

BASICS OF CRICKET

Player/Official Cricket Rules

Cricket is a game played between two teams made up of eleven players each. There is also a reserve player called a "twelfth man" who is used should a player be injured during play. The twelfth man is not allowed to bowl, bat, wicket keep or captain the team. His sole duty is to act as a substitute fielder. The original player is free to return to the game as soon as they have recovered from their injury.

To apply the law and make sure the cricket rules are upheld throughout the game there are two umpires in place during games. Umpires are responsible for making decisions and notifying the scorers of these decisions. Two umpires are in place on the playing field while there is also a third umpire off the field who is in charge of video decisions. This is where the call is too close for the on field umpires and they refer it to the third umpire who reviews slow motion video replays to make a decision.

Game Structure

Test cricket is a game that spans over two innings. This means that one team needs to bowl the other team out twice and score more runs than them to win the match. Another key difference between test cricket and other forms of cricket is the length of the innings. In test cricket there is no limit to the innings length. Whereas in one day cricket & Twenty20 cricket there are a certain amount of overs per innings. The only limits in test cricket is a 5 day length. Before the game begins an official will toss a coin. The captain who guesses the correct side of the coin will then choose if they want to bat or field first. One team will then bat while the other will bowl & field. The aim of the batting team is to score runs while the aim of the fielding team is to bowl ten people out and close the batting teams' innings. Although there are eleven people in each team only ten people need to be bowled out as you cannot have one person batting alone. Batting is done in pairs.

Once the first team has been bowled out the second team would then go into bat. Once the second team is then bowled out it would normally return to the first team batting again. However there is an exception to this in the cricket rules, it is called the follow-on. The follow-on is when the first team makes at least 200 runs more than the second team made (in a 5 day test match). This then gives the first team the option to make the second team bat again. This is particularly useful if the game is progressing slowly or affected by bad weather and there might not be enough time for both teams to play a full innings. Should this be the case the batting team's captain also has the right to forfeit their innings at any time. This is called a declaration. Some may wonder why a captain would forfeit the opportunity for his team to bat. However if the game is coming close to a close and it looks like they will not be able to bowl the other team out again this could be an option. If one team is not bowled out twice and a winner determined in the five days of play the game is declared a draw. Therefore it may be worth declaring an innings to create the possibility of a win rather than a draw.

Ways to score runs

The aim of the batsmen is to score runs. One of the main cricket rules is that for batsmen to score runs they must run to each other's end of the pitch (from one end to the other). In doing this one run is scored. Cricket rules state they may run multiple runs per shot. As well as running they can also score runs by hitting boundaries. A boundary scores the batsmen

either 4 or 6 runs. A four is scored by hitting the ball past the boundary after hitting the ground while a six is scored by hitting the ball past the boundary on the full (before it hits the ground). Cricket rules also state that once a 4 or 6 has been scored any runs physically ran by the batsman are null & void. They will only obtain the 4 or 6 runs.

Other ways runs can be scored according to the cricket rules include no balls, wide balls, byes & leg byes. Cricket rules state that all runs scored by these methods are awarded to the batting team but not the individual batters.

- A "No Ball" can be declared for many reasons: If the bowler bowls the ball from the wrong place, the ball is declared dangerous (often happens when bowled at the batsmen's body on the full), bounces more than twice or rolls before reaching the batsman or if fielders are standing in illegal positions. The batsman can hit a no ball and score runs off it but cannot be out from a no ball except if they are run out, hit the ball twice, handle the ball or obstruct the field. The batsman gains any runs scored off the no ball for his shot while the team also gains one run for the no ball itself.
- A "Wide Ball" will be declared if the umpire thinks the batsman did not have a reasonable opportunity to score off the delivery. However if the delivery is bowled over the batsmen's head it will not be declared a wide but a no ball. Umpires are much stricter on wide deliveries in the shorter format of the game while being much more relaxed in test cricket. A wide delivery will add one run to the batting team and any runs scored by the batsman. The batsman is not able to get out off a wide delivery except if they are stumped, run out, handle the ball, hit their wicket or obstruct the field.
- A "Bye" is where a ball that isn't a no ball or wide passes the striking batsman and runs are scored without the batsman hitting the ball.
- A "Leg Bye" is where runs are scored by hitting the batsman, but not the bat and the ball is not a no ball or wide. However no runs can be scored if the striking batsman didn't attempt to play a shot or if he was avoiding the ball.

