



School Games Federation of India



Recognised by Ministry of Youth Affairs & Sports, Govt. of India

Member : International School Sports Federation, Asian School Sports Federation, Asian School Football Federation

PATRON-IN-CHIEF (Football & Basketball) Amateur
Padmabhushan Satpal
DELHI

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Padmashree Sushil Kumar
Delhi Government

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Coordinator U.P. School Games, Agra (U.P.)

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Joint Director, Sports & Youth Services,
Maharashtra, Pune

TREASURER
S. R. Karsh
Asst. Director, Sports & Public Instruction,
Chhattisgarh, Raipur

श्री/SGFI/T.C/2016-22

शुभित दिनांक 02-Sep-2016

प्रति,

महासचिव,

स्कूल गेम्स फेडरेशन ऑफ इंडिया

विषय:- सुपर सेवन क्रिकेट के नियमों के प्रकाशन विषयक।

विषयान्तर्गत सुपर सेवन क्रिकेट खेल के नियमों का संपूर्ण विवरण संलग्न कर प्रेषित है। उक्त नियम सुपर सेवन क्रिकेट एसोशियेशन से प्राप्त हुये है। उक्त नियमों का परीक्षण किया गया। नियमों के अनुसार सुपर सेवन क्रिकेट में कुल 7 खिलाड़ी सम्मिलित होते है। खिलाड़ियों की संख्या संबंधी नियम निम्नानुसार रखा जाना उचित होगा।

i. Number of players

Each playing team will consist of 7 players. 6 of which will bowl & 5 players will be substitute of every team. There will be seven fielders of the fielding side in the field.

ii. All the six players except the wicket keeper bowl one over each in a match. The wicket keeper will be nominated before each match. The umpires should be informed in writing about the team and Wicket Keeper before each match.

iii. The batting team bats until the completion of 6 overs of six balls each or the fall of 7 wickets. The last batsman stays and bats until the fall of the 7th wicket. The dismissed batsman at no. 6 will remain at the crease as a runner. Either player may be run out to cause the seventh dismissal.

Tel. No. - 0572-2211107
Mob. No. - 09617855096

SGFI Website: www.sgfiindia.com
E-mail: sgfi@sgfiindia.com
E-mail: sgfi@sgfiindia.com



E-mail: sgfi@sgfiindia.com
E-mail: sgfi@sgfiindia.com
E-mail: sgfi@sgfiindia.com





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उपरोक्तानुसार खिलाड़ियों की संख्या के संबंध में उक्तानुसार नियमों से सहमत होते हुए स्कूल गेम्स फेडरेशन ऑफ इंडिया की समस्त इकाईयों को सूचित किया जाना उचित होगा एवं स्कूल गेम्स फेडरेशन ऑफ इंडिया के वेबसाइट पर सुपर सेवन क्रिकेट के उक्त नियमों को अपलोड किया जाना प्रस्तावित है।

(के.एस.मूर्ति)

सदस्य

तकनीकी समिति

स्कूल गेम्स फेडरेशन ऑफ इंडिया

(बी.बी.सक्सेना)

अध्यक्ष

तकनीकी समिति

स्कूल गेम्स फेडरेशन ऑफ इंडिया



Tele. No. : 0562-2211107

Mob. No. : 09837835009

Website: www.sgf-turist.com
E-mail: info@sgf-turist.com
E-mail: crosword@india.net



Website: www.sgf-turist.com
E-mail: secretarygeneral@sgf-turist.com
E-mail: treasurer@sgf-turist.com



RULES OF SUPER SEVEN CRICKET

RULE 1 : THE TEAMS

i. Captain and Vice Captain :

A match is played between two teams of seven players, one of whom shall be captain. In the absence of the Captain, Vice-captain shall act for him.

ii. Number of players

Each playing team will consist of 7 players. 6 of which will bowl & 5 players will be substitute of every team. There will be seven fielders of the fielding side in the field.

iii. All the six players except the wicket keeper bowl one over each in a match. The wicket keeper will be nominated before each match. The umpires should be informed in writing about the team and Wicket Keeper before each match.

iv. The batting team bats until the completion of 6 overs of six balls each or the fall of 7 wickets. The last batsman stays and bats until the fall of the 7th wicket. The dismissed batsman at no. 6 will remain at the crease as a runner. Either player may be run out to cause the seventh dismissal.

v. Coloured Kit

Players have to play in colourful shirt and trousers other than white.

RULE 2 : SUBSTITUTES

i. Substitute Players :

Substitute Players shall be allowed to field for any player who during the match is incapable by illness or injury. The consent of the Umpires and the opposing Captain must be obtained for the use of a Substitute if any player is prevented from fielding for any other reason.

ii. Objection to Substitutes :

The opposing captain shall have no right of objection to any player acting as substitute in the field, nor as to where he shall field, although he may object to the substitute acting as wicket-keeper.

iii. Substitute not to bat or bowl :

A substitute player shall not be permitted to bat or bowl.

Note : For the purpose of these laws allowable illness or injuries are those which occur at any time after the nomination by the captains of their teams.

RULE 3 : RUNNER

i. Runner :

A Runner shall be permitted for a Batsman who during the match is incapable by illness or injury. The player acting as runner shall be a playing member of the batting side.

ii. Runner's Equipment :

The player acting as runner for an injured batsman shall wear all such equipments as the injured batsman is equipped.

iii. Violation of the rules by an injured batsman or runner :

An injured batsman may be out if his runner breaks any one of rules 31. (Handled the ball), rule 35 (Obstructing the field) or Rule 36 (Runout). **As striker** he remains himself subject to the rules. Furthermore, should he be out of his ground for any purpose and the wicket at the wicket-keeper's end be put down he shall be out under rule 37 (Run Out) or Rule 38 (Stumped) irrespective of the position of the other batsman or the runner and no runs shall be scored.

As non-striker, the injured batsman is out of the game and shall stand where he does not interfere with the game. He should bring himself into the game in any way then he shall suffer the penalties that any violation of the rules demands.

RULE 4 : FIELDER LEAVING THE FIELD

No fielder shall leave the field or return during a match without the consent of the Umpire at the bowler's end.

RULE 5 : RETIREMENT OF A BATSMAN

1. A Batsman may leave the field or retire at any time owing to illness, injury or other unavoidable cause, having previously notified the umpire at the bowler's end. He may begin again his innings at the fall of a wicket, which for the purpose of this rule shall include the retirement of another Batsman.

If he leaves the field or retires for any other reason he may only begin again his innings with the consent of the opposing Captain. When a batsman has left the field or retired and is unable to return owing to illness, injury or other

unavoidable cause, his innings is to be recorded as "retired, not out". Otherwise it is to be recorded as "retired out".

2. A batsman must retire "Not out" on reaching a personal score of 51 runs, but may not retire before reaching 51 runs. The batsman may complete all runs possible of that stroke which takes him to 51 runs, e.g. if on reaching 50 runs, he hits a boundary the full score shall count, or if he is able to run additional runs past 51, they shall also count one of the last pair of batsman is out before the completion of six overs, the 'retired not out' batsman will take return to complete their innings on their original batting order. A returning batsman will take the normal end for an incoming batsman after the fall of a wicket.

