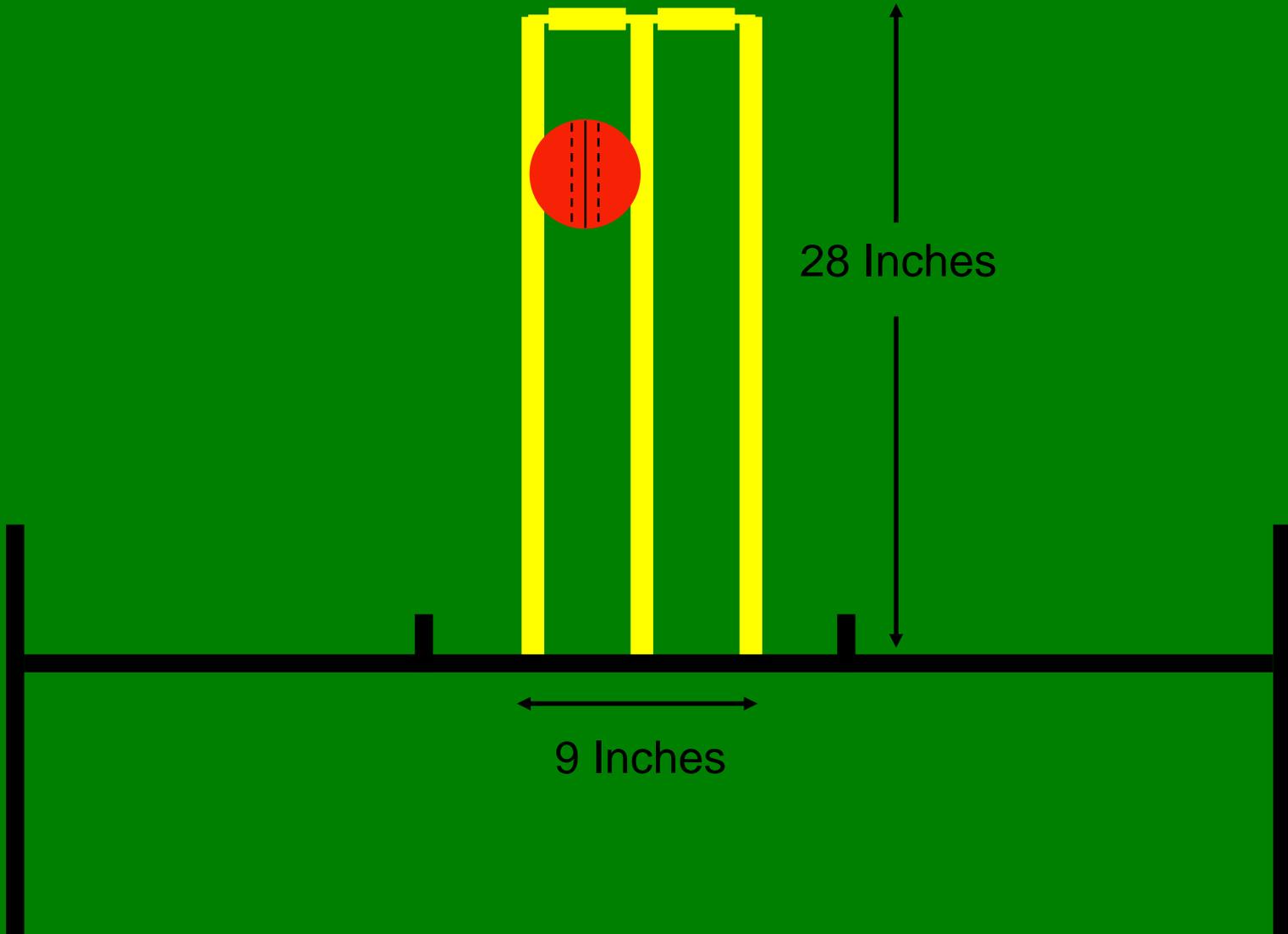
## Law 8 The Wickets

*See Appendix D*

- Each set is three wooden stumps, **9 ins** total width when pitched.
- Height of stumps = **28 ins** above ground.
- Stump diameter minimum = 1.38 ins and maximum = 1.5 ins.



# THE WICKETS



### 3. Bails

The bails, when in position on the top of the stumps, shall not project more than *half an inch* (1.27cm) above them and shall fit between the stumps without forcing them out of the vertical.



*Devices to protect player safety by limiting the distance bails can travel are allowed.*

## 4. Junior Cricket

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

Width	- 8 ins / 20.32 cm
Pitched for under 13	- 21 yds / 19.2 m
Pitched for under 11	- 20 yds / 18.29 m
Pitched for under 9	- 18 yds / 16.46m
Height	- 27 ins / 68.58 cm
Bails	- $3\frac{7}{8}$ ins / 9.84 cm



## 4. Junior Cricket

### Each Stump

Diameter:- not less than  $1\frac{1}{4}$  inches/3.18cm  
nor - more than  $1\frac{3}{8}$  inches/3.49cm

### Each Bail

Overall: -  $3\frac{13}{16}$  ins / 9.68 cm

Barrel: -  $1\frac{13}{16}$  ins / 4.6 cm

Longer Spigot: -  $1\frac{1}{4}$  ins / 3.18 cm

Shorter Spigot: -  $\frac{3}{4}$  in / 1.91 cm



# LAW 9

## PREPARATION & MAINTENANCE OF THE PLAYING AREA



# Law 9 Preparation and Maintenance of Playing Area - Rolling

- Before start of match (curator) and each subsequent day's play (batting Captain).
- Not rolled during match except as permitted and at request of batting Captain before start of each innings or subsequent day.
- Not more than **7** minutes during match.
- If delay after toss and before play starts, Batting Captain can request rolling only if Umpires agree significant change in pitch condition.

# Law 9 Rolling (contd.)



- If more than one roller – choice given
- Permitted time – maximum **7** minutes
- Before play begins on subsequent days  
*within 30 minutes & not less than 10 minutes*  
before play begins
- Rolling time must be allowed if permitted

# LAW 10 COVERING THE PITCH



## Law 10 Before the Match

Responsibility of the Ground Authority and may include full covering, if required. However, the Ground Authority shall grant suitable facility to the Captains to inspect the pitch before the nomination of their players (the toss) and to the umpires.

### During match

The whole pitch shall be covered up to 4ft beyond the bowler's run-ups, where possible.

*Covers removed as soon as possible if play expected.*

# LAW 11

# INTERVALS



# Law 11.1 An Interval

The following are classified as intervals.

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

All these intervals shall be considered as scheduled breaks for the purposes of Law 24.2.6 (Fielder absent or leaving the field).

# Law 11 Intervals

Duration of intervals is agreed prior to toss, i.e. from call of time before interval to call of play on resumption after interval.

- Interval between innings = 10 minutes
- If innings ends within 10 minutes or less remaining for close of play = no further play
- If Captain declares an innings closed or forfeits an innings during an interruption, play will start 10 minutes later, if possible.

# Law 11 Intervals (contd.)

## Changing agreed time for Intervals

- If at any time play is lost due to ground weather or light or exceptional circumstances or players leave field other than for intervals, the two Captains together with the umpires can agree to change times for intervals

## Law 11 Intervals (contd.)

### Interval for drinks

- Interval shall not exceed **5** minutes and will be taken as agreed.
- If wicket falls or batsman retired within **5** minutes of agreed time for drinks – take immediately
- Interval for drinks not taken during last hour of match.



# LAW 12

## START OF PLAY; CESSATION OF PLAY



## Law 12.1 Call of Play

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

The bowler's end umpire shall call **Time** when ball is Dead at end of play before an interval.

*Bails shall be removed from both ends.*

## 12.4 Starting a new over

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

## 12.5 Completion of an over

Other than at the end of a match,

- (a) 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 (b) below.

## 12.9 End of Match

- The match is concluded as soon as a result, as defined in 16.1, 16.4, and 16.5.1 (The Result), is reached.

## 12.9 End of Match (contd.)

If, without the match being concluded as shown previously, the players leave the field, either for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible thereafter, the match is at an end.

**LAW 13**

**INNINGS**

# Law 13.1 Number of Innings

A match shall be one or two innings of each side according to agreement reached before the match.

It may be agreed to limit any innings to a number of overs or by a period of time. If such an agreement is made in a one innings match it shall apply to both innings.

# Law 13.3 Completed Innings

A side's innings is to be considered as completed if

- the side is all out
- at the fall of a wicket, further balls remain to be bowled, but no further batsman is available to come in
- the captain declares the innings closed
- the captain forfeits the innings
- in the case of an agreement to limit the number of overs or time an innings is complete when the prescribed number of overs has been bowled or the prescribed time has expired.

# Law 13.4 The Toss

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

*Note, however, the provisions of Law 1.3 (Captain).*



## Law 13.5 Decision to be Notified

The captain of the side winning the toss shall notify the opposing captain and the umpire of his decision to bat or to field, immediately.

*Once notified the decision may not be altered.*

# LAW 15

# DECLARATION AND FORFEITURE

## Law 15.1 Time of Declaration

The captain of the batting side may declare an innings closed, when the ball is dead, at any time during a match.

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

## Law 15.2 Forfeiture of an Innings

A captain may forfeit **either** of his side's innings.

A forfeited innings shall be considered as a completed innings.

A captain shall notify the opposing captain and the umpires of his decision to declare or to forfeit an innings.

# LAW 16

# THE RESULT



## Law 16.1 A Win - Two Innings Matches

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.

A side that scores more runs in its one innings than that scored by the opposing side in its completed innings wins the match

# Law 16.3 Umpires Awarding a Match

A match shall be lost by a side which concedes defeat or in the opinion of the umpires, refuses to play and the umpires shall award the match to the other side.

## Law 16.3 Umpires Awarding a Match

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

## Law 16.3 Umpires Awarding a Match

- If such action 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.
- The time for close of play shall be extended by this length of time.
- If applicable, no overs shall be deducted during the last hour of the match solely on account of this time.

## Law 16.4 A Tie

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

## Law 16.5 A Draw

- A match is concluded, as defined in Law 16.9 (Conclusion of a match), without being determined in any of the ways stated in 1, 2, 3,4 or 16.5.1 above shall count as a Draw.
- As soon as a result is reached as defined in 1,2,3,4 or 16.5.1 above, the match is at an end. Nothing that happens thereafter shall be regarded as part of it. *Note also 16.9 below.*

## Law 16.6 Winning Hit or Extras

- The side batting last will have scored enough runs to win only if its total of runs is sufficient without including any runs completed before the dismissal of the striker by the completion of a catch or by the obstruction of a catch.
- If a boundary is scored before the batsmen have completed sufficient runs to win the match, then the whole of the boundary allowance shall be credited to the side's total and, in the case of a hit by the bat, to the striker's score.

## Law 16.7 Statement of Result

If the side batting last wins the match, the result shall be stated as a win by the number of wickets still then to fall.

If the other side wins the match, the result shall be stated as a win by runs.

If the match is decided by one side conceding defeat or refusing to play, the result shall be stated as Match Conceded or Match Awarded as the case may be.



## Law 16.9 Mistakes in Scoring

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

## Law 16.9 Mistakes in Scoring

If, when the players leave the field, the side batting last has not completed its innings, and the number of overs to be bowled in the last hour has not been completed or the agreed finishing time has not been reached the umpires shall order play to resume.