RULE 6 : THE UMPIRES

1. **Appointment** : Before the toss for match, two umpires shall be appointed, one for each end, to control the game with absolute impartiality as required by the rules.
2. **Change of Umpires**: No umpire shall be changed during a match without the consent of both captains.
3. **Special conditions** : Before the toss for match, the umpires shall agree with both captains on any special conditions affecting the conduct of the match.
4. **The wickets** : The umpires shall satisfy themselves before the start of the match that the wickets are properly pitched.
5. **Conduct and implements** : Before and during a match the umpires shall ensure that the conduct of the game and the implements used are strictly in accordance with the rules.
6. **Fair and unfair play** : The umpires shall be the supreme power to judge the fair and unfair play.
7. **Fitness of Ground, Weather and Light** :
 - a) The umpires shall be the sole judges of the fitness or the ground, weather and light for play.
 - i) However, before deciding to suspend play or not to start play or not to restart play after an interval or stoppage, the umpires shall establish whether both captains (the batsmen at the wicket may deputise for their captain) wish to commence or to continue in the prevailing conditions; if so, their wishes shall be met.

- ii) In addition, if during play, the umpires decide that the light is unfit, only the batting side shall have the option of continuing play. After agreeing to continue to play in unfit light conditions, the captain of the batting side (or a batsman at the wicket) may appeal against the light to the umpires, who shall uphold the appeal only if, in their opinion, the light has become worse since the agreement to continue was made.
- b) After any suspension of play, the umpires, unaccompanied by any of the players or officials shall, on their own initiative, carry out an inspection immediately the conditions improve and shall continue to inspect at intervals. Immediately the umpires decide that play is possible they shall call upon the players to restart the game.

8. Exceptional Circumstances : In exceptional circumstances, other than those of weather, ground or light, the Technical Committee and the umpires may decide to suspend or abandon play. Before making such a decision the umpires shall establish, if the circumstances allow, whether both captains (the batsman at the wicket may deputise for their captain) wish to continue in the prevailing conditions; if so their wishes shall be met.

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 umpire at the bowler's end shall stand where he does not interfere with either the bowler's run-up or the striker's view.

The umpires at the non striker's end may elect to stand on the off instead of the leg side of the pitch, provided he informs the captain of the fielding side and the striker of his intention to do so.

10. Umpires changing ends : The umpires shall change ends after each over.

11. Disputes : All disputes shall be determined by the umpires if they disagree with the actual state of things to continue.

12. Signals : The following code of signals shall be used by umpires who will wait until a signal has been answered by a scorer before allowing the game to proceed.

Boundary (4 runs) : by waving the arm from side to side.

Boundary (6 runs) : by raising both arms above the head.

Bye : by raising an open hand above the head.

Dead Ball : by crossing and re-crossing the wrists below the waist.

Leg Bye : by touching a raised knee with the hand.

No Ball : by extending one arm horizontally.

Out : by raising the index finger above the head.

Not Out : The umpire shall call "notout".

Short run : by bending the arm upwards and by touching the nearer shoulder with the tips of the fingers.

Wide : by extending both arms horizontally.

Change in the previous decision : by crossing the hands and touch the shoulders.



13. Correctness of scores : The umpires shall be responsible for satisfying themselves on the correctness of the scores throughout and at the conclusion of the match.

See Rule 19.5 (Correctness of Result).

Notes :

(a) Attendance of Umpires :

The umpires must be present on the ground and report to the chairman, technical committee or the equivalent at least 30 minutes before the start of a day's play.

(b) Consultation between Umpires and Scorers:

About the doubtful points, consultation between Umpires and scorer is necessary.

(c) Fitness of Ground :

The Umpires shall consider the ground as unfit for play when it is so wet or slippery as to deprive the Bowlers of a reasonable foothold, the fielders, other than the deep-fielders, of the power of free movement, or the Batsmen the ability to play their strokes or to run between the wickets. Play should not be suspended due to the grass and the ball are wet and slippery.

(d) Fitness of Weather and Light :

The Umpires should only suspend the play when they consider that the conditions are so bad that it becomes unreasonable or dangerous to continue.

RULE 7 : THE SCORERS

1. Recording Runs : All runs scored shall be recorded by official Scorers appointed.

2. Acknowledging Signals : The Scorers shall accept and immediately give response to all instructions and signals given to them by the Umpires.

RULE 8 : THE BALL

1. Weight and Size :

The ball, when new, shall weigh not less than 155 g., not more than 165 g. and shall measure not less than 22 cm., nor more than 23 cm. in circumference.

2. Approval of Balls :

All balls used in the matches shall be approved by the Technical Committee and Umpires before the start of the championship.

3. New Ball :

At least three matches will be played by one ball.

4. Ball lost or becoming unfit for play :

In the event of a ball during match being lost or, in the opinion of the Umpires, becoming unfit for play, the Umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear. If a ball is to be replaced, the Umpires shall inform the Batsmen.

RULE 9 : THE BAT

- 1. Width and Length :** Length of the bat overall shall not be more than 97 cm. The width of the blade of the bat shall not exceed 11 cm. at the widest part. The bat shall be made of wood.

Notes (a) The blade of the bat may be covered with material for protection, strengthening or repair. Such material shall not exceed 1.60 mm. in thickness.

RULE 10 :

(A) THE FIELD OF PLAY

The field of play shall be oval shaped and its length from the stumps shall be 60 yards min. or as per availability.

(B) THE PITCH

- 1. Area of Pitch :** The Pitch is the area between the bowling creases. It shall measure 5ft./1.52 m. in width on either side of a line joining the centre of the middle stumps of the wickets.
- 2. Selection and Preparation :** Before the toss for match, the Executive of the Ground shall be responsible for the selection and preparation of the pitch; thereafter the Umpires shall control its use and maintenance.
- 3. Changing Pitch :** The pitch shall not be changed during a match unless it becomes unfit for play, and then only with the consent of both Captains.
- 4. Non-Turf Pitches :** In the event of a non-turf pitch being used, the following shall apply:-
- (a) LENGTH : That of the playing surface to a minimum of 15m.
 - (b) WIDTH : That of the playing surface to a minimum of 6 ft. (1.83m.)

RULE 11 : THE WICKET

- i. **Width and Pitching** : Two sets of wickets, each 9 inches/22.86 cm. wide, and consisting of three wooden stumps with two wooden bails upon the top, shall be pitched opposite and parallel to each other at a distance of 22 yards/20.12 m. between the centres of the two middle stumps.
2. **Size of Stumps** : The stumps shall be of equal and sufficient size to prevent the ball from passing between them. Their tops shall be 28 inches/ 71.1 cm. above the ground, and shall be dome-shaped except for the bail grooves.
3. **Size of Bails** : The bails shall be each 4.375 inches/11.1 cm. in length and when in position on the top of the stumps shall not project more than 1/2 inch/1.3 cm. above them.

RULE 12: THE BOWLING, POPPING AND RETURN CREASES

1. **The Bowling Crease** : The bowling crease shall be marked in line with the stumps at each end and shall be 8 ft. 8 inches/2.64 M. in length, with the stumps in the centre.
2. **The Popping Crease** : The popping crease, which is, the back edge of the crease marking, shall be in front of and parallel with the bowling crease. It shall have the back edge of the crease marking 4 ft./1.22 M. from the centre of the stumps and shall extend to a minimum of 6 ft./1.83 M. on either side of the line of the wicket. The popping crease shall be considered to be unlimited in length.
3. **The Return Crease** : The return crease marking, of which the inside edge is the crease, shall be at each end of the bowling crease and at right angles to it. The return crease shall be marked to a minimum of 4 ft./1.22 M. behind the wicket and shall be considered to be unlimited in length. A forward extension shall be marked to the popping crease.