## Law 16.9 Mistakes in Scoring

If conditions permit, play will then continue until the prescribed number of overs has been completed and the time remaining has elapsed, unless a result is reached earlier.

The number of overs and/or the time remaining shall be taken as they were when the players left the field; no account shall be taken of the time between that moment and the resumption of play.

## Law 16.9 Mistakes in Scoring

If, when the players leave the field, the overs have been completed and time has been reached, or if the side batting last has completed its innings, the

Umpires shall immediately inform both captains of the necessary corrections to the scores and to the result.

## Law 16.10 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 *Laws 2.15 (Correctness of scores) and 3.2 (Correctness of scores)* – the result cannot thereafter be changed.

# LAW 17

# THE OVER



## Law 17.1 Number of Balls

The ball shall be bowled from each wicket 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 he has no run up, his delivery action for the first delivery of that over.

## 17.3 Validity of Balls

Ball to not count as one of the six unless delivered even though batsman may be dismissed without ball delivered (Law41.6 non-striker leaving ground)

Ball bowled shall not count as one of the over:

- If called dead or considered dead before striker had opportunity to play. (Law20.6 Dead ball)
- If it is a no ball: If it is a Wide ball
- When Laws 24.4 (Player returning) Law28.2 (Fielding the ball, 41.4 or 41.5 (Distraction))

## 17.4 Call of Over

When 6 valid balls bowled

Umpire miscounting: Number of balls bowled stands

If over continues after 6 valid balls – umpire may call over after extra ball – even if not a valid ball.

Bowler may change ends – but cannot bowl two consecutive overs or part thereof.

## 17.7 Finishing an Over

- Other than at end of innings - an over once started must be finished unless bowler incapacitated or suspended under any of the Laws.
- If bowler incapacitated whilst running up to deliver first ball of over or in between over if suspended or injured –another player may complete over – provided not bowl consecutive over or part thereof.

# LAW 18

# SCORING RUNS



## Law 18.1 A Run

A run is scored:

- (a) so often as the batsmen, at any time while the ball is in play, have crossed and made good their ground from end to end.
- (b) when a boundary is scored.  
*See Law 19 (Boundaries).*
- (c) when penalty runs are awarded. *See 6 below.*

## Law 18.2 Runs Disallowed

Notwithstanding 1 above, or any other provisions elsewhere in the Laws, the scoring of runs or awarding of penalties will be subject to any disallowance of runs provided for within the Laws that may be applicable.

When runs are disallowed – 1 run for No ball or Wide allowed and all 5 run penalties except under Law 28.3 (Protective helmet –fielder on ground)

## Law 18.3 Short Run

- (a) A run is short if a batsman fails to make good his ground on turning for a further run.
- (b) Although a short run shortens the succeeding one, the latter if completed shall not be regarded as short. A striker taking stance in front of his popping crease may also run from that point without penalty.

## Law 18.4 Unintentional Short Runs

- If both batsmen run short in one and the same run, only one run shall be deducted.
- If more than one run is short then, subject to the above, all runs so called shall not be scored.
- If there has been more than one short run the umpire shall inform the scorers as to the number of runs scored.

## Law 18.4 Unintentional Short Runs

Except in the circumstances of 18.5 below, if either batsman runs short, the umpire shall call and signal short run as soon as the ball becomes dead and that run shall not count unless a boundary is scored.

# Law 18.5 Deliberate Short Runs

Notwithstanding 4 above, if either umpire considers that either or both batsmen deliberately run short at his end, when the ball is dead, the umpire shall inform the other umpire what has occurred and the bowler's end umpire shall:

- Disallow all runs to the batting side
- Return any not out batsman to original end
- Signal no ball or Wide if applicable
- Award 5 Penalty Runs to fielding side
- Inform scorer of the number of runs scored
- Advise all concerned – Reporting procedure

## Law 18.6 Runs Awarded for Penalties

Runs shall be scored for penalties under:

**18.5** (above) and **24.4** (Player returning..)

**26.4** (Penalties for contravention)

**21** (No Ball & **22** (Wide ball) – 1 run only

**28.2** (Illegal fielding) & **28.3** (Protective helmet)

**41** (Unfair Play) & **42** (Player conduct)

Note award of Penalties – Law 23 (Bye/Leg bye),

Law 34 (Hit ball twice & Law 28.3 (Protective helmet..)

# Law 18.6 Runs Awarded for Penalties

Restrictions on the award of Penalty runs in

Law 18.5 *(Deliberate short runs)*

Law 23.3 *(Leg byes not to be awarded)*

Law 25.6.5 *(Dismissal and conduct of a batsman and his/her runner),*

Law 25.7 *(Restriction on the striker's runner)*

Law 28.3 *(Protective helmets belonging to the fielding side),*

Law 34 *(Hit the ball twice),*

Law 41.14 *(Batsman damaging the pitch)*

Law 41.15 *(Striker in protected area).*

# Law 18.7 Runs Scored for Boundaries

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



## Law 18.8 Batsman Dismissed

When either batsman is dismissed:

(a) any penalties to either side that may be applicable shall stand, but no other runs shall be scored, except:

- If batsman is dismissed obstructing the field – all runs scored before the offence except if it prevents a catch – then striker always out.
- If batsman dismissed – run out – all completed runs before wicket put down.

# Law 18.9 Runs scored when ball becomes Dead

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

all runs completed by the batsmen before the incident or call and the run in progress if the batsmen have crossed at the instant of the incident or call plus any penalties that are applicable.

## Law 18.10 Crediting of Runs Scored

Unless otherwise stated:

- If ball struck by bat all runs scored by batting side – credited to striker – except:
- An award of 5 Penalty Runs –scored as Penalty Runs
- 1 run Penalty for No Ball and Wide – extras
- If byes or leg byes scored from a No ball – 1 run for No ball and balance to Byes or Leg byes.

# Law 18.10 Runs debited to bowler; Batsman returning to end

The bowler shall be debited with:

- All runs scored by striker
- All runs scored as No ball or Wide extras

## BATSMAN RETURNING TO ORIGINAL END

- Bowled; Stumped; LBW; Hit wicket
- When boundary scored; Runs disallowed; when batsman agree under 41.5 (Distraction/Deception)

# Law 18.12      Batsman returning to wicket he has left

When a batsman is dismissed :

- Caught; Obstructing the field or Run out except (with Runner), the not out batsman shall return to the wicket he has left unless they had crossed at the instant of the dismissal. If runs disallowed then he would return to original end.
- If while run in progress – ball becomes dead – batsman shall return to wicket they have left unless they have crossed.

# LAW 19

# BOUNDARIES



# Law 19.1 The Boundary of the Field of Play

- Before the toss, the umpires shall agree the boundary of the field of play with both captains. The boundary shall if possible be marked along its whole length.
- The boundary shall be agreed so that no part of any sight-screen is within the field of play.

# Law 19.2 Defining the Boundary – Boundary marking

- Wherever practicable the boundary shall be marked by means of a continuous white line or an object in contact with the ground.
- If the boundary is marked by a white line, the inside edge of the line shall be the boundary edge.



# Law 19.2 Defining the Boundary – Boundary marking

A flag, post or board used merely to highlight the position of a line marked on the ground must be placed outside the boundary edge and is not itself to be regarded as defining or marking the boundary

## Law 19.2 Defining the Boundary – Boundary marking

If a **solid object** is used to mark the boundary, it must have an edge or a line to constitute the boundary edge.

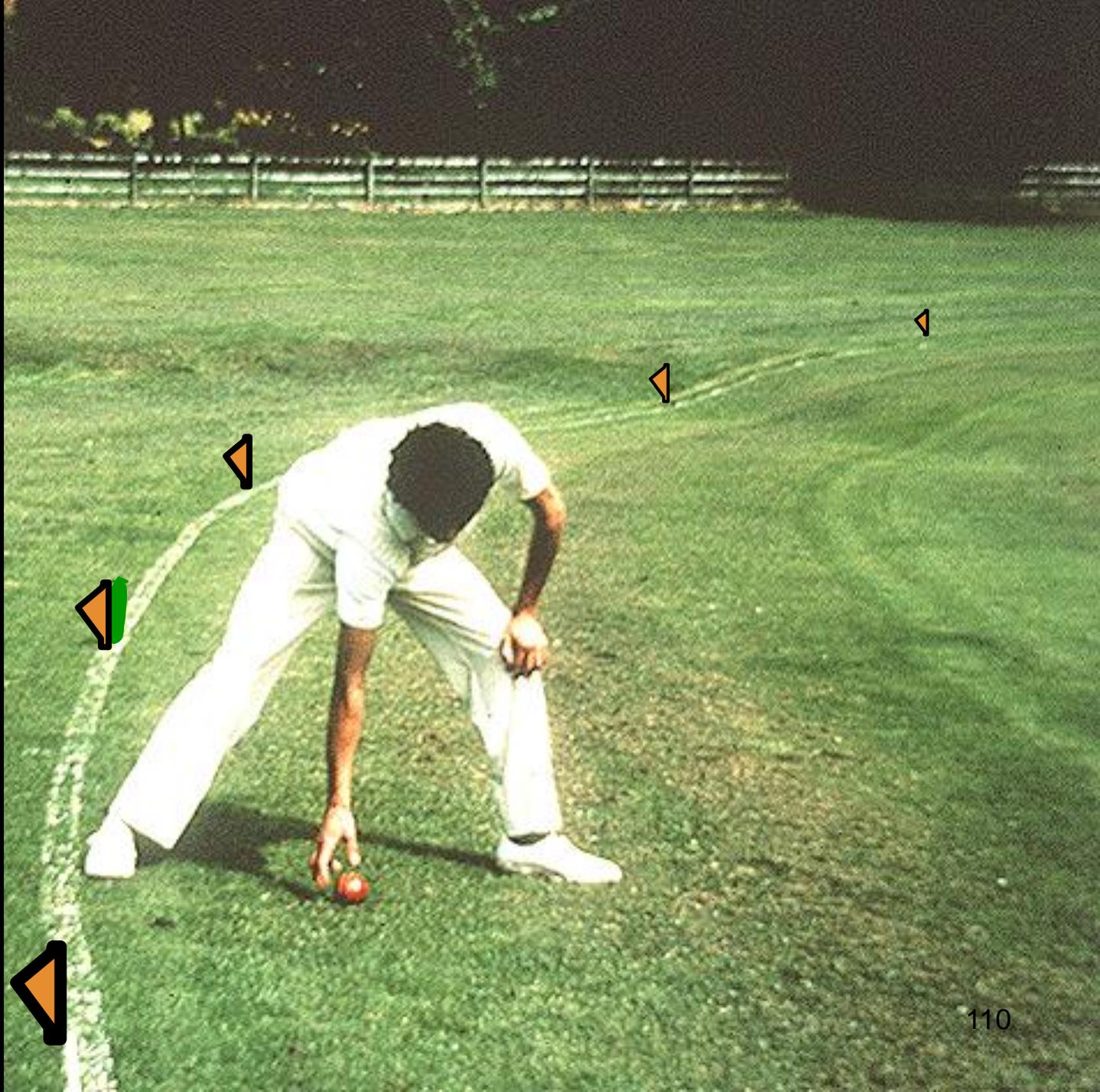
- Any obstacle within the boundary shall not be deemed to be a boundary unless so decided by the umpires before the toss.
- A person or animal coming on the field while ball in play shall not be regarded as a boundary unless so decided by the umpires until such contact is made between person or animal.