RULE 13: ROLLING, SWEEPING AND RE-MARKING OF CREASES

1. **Rolling** : Before the match the pitch may be rolled, at the request of the Captain of the batting side, for a period of not more than 2 minutes before the start of innings. In addition if, after the toss and before the innings of the match, the start is delayed, the Captain of the batting side shall have the right to have

the pitch rolled for not more than 2 minutes. The pitch shall not otherwise be rolled during the match. The 5 minutes rolling permitted before the start of a day's play shall take place not earlier than half an hour before the start of play and the Captain of the batting side may delay such rolling until 15 minutes before the start of play if he so desire.

2. **Sweeping** : Such sweeping of the pitch as is necessary during the match shall be done so that the 2 minutes allowed for rolling the pitch provided for in 1. above is not affected.
3. **Remarking** : The creases shall be remarked, whenever possible.

Note : The above rule 13 applies to turf pitches whilst the conduct of the match on non turf pitches should always be in accordance with the rule of Super Seven Cricket. It is recognized that it may some times be necessary for governing bodies to lay down special playing conditions to suit the type of non turf pitch used.

RULE 14 : INNINGS

1. **Number of Innings** : A match shall be of one innings of each side.
2. **The Toss** : The Captains shall toss for the choice of innings on the field of play not later than 15 minutes before the time scheduled for the match to start, or before the time agreed upon for play to start.
3. **Choice of Innings** : The winner of the toss shall notify his decision to bat or to field to the opposing Captain not later than 10 minutes before the time scheduled for the match to start, or before the time agreed upon for play to start. The decision shall not thereafter be changed.

Rule 15 : COVERING THE PITCH

1. **Before the start of a match** : Before the start of a match complete covering of the pitch shall be allowed if possible.
2. **During a Match** : The pitch shall not be completely covered during a match unless prior arrangement or regulations so provide.
3. **Covering 'Bowler's Run-Up** : Whenever possible, the Bowler's run-up shall be covered.

Notes (a) Removal of Covers: The covers should be removed as promptly as possible whenever the weather permits.

RULE 16 : START OF MATCH

1. **Call of Start** : At the start of each innings of a match and on the restart of play after any interval or interruption the Umpire at the Bowlers end shall call "Start".
2. **Practice on the field** : At no time on any day of the championship shall there be any bowling or batting practice on the pitch.
No practice may take place on the field if, in the opinion of the Umpires, could result in a waste of time.
3. **Trial Run - up** : No Bowler shall have a trial run-up after "Start" has been called except at the fall of a wicket when an Umpire may allow such a trial runup if he is satisfied that it will not cause any waste of time.

RULE 17 : SCORING

1. **A Run** : The score shall be counted by runs. A run is scored :-
 - (a) So often as the Batsman, after a hit or at any time while the ball is in play, shall have crossed and made good their ground from end to end.
 - (b) When a boundary is scored. See Rule 18 (Boundaries)
 - (c) When penalty runs are awarded. See 6 below.
2. **Short Runs** :
 - (a) A run is short if a Batsman fails to make good his ground on turning for a further run. If either Batsman runs a short run, the Umpire shall call and signal "one short" as soon as the ball becomes dead and that run shall not be scored.
 - (b) Although a short run shortens the succeeding one, the latter, if completed shall count.
 - (c) If either or both Batsman deliberately run short the Umpire shall, as soon as he sees that the fielding side have no chance of dismissing either Batsman, call and signal "dead ball" and disallow any runs attempted or previously scored. The Batsman shall return to their original ends.
 - (d) If both Batsmen run short in one and the same run, only one run shall be deducted.
 - (e) Only, if three or more runs are attempted can more than one be short and then, subject to (c) and (d) above, all runs so called shall be disallowed. If there has been more than one short run the Umpires shall instruct the Scorers as to the number of runs disallowed.
3. **Striker Caught** : If the Striker is caught, no run shall be scored.

4. **Batsman Run Out** : If a Batsman is Runout, only that run which was being attempted shall not be scored. If, however, an injured Striker himself is run out no runs shall be scored. See rule 3.3 (Violation of the rules by an Injured Batsman or Runner).
5. **Batsman Obstructing the Field** : If a Batsman is out Obstructing the field, any runs completed before the obstruction occurs shall be scored unless such obstruction prevents catch being made in which case no runs shall be scored.
6. **Runs Scored for Penalties** : Runs shall be scored for penalties under rule 22 (No Ball), 23 (Wide Ball) 39.1 (Fielding the Ball) and for boundary allowances under rule 18 (Boundaries)
7. **Batsmen returning to Wicket he has Left** :
If, while the ball is in play, the Batsmen have crossed in running, neither shall return to the wicket he has left even though a short run has been called or no run has been scored as in the case of a catch. Batsmen, however, shall return to the wickets they originally left in the cases of a boundary and of any disallowance of runs and of an injured Batsman being, himself, runout. See rule 3.3 (Violation of the rule by an Injured Batsman or Runner).

NOTES

Short Run : A Striker taking stance in front of his popping crease may run from that point without penalty.

Rule 18: BOUNDARIES

1. **Runs Scored for Boundaries** : A boundary shall be 4 runs and 6 runs for all hits pitching over and clear of the boundary line respectively, even though the ball has been previously touched by a Fielder. 6 runs shall also be scored if a Fielder, after catching a ball, carries it over the boundary.
2. **A Boundary** : A boundary shall have be scored and signalled by the Umpire at the Bowler's end whenever, in his opinion :-
 - a) A ball in play touches or crosses the boundary.
 - b) A Fielder with ball in hand touches any part of his person on or over a boundary line.
 - c) A Fielder with ball in hand grounds any part of his person over a boundary line. This allow the Fielder to touch or lean on or over a boundary fence or board in preventing a boundary.

3. **Runs Exceeding Boundary Allowance** : The runs completed at the instant the ball reaches the boundary shall count if they exceed the boundary allowance.
4. **Overthrows or Intentional Act of a Fielder**: If the boundary results from an overthrow or from the intentional act of a Fielder, any runs already completed and the allowance shall be added to the score. The run in progress shall count provided that the Batsmen have crossed at the instant of the throw or act.
- * 5. **Runs scored for Hitting on Sight Screen** : If a batsman hits directly on the sight screen without touching the ground 10 runs will be given to the batsman.

NOTES (a) Position of Sight-Screens should be positioned wholly outside the playing area, as near as possible to the boundary line.

Rule 19 : THE RESULT

1. Umpires Awarding a Match

- a) A match shall be lost by a side which, during the match.,
 - i) refuses to play, or
 - ii) accepts defeat, and the Umpires shall award the match to the other side.
- b) Should both Batsmen at the wickets or the fielding side leave the field at any time without the consent of the Umpires, this shall constitute a refusal to play, and on appeal, the Umpires shall award the match to the other side in accordance with (a).