## Law 19.3 Restoring a Boundary

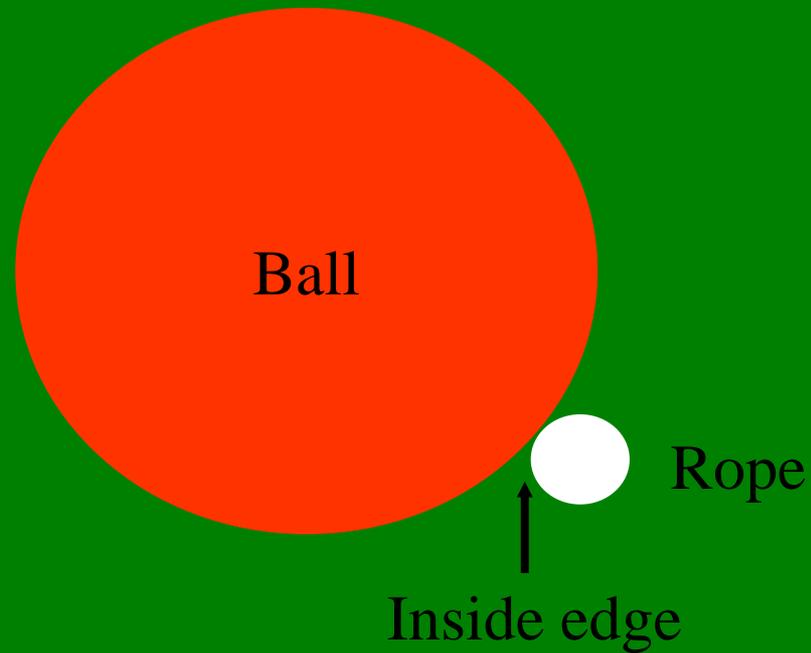
If a solid object used to mark the boundary is disturbed:

- The boundary shall be considered to be in its original position
- The object shall be returned to its original position as soon as practicable . If during play, when ball is Dead.
- If some part of fence or other marker has come within the field of play, it shall be removed from field as soon as practicable.

# Lines and Flags



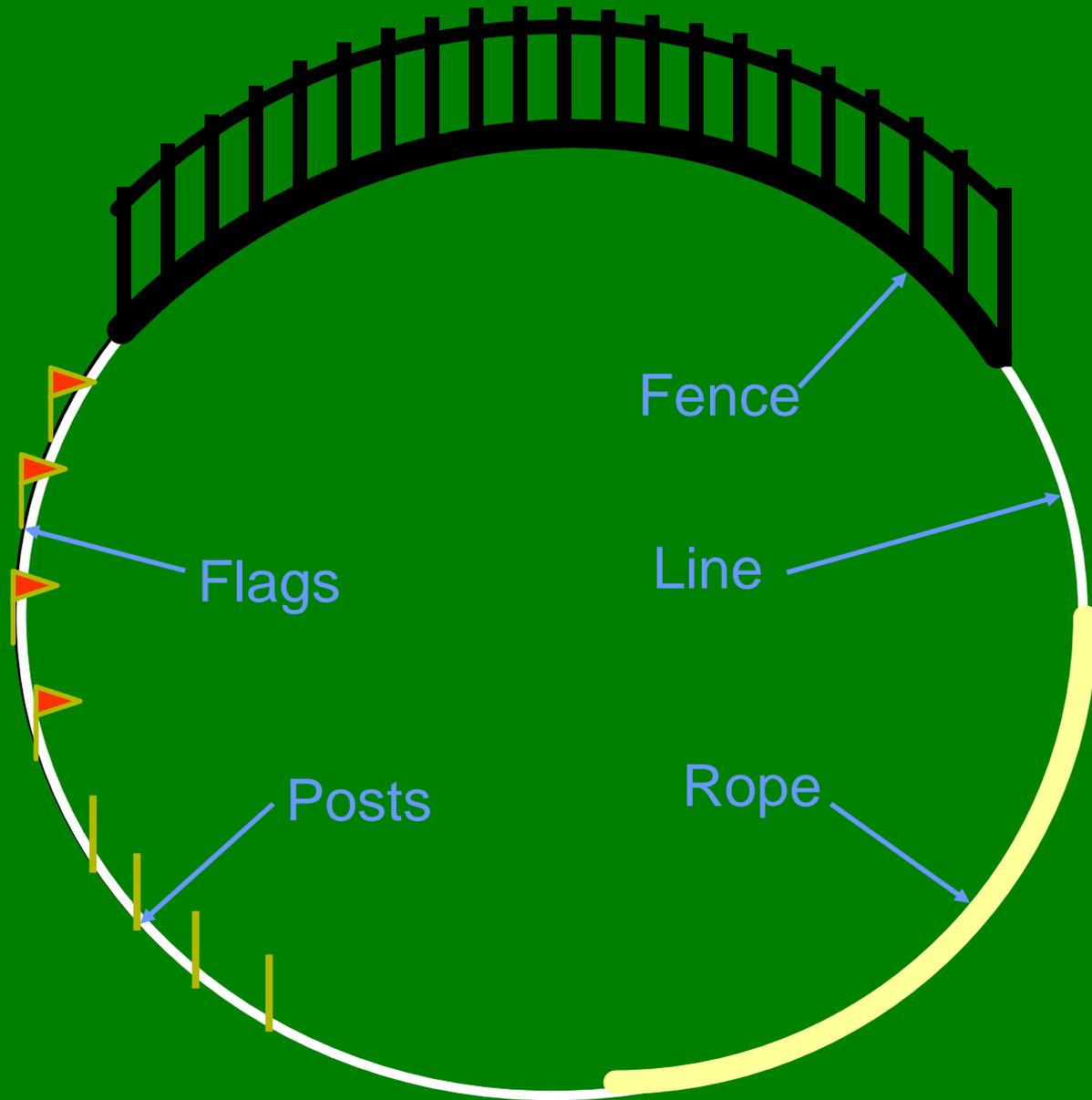
# Touching the Boundary Edge





Ball Touching Boundary

# BOUNDARIES



## Law 19.4 Ball beyond the Boundary

A boundary shall be scored and signalled by the umpire at the bowler's end whenever, while the ball is in play, in his opinion the ball touches or is grounded beyond the boundary.