2. A Tie :

In the case of a tie match, the decision of the winner shall be decided by the following criteria :-

- i) In a league match one-one point shall be given to each team.
- ii) In case of a knockout stage :-
 - a) Minimum fall of wicket, if tie still persists
 - b) Average run rate of first three overs and therefore each over that is 4, 5 and 6, if tie still persists.
 - c) Spin of coin shall decide the winner.
3. In case of 2 teams of a group/pool got same points then the team which is winner between the two in league matches will go through the pool. In case of three or more than three teams got same points, then the position of the teams will be decided by the following rule :-

$$\frac{\text{Total Runs scored by a team against all teams}}{\text{Total balls played} \times \text{Total wicket fall of the team}} = \frac{\text{Total Runs scored against that team}}{\text{Total balls delivered by the team} \times \text{Total wicket taken}}$$

4. Matches abandoned by account of inclement of weather, defective light or by any other reason the following criteria shall be followed :-
- If one team completes their innings but second team does not complete atleast three overs then match will be started as a fresh game on a date and time to be fixed by Technical Committee.
 - If second team completes atleast three overs, then the target of the second team (% of runs of the first team + 1 run) will be decided on the basis of the following table:

Wickets

In hand



Overs complete-----→

	3.0	3.1	3.2	3.3	3.4	3.5	4.0	4.1	4.2	4.3	4.4	4.5	5.0	5.1	5.2	5.3	5.4	5.5	6.0
1	70	72	74	76	78	80	82	83	84	85	86	87	88	90	92	94	96	98	100
2	68	70	72	74	76	78	80	81	82	83	84	85	87	89	91	93	95	98	100
3	66	68	70	72	74	76	78	79	80	81	82	84	87	88	91	93	95	98	100
4	64	66	68	70	72	74	76	77	78	79	81	83	86	88	90	93	95	98	100
5	62	64	66	68	70	72	74	75	76	78	80	82	85	87	90	92	95	98	100
6	60	62	64	66	68	70	72	73	75	77	79	81	84	87	89	92	95	98	100
7	58	60	62	64	66	68	70	72	74	76	78	80	83	86	89	92	95	98	100

5. Correctness of Result : Any decision as to the correctness of the scores shall be the responsibility of the Umpires.

If, after the Umpires and Players have left the field, in the belief that the match has been concluded, the Umpires decide that a mistake in scoring has occurred, which affects the result, and provided time has not been reached, they shall order to play to resume and to continue until they agree with finishing time unless a result is reached earlier. If the Umpires decide that a mistake has occurred and time has been reached, the Umpires shall immediately inform both Captains to the necessary corrections of the scores and, if applicable, to the result.

6. Acceptance of Result : In accepting the scores as notified by the scorers and agreed by the Umpires, the Captains of both sides thereby accept the result.

7. Statement of Results : The result of a finished match is stated as a win by runs, except in the case of a win by the side batting last when it is by the number of wickets still then to fall.

RULE 20 : THE OVER

- 1. Number of Balls :** In a over six balls shall be bowled.
- 2. Call of "Over" :** When the 6 balls have been bowled, and as the ball becomes dead or when it becomes clear to the Umpire at the Bowler's end that both the fielding side and the Batsman at the'. wicket have stopped to regard the ball as in play, the Umpire shall call "over" before leaving the wicket.
- 3. No Ball or Wide Ball :**
Neither a no ball nor a wide ball shall be counted as one of the ball of the over.
- 4. Umpire Miscounting :**
If an Umpire miscounts the number of balls, the over as counted by the Umpire shall be final.
- 5. The Bowler Finishing an Over :** A Bowler shall finish an over in progress unless he be incapable or be suspended. If an over is left incomplete for any reason at the start of an interval or interruption or play, it shall be finished on the restart of play.
- 6. Bowler incapable or suspended - during an over :** If, for any reason, a Bowler is incapable while running up to bowl the first ball of an over, or is incapable or suspended during an over, the Umpires shall call and signal "dead ball" and incomplete over will be bowled by the wicket keeper.

RULE 21 : DEAD BALL

- 1. The Ball Becomes Dead, when**
 - a) It is finally settled in the hands of the Wicket Keeper or the Bowler.
 - b) It reaches or pitches over the Boundary.
 - c) A Batsman is out.
 - d) Whether played or not , if lodges in the clothing or equipment of a Batsman or the clothing of an Umpire.
 - e) A ball lodges in a protective helmet Worn by a member of the fielding side.
 - f) A penalty is awarded under Rule 39.1 (Fielding the Ball).
 - g) The Umpire calls "over".
- 2. Either Umpire shall Call and Signal "Dead Ball", when:**
 - a) He itereferes in a case of unfair play.

- b) A serious injury to a player or Umpire occurs.
 - c) He is satisfied that, for an adequate reason, the Striker is not ready to receive the ball and makes no attempt to play it.
 - d) The Bowler drops the ball accidentally before delivery, or the ball does not leave his hand for any reason.
 - e) One or both bails fall from the Striker's wicket before he receives delivery.
 - f) He leaves his normal position for consultation.
 - g) He is required to do so under rule 24.3 (Disallowance of Leg-Byes) etc.
3. The Ball Ceases to be Dead, when The Bowler starts his run up or bowling action.

4. The Ball is Not Dead, when :

- a) It strikes an Umpire (unless it lodges in his dress)
- b) The wicket is broken or struck down (unless a Batsman is out thereby)
- c) An unsuccessful appeal is made.
- d) The wicket is broken accidentally either by the Bowler during his delivery or by a Batsman in running.
- e) The Umpire has called "no ball" or "wide ball".

NOTES:

a) Ball Finally settled :

Whether the ball is finally settled or not - see 1 (a) above - must be a question for the umpires alone to decide.

b) Action on call of 'dead ball'.

- i) If 'dead ball' is called prior to the striker receiving a delivery the bowler shall be allowed an additional ball.
- ii) If 'dead ball' is called after the striker receives delivery the bowler shall not be allowed an additional ball, unless a 'no-ball' or 'wide' has been called.

Rule No. 22 : NO BALL

1 . Mode of Delivery :

The Umpire shall indicate to the Striker whether the Bowler intends to bowl over or round the wicket, overarm or right or left-handed. Failure on the part of the Bowler to indicate in advance a change in his mode of delivery is unfair and the Umpire shall call and signal "no ball".

2. Fair Delivery - The Arm :

For a delivery to be fair the ball must be bowled not thrown. If either Umpire is not entirely satisfied with the absolute fairness of a delivery in this respect he shall call and signal "no ball" instantly upon delivery.

3. Fair Delivery - The Feet :

The Umpire at the bowler's wicket shall call and signal "no ball" if he is not satisfied that in the delivery stride :-

- (a) The bowler's back foot has been landed within and not touching the return crease or its forward extension, or
- (b) Some part of the front foot whether grounded or raised is behind the popping crease.

4. Bowler Throwing at Striker's Wicket Before Delivery :

If the Bowler, before delivering the ball, throws it at the Striker's wicket in an attempt to run him out, the Umpire shall call and signal "no ball".

5. Bowler Attempting to Run out Non-Striker Before Delivery :

If the Bowler, before delivering the ball, attempts to run out the non-Striker, any runs which results shall be allowed and shall be scored as no balls. Such an attempt shall not count as a ball in the over. The Umpire shall not call "no ball". See rule 40.12 (Batsman Unfairly Stealing a Run).

6. Violation of rules by a Wicket-Keeper or a Fielder:

The Umpire shall call and signal "no ball" in the event if the Wicket-Keeper breaking rule 38.1 (Position of Wicketkeeper) or a Fielder breaking rule 39.2 (Limitation of on-side Fielders) or rule 39.3 (Position of Fielders).

7. Withdraw a Call :

An umpire shall withdraw the call 'dead ball' if the ball does not leave the Bowler's hand for any reason. See rule 21.2 (d) (Either Umpire shall call and signal "Dead Ball").

8. Penalty :

A penalty of two runs for a no ball shall be scored and after 3 no balls in a over every no ball in that over a penalty of 4 runs shall be scored.

9. Runs from a No ball :

The Striker may hit a no ball and whatever runs result shall be added to his score. Runs made otherwise from a no ball shall be scored no balls.

10. Out From a No Ball :

The Striker shall be out from a no ball if he breaks rule 32 (Hit the Ball twice) and either Batsman may be Run Out or shall be given out if either breaks rule 31 (Handled the Ball) or rule 35 (Obstructing the field)

11. Batsman Given out off a No ball :

A batsman should be given out off a no ball the penalty for bowling it shall unless runs are otherwise scored.

Notes :

Definition of a Throw :

A ball shall be deemed to have been thrown if, in the opinion of either Umpire, the process of straightening the bowling arm, whether it is partial or complete, takes place during that part of the delivery swing which directly proceeds the ball leaving the hand. This definition shall not debar a bowler from the use of the wrist in delivery swing.

Rule 23 : WIDE BALL

1. Judging a Wide :

If the Bowler bowls the ball so wide of the wicket, in the opinion of the Umpire it passes out of reach of the Striker, standing in a normal guard position, the Umpire shall call and signal "wide ball" as soon as it has passed the line of the Striker's wicket.

The Umpire shall not adjudge a ball as being a wide if :-

- (a) The Striker, by moving from his guard position, causes the ball to pass out of his reach.
- (b) The Striker moves and thus brings the ball within his reach.

2. Penalty :

A penalty of two runs for a wide ball shall be scored and after 3 wide balls in a over every wide ball in that over a penalty of four runs shall be scored.

3. Withdraw a Call :

The Umpire shall withdraw the call if the Striker hits a ball which has been called "wide".

4. **Ball Not Dead** : The ball does not become dead on the call of "Wide Ball" - see rule 21.4 (The Ball is not dead)
5. **Runs Resulting from a wide** :
All runs which are resulted from a wide ball which is not a no ball shall be scored wide balls, or if no runs are made two runs shall be scored.
6. **Out from a Wide** : The Striker shall be out from a wide ball if he breaks rule 33 (Hit Wicket) rule 37 (Stumped). Either Batsman may be Run Out and shall be out if he breaks rule 31 (Handled the Ball) or rule 35 (Obstructing the Field).
8. **Batsman Given Out off a wide** :
A Batsman should be given out off a wide, the penalty for bowling it shall stand unless runs are otherwise made.

Rule 24 : BYE AND LEG-BYE

1. Byes :

If the ball, not having been called "wide" or "no ball" passes the Striker without touching his bat or person, and any runs are obtained, the Umpire shall signal "bye" and the run or runs shall be credited as such to the batting side.

2. Leg-Byes :

If the ball, not having been called "wide" or "no ball" is unintentionally deflected by the Striker's dress or person, except a hand holding the bat, and any runs are obtained the Umpire shall signal "leg bye" and the run or runs so scored shall be credited as such to the batting side.

Such leg-byes shall only be scored if , in the opinion of the Umpire, the Striker has :

- a) Attempted to play the ball with his bat, or
- b) Tried to avoid being hit by the ball.

3. Disallowance of Leg-Byes :

In the case of a deflection by the Striker's person, other than in 2 (a) and (b) above, the umpire shall call and signal "dead ball" as soon as one run has been completed or when it is clear that a run is not being attempted or the ball has reached the boundary. On the call and signal of "dead ball" the Batsmen shall return to their original ends and runs shall be allowed.

Rule 25 : APPEALS

1. Time of Appeals :

The Umpires shall not give a Batsman out unless appealed to by the other side which shall be done prior to the Bowler beginning his run-up or bowling action to deliver the next ball. Under rule 21.1 (The Ball Becomes Dead) the ball is dead on "over" being called; this does not, however, invalidate an appeal made prior to the first ball of the following over.

2. An Appeal "How's That?"

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

3. Answering Appeals :

The Umpire at the Bowler's wicket shall answer appeals before the other Umpire in all cases except those arising out of rule 33 (Hit Wicket) or rule 37 (Stumped) or rule 36 (Run Out) when this occurs at the Striker's Wicket.

When either Umpire has given a Batsman not out, the other Umpire shall, within his jurisdiction, answer the appeal or a further appeal, provided it is made in time in accordance with 1. above (Time of Appeals.)

4. Consultation by Umpires :

An Umpire may consult with the other Umpire on a point of fact which the latter may have been in a better position to see and shall then give his decision. If, after consultation, there is still doubt remaining the decision shall be in favour of the Batsman

5. Batsman Leaving his Wicket under a Misconception :

The Umpires shall interfere if satisfied that a Batsman, not having been given out, has left his wicket under a misconception that he has been dismissed.

6. Umpire's Decision :

The Umpire's decision is final. He may change his decision, provided that such alteration is made promptly.

7. Withdrawal of an Appeal :

In exceptional circumstances the Captain of the fielding side may seek permission of the Umpire to withdraw an appeal providing the outgoing Batsman has not left the playing area. If this is allowed, the Umpire shall cancel his decision.

Rule 26 : THE WICKET IS DOWN

1. Wicket Down : The wicket is down if :-

- (a) Either the ball or the Striker's bat or person completely removes either bail from the top of the stumps. A disturbance of a bail, whether temporary or not, shall not constitute a complete removal, but the wicket is down if a bail in falling lodges between two of the stumps.
 - (b) Any player completely removes with his hand or arm a bail from the top of the stumps, providing that the ball is held in that hand or in the hand of the arm so used.
 - (c) **When both bails are off** ; a stump is struck out of the ground by the ball of a player strikes or pulls a stump out of the ground, providing that the ball is held in the hand(s) or in the hand of the arm so used.
 - (d) **One Bail off** : If one bail is off, it shall be sufficient for the purpose of putting the wicket down to remove the remaining bail, or to strike or pull any of the three stumps out of the ground in any of the ways stated in 1 above.
2. **All the Stumps Out of the Ground** : If all the stumps are out of the ground, the fielding side shall be allowed to put back one or more stumps in order to have an opportunity of putting the wicket down.
 3. **Dispensing with Bails**: If owing to the strength of the wind, it has been agreed to dispense with the bails. The decision as to when the wicket is down is one for the Umpires to decide on the facts before them. In such circumstances and if the Umpires so decide the wicket shall be held to be down even though a stump has not been struck out of the ground.

NOTES:

Remarking the Wicket :

If the wicket is broken while the ball is in play, it is not the Umpire's duty to remake the wicket until the ball has become dead - see rule 21 (Dead Ball). A member of the fielding side, however, may remake the wicket in such circumstances.

Rule 27 : BATSMAN OUT OF HIS GROUND

A Batsman shall be considered to be out of his ground unless some part of his bat in his hand or of his person is grounded behind the line of the popping crease. On the line Batsman shall be considered to be out.