A boundary is scored when a fielder with some part of his person in contact with the ball, touches the boundary or has some part of his person grounded beyond the boundary

# Law 19.5 Fielder grounded beyond the Boundary



A fielder is deemed to be grounded beyond the boundary if some part of his person is ***in contact with:***

- The boundary or any part of an object used to mark it
- 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, if umpires consider the contact could assist in the fielding of the ball.

# Law 19.5 Boundaries – Fielder beyond the Boundary

Fielder NOT IN CONTACT WITH THE GROUND IS considered to be grounded beyond boundary if:

**HIS FINAL CONTACT WITH THE GROUND BEFORE HIS FIRST CONTACT WITH THE BALL IS NOT ENTIRELY WITHIN THE BOUNDARY**



Foot Touches the Boundary - 4 Runs



Body Grounded Beyond Boundary with Ball in  
contact with Person - 4 Runs



Part of Person Grounded Beyond Boundary with  
Ball in contact with Person - 4 Runs

Part of person touching  
boundary with ball in  
contact

Boundary 4 or 6



Part of person grounded  
beyond boundary in  
contact with ball  
Boundary 4 or 6



## Law 19.6 Runs allowed for Boundaries

- Unless agreed differently under (a) above, the allowances for boundaries shall be 6 runs if the ball having been struck by the bat pitches beyond the boundary, but otherwise 4 runs.
- These allowances shall still apply even though the ball has previously touched a fielder.



# Law 19.7 Runs scored from Boundaries

## When a boundary is scored

When a boundary is scored except for 19.8 (Overthrow or Wilful act by fielder) the batting side shall be awarded the ***greater*** of:

*The allowance for the boundary, or*

*The runs completed by batsman together with run in progress if they have crossed at the instant boundary scored.*

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

# Law 19.8 Overthrow or wilful act of Fielder

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

- (i) the penalty for a No ball or a Wide, if applicable, and any penalty runs to either side, and
- (ii) the allowance for the boundary, and
- (iii) the runs completed by the batsmen, together with the run in progress if they have crossed ***at the instant of the throw or act.***

Law 18.12.2 (Batsman returning to wicket...) applies to instant of throw or act.