Rule 28 : BOWLED

1. **Out Bowled** : The Striker shall be out bowled if :-

- (a) His Wicket is bowled down, even if the ball first touches his bat or person.
- (b) He breaks his wicket by hitting or kicking the ball on to it before the completion of a stroke, or as a result of attempting to guard his wicket. See rule 32.1 (Out-Hit the Ball Twice)

Notes

Out Bowled - Not L.B.W. :

The Striker is out Bowled if the ball is deflected on to his wicket even though a decision against him would be justified under rule 34 (Leg Before Wicket)

Rule 29 : TIMED OUT

Out Timed Out : An incoming Batsman shall be out Timed Out if he intentionally takes more than two minutes to come in. The two minutes being timed from the moment a wicket falls until the new batsman steps on to the field of play.

If this is not complied with and if the Umpire is satisfied that the delay was intentionally and if an appeal is made, the new Batsman shall be given out by the Umpire at the Bowler's end.

NOTES

(a) Entry in Score Book :

The correct entry in the score book when a Batsman is given out under this Law is "timed out", and the Bowler does not get credit for the wicket.

(b) Batsmen Crossing on the Field of Play :

It is an essential duty of the Captain to ensure that the ongoing batsman passes the out-going one before the latter leaves the field of play.

RULE 30 : CAUGHT

1. Out Caught :

The Striker shall be out Caught if the ball touches his bat or if it touches below the wrist his hand or glove, holding the bat, and is subsequently held by a Fielder before it touches the ground.

2. A Fair Catch :

A catch shall be considered to have been fairly made if :-

- a) The Fielder is within the field of play throughout the act of making the catch.

- i) The act of making the catch shall start from the time when the Fielder first handles the ball and shall end when he both retains complete control over the further disposal of the ball and remains within the field of play.
 - ii) In order to be within field of play, the fielder may not touch or ground any part of his person on or over a boundary line.
 - (b) The ball is hugged to the body of the catcher or accidentally lodges in his dress or, in the case of the Wicket-Keeper, in his pads. However, a Striker may not be caught if a ball lodges in a protective helmet worn by a Fielder, in this case the Umpire shall call and signal "dead ball". See rule 21 . (Dead Ball).
 - (c) The ball does not touch the ground even through a hand holding it does so in effecting the catch.
 - (d) A Fielder catches the ball, after it has been lawfully played a second time by the Striker, but only if the ball has not touched the ground since being first struck.
 - (e) A Fielder catches the ball after it has touched an Umpire, another Fielder or the other Batsman. However a Striker may not be caught if a ball has touched a protective helmet worn by a Fielder.
 - (f) The ball is caught off an obstruction within the boundary provided it has not previously been agreed to regard the obstruction as a boundary.
- 3. Scoring of Runs :** If a Striker is caught, no runs shall be scored.

NOTES

(a) Scoring from - an Attempted Catch :

When a Fielder carrying the ball touches or grounds any part of his person on or over a boundary marked by a line, 6 runs shall be scored.

(b) Ball Still in Play :

If a Fielder releases the ball before he crosses the boundary, the ball will be considered to be still in play and it may be caught by another Fielder. However, if the original Fielder returns to the fields of play and handles the ball, a catch may not be made.

Rule 31 : HANDLED THE BALL

Out Handled the Ball :

Either Batsman on appeal shall be out Handled the Ball if he intentionally touches the ball while in play with the hand not holding the bat unless he does so with the consent of the opposite side.

NOTES

Entry in Score Book :

The correct entry in the score book when a Batsman is given out under this rule is "handled the ball", and the Bowler does not get credit for the wicket.

RULE 32 : HIT THE BALL TWICE

1. Out hit the ball twice :

The Striker, on appeal, shall be out hit the ball twice if, after the ball is struck or is stopped by any part of his person, he intentionally strikes it again with his bat or person except for the sole purpose of guarding his wicket : this he may do with his bat or any part of his person other than his hands, but see rule 30.2 (Obstructing a Ball from being caught).

For the purpose of this rule, a hand holding the bat shall be regarded as part of the bat.

2. Returning the Ball to a Fielder :

The Striker, on appeal, shall be out under this rule, if, without, the consent of the opposite side, he uses his bat or person to return the ball to any of the fielding side.

3. Runs from Ball Lawfully Struck Twice :

No runs except those which result from an overthrow or penalty, see rule 39 (The Fielder), shall be scored from a ball lawfully struck twice.

NOTES

(a) Entry in Score Book :

The correct entry in the score book when the Striker is given out under this rule is "Hit the ball twice", and the Bowler does not get credit for the wicket.

(b) Runs Credited to the Batsman :

Any runs awarded under 3. above as a result of an over throw or penalty shall be credited to the Striker, provided the ball in the first instance has touched the bat, or, if otherwise as extras.

Rule 34 : HIT WICKET

1. Out Hit Wicket :

The Striker shall be out Hit Wicket if, while the ball is in play :-

- (a) His wicket is broken with any part of his person, dress, or equipment as a result of any action taken by him in preparing to receive or in receiving a delivery, or in setting off for his first run, immediately, after playing, or playing at, the ball.
- (b) He hits down his wicket whilst lawfully making a second stroke for the purpose of guarding his wicket within the provisions of rule 32.1 (Out Hit the Ball Twice).

2. Not Out Hit Wicket :

A Batsman is not out under this rule should his wicket be broken in any of the ways referred to in 1 (a) above if :-

- i) It occurs while he is in act of running, other than in setting off for his first run immediately after playing at the ball, or while he is avoiding being run out or stumped.
- ii) The Bowler after starting his run-up or bowling action does not deliver the ball; in which case the Umpire shall immediately call and signal "dead ball".
- iii) If occurs whilst he is avoiding a throw-in at any time.

Rule 35 : LEG BEFORE WICKET

1. Out L.B.W. :

The Striker shall be out L.B.W. in the circumstances set out below :-

(a) Striker Attempting to Play the Ball :

The Striker shall be out L.B.W. if he first intercepts with any part of his person, dress or equipment a fair ball which would have hit the wicket and which has not previously touched his bat or a hand holding the bat, provided that

- i) The ball pitched in a straight line between wicket and wicket or on the off side of the Striker's wicket, or in the case of a ball intercepted full toss would have pitched in a straight line between wicket and wicket.
- ii) The point of impact is in a straight line between wicket and wicket, even if above the level of the bails.

(b) Striker Making No Attempt to Play the Ball :

The Striker shall be out LBW even if the ball is intercepted outside the line of the off-stump, if, in the opinion of the Umpire, he has made no genuine attempt to play the ball with his bat, but has intercepted the ball with some part of his person and if the circumstances set out in (a) above apply.

Rule 35 : OBSTRUCTING THE FIELD

1. Intentional Obstruction :

Either Batsman, on appeal, shall be out Obstructing the field if he intentional obstructs the opposite side by word or action.

2. Obstructing a Ball from Being Caught :

The Striker, on appeal, shall be out should intentionally obstruction by either Batsman prevent a catch being made.

This shall apply even though the Striker causes the obstruction in lawfully guarding his wicket under the provisions of rule 32. See rule 32.11 (Out Hit the Ball Twice).

NOTES:

(a) Accidental Obstruction :

The Umpires must decide whether the obstruction was intentional or not. The accidental interceptions a throw-in by a Batsman while running does not break this rule.

(b) Entry in Score Book :

The correct entry in the score book when a Batsman is given out under this is "obstructing the field", and the bowler does not get credit for the wicket.

Rule 36 : RUN OUT

1. Out Run Out :

Either Batsman shall be out Run Out if in running or at any time while the ball is in play - except in the circumstances described in rule 37 (Stumped) - he is out of his ground and his wicket is put down by the opposite side. If, however, a Batsman in running makes good, his ground he shall not be out Run Out, if he subsequently leaves his ground, in order to avoid injury, and the wicket is put down.

2. "No Ball" Called :

If a no ball has been called, the Striker shall not be given Run Out unless he attempts to run.

3. Which Batsman is Out :

If the Batsman has crossed in running, he who runs for the wicket which is put down shall be out; if a Batsman sends, he who has left the wicket which is put down shall be out. If a Batsman remains in his ground or returns to his ground

and the other Batsman joins him there, the latter shall be out if his wicket is put down.

4. Scoring of Runs :

If a Batsman is run out, only that run which is being attempted shall not be scored. If however an injured Striker himself is run out, no runs shall be scored. See rule 3.3 (Violation of the rules by an injured Batsman or Runner).

NOTES

(a) Ball Played on to Opposite wicket :

If the ball is played on to the opposite wicket neither Batsman is liable to be Runout unless the ball has been touched by a Fielder before the wicket is broken.

(b) Entry in Score Book :

The correct entry in the score book when the Striker is given out under this rule is "runout", and the Bowler does not get credit for the wicket.

Rule 37 : STUMPED

1. Out Stumped :

The Striker shall be out Stumped if, in receiving a ball, not being a no- ball, he is out of his ground otherwise in attempting a run and the wicket is put down by the wicketkeeper without the intervention of another Fielder.

2. Action by the Wicket-Keeper :

The Wicket-Keeper may take the ball in front of the wicket in an attempt to stump the Striker only if the ball has touched the bat or person of the Striker.

NOTES

3. Ball Rebounding from Wicket-Keeper's Person :

The Striker may be out Stumped if in the circumstances stated in 1. above, the wicket is broken by a ball rebounding from the wicket Keeper's person or equipment or is kicked or thrown by the wicket-keeper on to the wicket.

Rule 38 : THE WICKET-KEEPER

1. Position of Wicket-Keeper :

The Wicket-Keeper shall remain wholly behind the wicket until a ball delivered by the Bowler touches the bat or person of the Striker, or passes the wicket, or

until the Striker attempts a run. Wicket Keeper's are not allowed to stand more than 15 meter behind.

In the event of the Wicket-Keeper contravening this rule the Umpire at the Striker's end shall call and signal "no ball" at the instant of delivery or as soon as possible thereafter.

2. Restriction on Actions of the Wicket-Keeper :

If the Wicket-Keeper interferes with the Striker's right to play the ball and to guard his wicket, the Striker shall not be out, except under rule 31 (Handled the ball), 32 (Hit the ball twice), 35 (Obstructing the Field) and 36 (Run out).

3. Interference with the Wicket-Keeper by the Striker :

If in the legitimate defence of his wicket, the Striker interferes with the Wicket-keeper, he shall not be out, except as provided for in rule 35.2 (Obstructing a Ball from Being Caught).

RULE 39 : THE FIELDER

1. Fielding the Ball :

The Fielder may stop the ball with any part of his person, but if he intentionally stops it otherwise, 6 runs shall be added to the run or runs already scored; if no run has been scored 6 penalty runs shall be awarded. The run in progress shall count provided that the Batsmen have crossed at the instant of the act. If the ball has been struck, the penalty shall be added to the score of the Striker, but otherwise to the score of byes, leg-byes, no balls or wides as the case may be.

2. Limitation of on-side fielders :

The number of onside fielders at the instant of the bowler's delivery shall not exceed 3 and the number of on-side fielders behind the popping crease at the instant of the Bowler's delivery shall not exceed one. In the event of violation of this rule by the fielding side the Umpire at the Striker's end shall call and signal "no ball" at the instant of delivery or as soon as possible thereafter.

3. Position of Fielders :

Whilst the ball is in play and until the ball has made contact with the bat or the Striker's person or has passed his bat, no Fielder, other than the Bowler, may stand on or have any part of his person extended over the pitch (measuring 22 yards/20.12 m. x 10 ft./3.05m.) In the event of a Fielder breaking this rule, the Umpire at the bowler's end shall call and signal "no ball" at the instant of delivery or as soon as possible thereafter.

RULE 40 : UNFAIR PLAY

1. Responsibility of Captains :

The Captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the rules.

2. Responsibility of Umpires :

The umpires are the sole judges of fair and unfair play.

3. Mediation by the Umpires :

The Umpires shall mediate without appeal by calling and signalling "dead ball" in the case of unfair play, but should not otherwise interfere with the progress of the game except as required to do so by the rules.

4. Lifting the Seam :

A player shall not lift the seam of the ball for any reason. Should this be done, the Umpires shall change the ball for one of similar condition to that in use prior to the contravention. See Note (a).

5. Changing the Condition of the Ball :

Any member of the fielding side may polish the ball provided that such polishing wastes no time and that no artificial substance is used. None shall rub the ball on the ground or use any artificial substance or take any other action to change the condition of the ball. In the event of a violation of this rule, the Umpires, after consultation, shall change the ball for one of similar condition to that in use prior to the violation.

6. Inconvenience the Striker :

An Umpire is justified in intervening under this rule and shall call and signal "dead ball" if, in his opinion, any Player of the fielding side trouble the Striker by any noise or action while he is receiving a ball.

7. Obstruction of a Batsman in Running :

It shall be considered unfair if any fielder intentionally obstructs a Batsman in running. In these circumstances the Umpire shall call and signal "dead ball" and allow any completed run and the run in progress or alternatively any boundary scored.

8. The bowling of bouncers :

The bowling of bouncers is not allowed. At the first instance the umpire shall call and signal "No ball" and the penalty of two runs shall be scored and after one bouncer in an over four runs will be given to batting side on each bouncer bowled in that over.

9. The Bowling of Fast High Full toss balls :

The bowling of fast high full toss balls is unfair see note (e). In the event of such unfair bowling the Umpire at the bowler's end shall adopt the procedure as set out in 8 above.

10. Time Wasting : Any form of time wasting is unfair :-

- a) In the event of the Captain of the fielding side wasting time or allowing any member of his side to waste time, the Umpire at the Bowler's end shall adopt the following procedure:-
 - i) In the first instance he shall caution the Captain of the fielding side and inform the other Umpire for what has occurred.
 - ii) If this caution is ineffective he shall repeat the above procedure and indicate to the Captain that this is a final warning.
 - iii) Should the above procedure prove ineffective the Umpire shall report the occurrence to the Executive of the fielding side and to any governing body responsible for that match who shall take appropriate action against the Captain and the Players concerned.
- b) In the event of a Bowler taking unnecessarily long to bowl an over the Umpire at the Bowler's end shall adopt the procedures, other than the calling of "no ball", of caution, final warning, action against the Bowler and reporting.