# LAW 20

# DEAD BALL



# Law 20.1 Ball is Dead

The ball becomes Dead when

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



Ball Finally Settled - Wicket Keeper



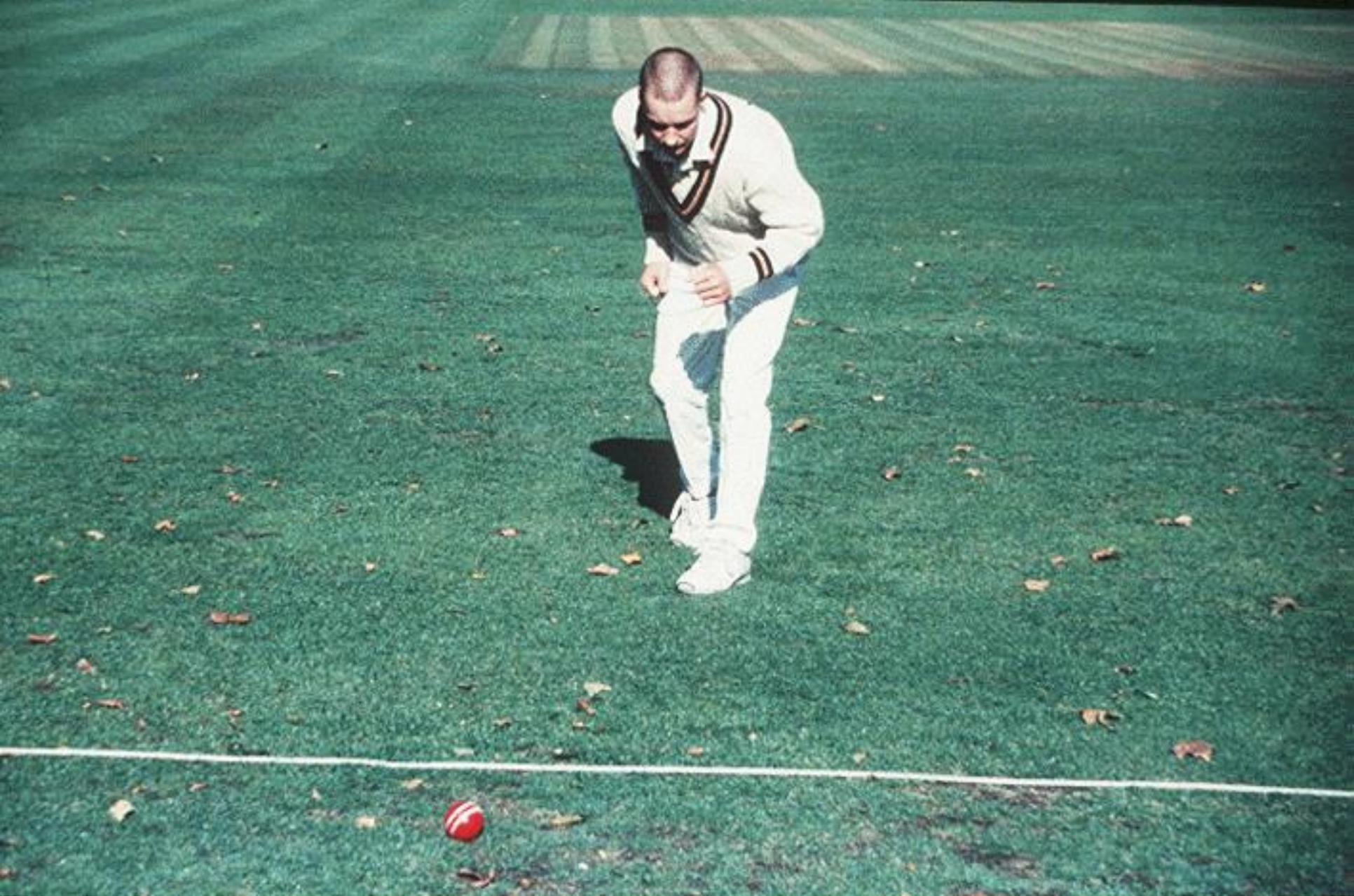
Ball Finally Settled - Bowler

# Law 20.1 Ball is Dead

The ball becomes Dead when

a boundary is scored.

*See Law 19.7 (Scoring a boundary).*



Ball Reaches or Pitches over a Boundary

# Law 20.1 Ball is Dead

The ball becomes Dead when

a batsman is dismissed.



# Law 20.1 Ball is Dead

The ball becomes Dead when

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

# Law 20.1 Ball is Dead

The ball becomes Dead when

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



Ball **lodged** between batsman's bat, person, clothing or equipment



Ball lodges in clothing of an umpire

# Law 20.1 Ball is Dead

The ball becomes Dead when

there is a contravention of either of  
Laws 24.4.9 (Player returning),  
28.2 (Fielding the ball) or  
28.3 (Protective helmets belonging to the fielding side).



Contravention of Law 28.2  
Fielding the ball



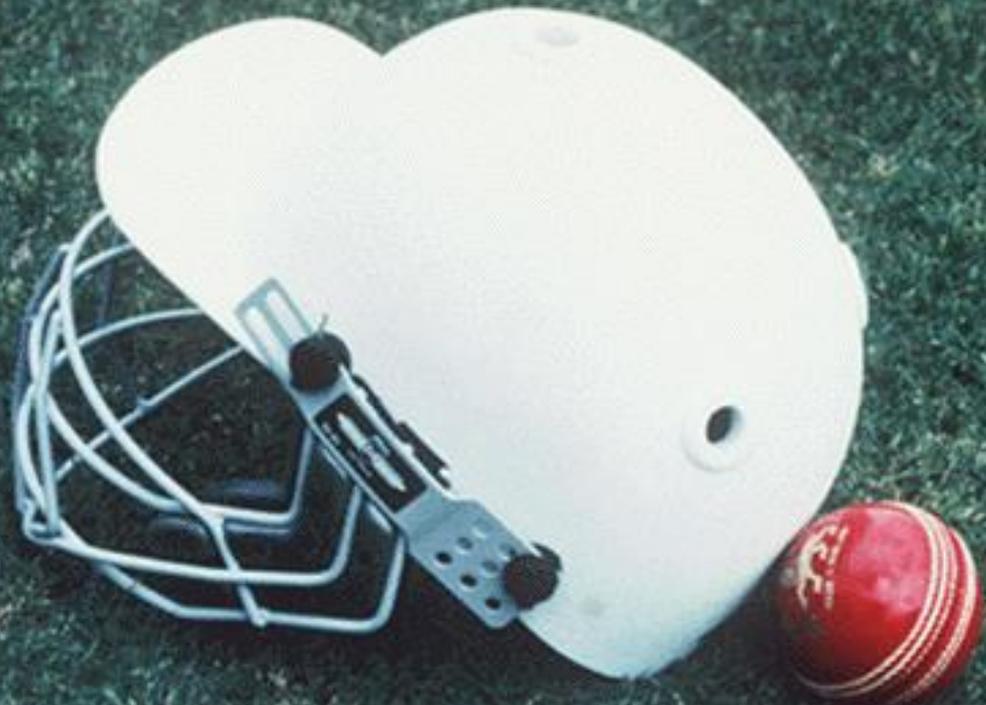
Contravention  
of Law 28.2  
Fielding the ball



Contravention of Law 28.2  
Fielding the ball



Contravention of Law 28.2  
Fielding the ball



Contravention of Law 28.3

Protective helmets belonging to the fielding side

## Law 20.1.2 Ball is Dead

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

# Law 20.1 The Ball becomes Dead when

- ✓ it is finally settled
- ✓ a boundary is scored
- ✓ a batsman is dismissed.
- ✓ the ball is trapped between bat and person or clothing and equipment of batsman

## Law 20.1 The Ball becomes Dead when

- ✓ ball lodges in clothing or equipment of batsman or umpire.
- ✓ contravention of Laws 28.2 or 28.3
- ✓ award of penalty runs under Law 24.6

The call of Over or the call of Time is to not be made until the ball is dead.

*Note: The ball is not Dead on the call of Over*

## 20.2 Ball Finally Settled

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

## Umpire Calling and Signalling Dead ball

- When the ball has become Dead under 1 above, the bowler's end umpire may call Dead ball, if it is necessary to inform the players.

# Law 20.4 Umpire Calling and Signalling

## Dead ball (contd.)

Either umpire may call and signal Dead Ball when:

- \* Serious injury to player or umpire
- \* Leaving normal position for consultation
- \* Intervening in case of unfair play
- \* One or both bails fall from striker's end wicket before striker receives ball.



## Intervention in a case of Unfair Play



Serious Injury to Player



Serious Injury to Umpire



Or Worse Still !!



Umpires leave their positions for consultation



Bails Off at Striker's End

# Law 20.4 Umpire Calling and Signalling

## Dead ball (contd.)

Either umpire shall call and signal Dead ball when:

Striker not ready but bowler delivers and striker makes no attempt to play it. Umpire satisfied. This ball shall not count as one of over

Striker distracted by noise or movement or in any way while receiving ball. Source could be within ground or outside it. Ball shall not count in over

or he intervenes in a case of unfair play.



Striker not ready

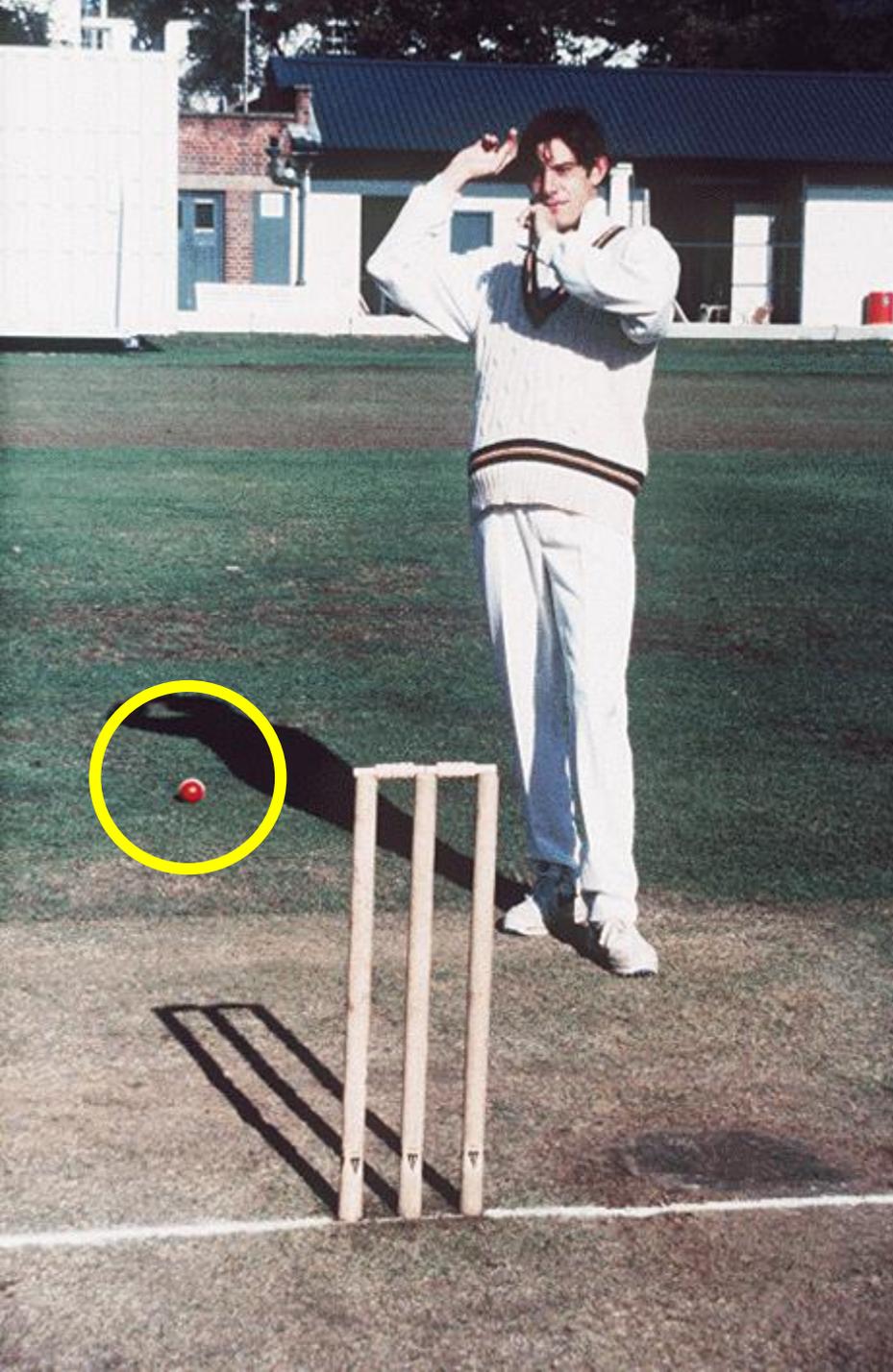


Striker distracted

## Law 20.4 Umpire Calling and Signaling Dead ball (contd.)

Either umpire shall call and signal Dead Ball when:

- There is a deliberate attempt to distract/deceive batsman under Laws 41.4 or 41.5. (Ball does not count in the over.)
- Bowler drops the ball accidentally before delivery.
- The ball does not leave the bowlers hand other than an attempt to run out the non-striker.
- Satisfied that ball in play is not recoverable
- Does so under any of the Laws



Bowler drops **prior** to his delivery stride or action

# Law 20.5 Dead Ball – Ball ceases to be Dead

- The Ball ceases to be dead when it comes into play when bowler starts his run-up. No run-up bowling action
- 20.6 – Dead ball not counting as one of the over:
- If striker not had opportunity to play it, ball valid unless No Ball or Wide called.
- Penalties under 24.4.2.6 (Fielder returning) 28.2 (Illegal fielding) 41.4 & 41.5 (Distraction..)



Umpire required to call and signal dead ball under other Laws, e.g. 26.3 Leg Byes not to be awarded

# The Ball is not Dead

Remember the ball is not Dead  
when:





There is an unsuccessful appeal



The wicket at the  
**bowler's end** is  
accidentally broken by  
a bowler



In the case of a  
No ball



In the case of a Wide



The ball lodges in the clothing or equipment of a fielder



The ball deflects from a helmet worn by a fielder



Ball Lodges in Helmet  
worn by a Fielder



***THANK YOU!***