- c) In the event of a Batsman wasting time (See Note f) other than in the manner described in rule 29 (Timed Out), the Umpire at the Bowler's end shall adopt the following procedure :-
 - i) In the first instance he shall caution the Batsman and inform the other Umpire at once.
 - ii) If this proves ineffective, he shall repeat the caution, indicate to the Batsman that this is a final warning and inform the other Umpire.
 - iii) Should the above procedure prove ineffective, the Umpire shall report the occurrence to the Executive of the batting side and to any governing body responsible for that match who shall take appropriate action against the Player concerned.

11. Players Damaging the Pitch :

The Umpires shall interfere and prevent Players from causing damage to the pitch which may assist the Bowlers of either side. See Note (c)

- a) In the event of any member of the fielding side damaging the pitch the Umpire shall follow the procedure of caution, final warning and reporting as set out in 10 (a) above.
- b) In the event of a Bowler contravening this rule by running down the pitch after delivering the ball, the Umpire at the Bowler's end shall first caution the Bowler. If this caution is ineffective the Umpire shall adopt the procedures, other than the calling of "no ball", of final warning, action against the Bowler and reporting.
- c) In the event of a batsman damaging the pitch the Umpire at the Bowler's end shall follow the procedure of caution, final warning and reporting as set out in 10 (c) above.

12. Batsman Unfairly Stealing a Run :

Any attempt by the Batsman to steal a run during the Bowler's run-up. Unless the Bowler attempts to runout either Batsman - see rule 22.4 (Bowler Throwing at Striker's Wicket Before Delivery) and rule 23.4 (Bowler Attempting to Runout Non Striker Before Delivery) - the Umpire shall call and signal "dead ball" as soon as the Batsmen cross in any such attempt to run. The Batsmen shall then return to their original wickets.

13. Player's Conduct :

In the event of a player failing to comply with the instructions of an Umpire, criticising his decisions by word or action, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the Umpire concerned shall, in the first place report the matter to the other Umpire and to the Player's Captain requesting the latter to take action. If this proves ineffective, the Umpire shall report the incident as soon as possible to the Executive of the Player's team and to the technical committee responsible for the match, who shall take any further action which is considered appropriate action against the Player or Players concerned.

NOTES

- a) **The Condition of the Ball** : Umpires shall make frequent and irregular inspections of the condition of the ball.
- b) **Drying of a Wet Ball** : A wet ball may be dried by a towel or with sawdust.
- c) **Danger Area** : The danger area on the pitch, which must be protected from damage by a Bowler, shall be regarded by the Umpire as the area contained by an imaginary line 4ft./1.22m. from the popping crease, and parallel to it, and within two imaginary and parallel lines drawn down the pitch from points on that line 1 ft./30.48 cm. on either side of the 'middle stump.
- d) **Fast Short Pitched Balls (Bouncers)** : As a guide, a fast short pitched ball is one which pitches short and passes, or would have passed, above the shoulder height of the Striker standing in a normal batting stance at the crease.
- e) **The Bowling of Fastfull toss balls** : The bowling of one fast, high full toss ball shall be considered to be unfair if, in the opinion of the Umpire, it is deliberate, bowled at the Striker, and if it passes or would have passed above the waist height of the Striker when standing in a normal batting stance at the crease.
- f) **Time Wasting by Batsmen** : Other than in exceptional circumstances, the Batsman should always be ready to take strike when the Bowler is ready to start his run-up.

RULE 41 : PROTEST :

Protest on any point must be made in writing to technical committee within half an hour after the completion of match together with a protest fee of Rs. 1000/- (Rupees One thousand only) which shall be refunded if the protest is found to be correct.

THE TERMS OF SUPER SEVEN CRICKET

GLOSSARY

Bowled. A batsman is bowled (out) if the ball hits the wickets and dislodges a bail, whether the ball has come off his body or bat.

Bump ball. A ball that is hit hard into the ground and raises so that when fielded, it seems like a catch.

Bye (s). Runs scored when the ball passes the wicket untouched by bat or person and the batsman runs or ball crosses the boundary.

Extras. Runs not scored by the batsman. (Also see, byes, leg byes, no balls and wides)

Handled ball. A batsman is out handled ball if he touches the ball with his hand while it is in play. He may, however, touch it if the fielding side gives him the permission to do so.

Hat-Trick. A bowler achieves a hat-trick if he dismisses three batsmen with consecutive deliveries in the same over.

Hit the ball twice. (unless he is doing so to defend his wicket) (a) A batsman is out if he hits the ball twice; (b) The bowler is not credited with the wicket.

Hit Wicket. A batsman is out hit wicket if a bail is dislodged by his bat, body or cap while he is in the act of making his stroke.

Leg before wicket (L.B.W.) A batsman is out L.B.W. if the ball hits the batsman on his pads and in the opinion of the umpire it was pitched on a straight line between the wicket or on the off side and would have hit the wicket.

Leg Byes. Runs scored as extras when the ball goes off any part of a batsman except his hands or bat, but only when he is playing a stroke.

Leg side or on side. Leg side or on side is that part of field which lies behind the batsman and covers half of the total playing field, demarcated by an imaginary line drawn between middle of the wicket and extending on both sides, to the boundary lines.

Off side. The sides of the field in front of the batsman as he takes up his stance.

Over the wicket. A method of delivery in which the bowler delivers the ball with the hand nearer the stumps.

Maiden Over. An over in which no runs are scored by the batsman.

No-ball. Called when either umpire considers the bowler's delivery not fair. A batsman can score runs off a no ball, but he cannot be bowled caught, stumped or out L.B.W. (he may be run out). If no runs are scored, one- no-ball is added to the extras and as a no ball is not a legal delivery the bowler is given an extra delivery in the over for every no-ball.

Over throw. A throw from a fielder that travels past the wicket-keeper or fielder at either set of stumps and allows the batsman further run/s.

Played on. Term used when a batsman hits the ball, onto his own wicket. The dismissal, however, is recorded as bowled.

Round the wicket. A method of delivery in which the bowler delivers the ball with the hand further from the stumps.

Good Length Ball A good-length ball is one which presents the batsman with the problem of deciding whether to go forward to play it, or to go back when it pitches. If the batsman tries to hit from the crease it is quite likely go into the air.

A Full-Toss ball is one which the batsman can hit from the crease before it pitches.

A half-volley is one which the batsman can hit just after it has bounced.

Swing and Swerve. The ball can be made to swing in the air, either away from the batsman or into him. If there is a lot of humidity, the ball will swing more appreciably than on a dry sunny day. The amount of wind and its direction will also have a certain effect on the swinging of the ball.

Off Spin. The off spin bowler aims to pitch the ball on the off side and bring it back into the wicket. The off break is spun in a clockwise direction from left to right.

Leg breaks. The leg spin is spun in an anticlockwise direction from right to left.

Top Spin. It is difficult bowling. Right arm straight above your head and wrist bent. Ball is to be held like leg-break. Turn the arm slightly until the seam of the ball points straight down the wicket.

Googly. is an off break with a leg break action. The grip of the ball is like leg break, with the wrist turned down to ninety degrees. The arm is turned in an anticlockwise direction with the back of the hand now pointing towards the batsman. As the wrist is flicked straight, the ball will come out of the back of the hand and generally in an upward direction, but will not hit the pitch quiet so hard and will plop rather than turn or bounce over the third finger. There is no need to alter the action. Do not drop the left shoulder or point the left foot.