Ways Batsmen can be given out according to cricket rules

There are a number of different ways a batsman can be given out in the game of cricket. When a bowler gets a batsman out it is said that the bowler gets a "wicket". Following are the different ways a batsman can be given out according to the rules of cricket:

- Bowled - Cricket rules state that if the ball is bowled and hits the striking batsman's wickets the batsman is given out (as long as at least one bail is removed by the ball). It does not matter whether the ball has touched the batsman's bat, gloves, body or any other part of the batsman. However the ball is not allowed to have touched another player or umpire before hitting the wickets.
- Caught - Cricket rules state that if a batsman hits the ball or touches the ball at all with his bat or hand/glove holding the bat then the batsman can be caught out. This is done by the fielders, wicket keeper or bowler catching the ball on the full (before it bounces). If this is done then cricket rules state the batsman is out.
- Leg Before Wicket (LBW) - If the ball is bowled and it hits the batsman first without the bat hitting it then an LBW decision is possible. However for the umpire to give this out he must first look at some of the factors stated in the cricket rules. The first thing the umpire need to decide is would the ball have hit the wickets if the batsman was not there. If his answer to this is yes and the ball was not pitched on the leg side of the wicket he can safely give the batsman out. However if the ball hits the

batsman outside the line of off stump while he was attempting to play a stroke then he is not out.

- Stumped - A batsman can be given out according to cricket rules when the wicketkeeper puts down his wicket while he is out of his crease and not attempting a run (if he is attempting a run it would be a runout).
 - Run Out - Cricket rules state that a batsman is out if no part of his bat or body is grounded behind the popping crease while the ball is in play and the wicket is fairly put down by the fielding side.
 - Hit Wicket - Cricket rules specify that if a batsman hits his wicket down with his bat or body after the bowler has entered his delivery stride and the ball is in play then he is out. The striking batsman is also out if he hits his wicket down while setting off for his first run.
 - Handled The Ball - Cricket rules allow the batsman to be given out if he willingly handles the ball with the hand that is not touching the bat without the consent of the opposition.
 - Timed Out - An incoming batsman must be ready to face a ball or be at the non-striker's end with his partner within three minutes of the outgoing batsman being dismissed. If this is not done the incoming batsman can be given out.
 - Hit The Ball Twice - Cricket rules state that if a batsman hits a ball twice other than for the purpose of protecting his wicket or with consent from the opposition he is out.
 - Obstructing The Field - A batsman is out if he willingly obstructs the opposition by word or action
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Run scoring

To score a run, a striker must hit the ball and run to the opposite end of the pitch, while his non-striking partner runs to his end. Both runners must touch the ground behind the popping crease with either his bat or his body to register a run. If the striker hits the ball well enough, the batsmen may double back to score two or more runs. This is known as running between wickets. However, no rule exists whereby the batsman has to run upon striking the ball. If the batsmen score an odd number of runs, then they will have swapped ends and their roles as striker and non-striker will be reversed for the next ball, unless the most recent ball marks the end of an over.

If a fielder knocks the bails off the stumps with the ball while no batsman is grounded behind the nearest popping crease, the nearest batsman is run out. If the ball goes over the boundary, then four runs are scored, or six if the ball has not bounced.

Extras

Every run scored by the batsmen contributes to the team's total. A team's total also includes a number of runs which are uncredited to any batsmen. These runs are known as extras, apart from in Australia where they are also called sundries. Extras consist of byes, leg byes, no balls, wides and penalty runs. The former two are runs that can be scored if the batsman misses making contact with bat and ball, and the latter two are types of fouls committed by the bowler. For

serious infractions such as tampering with the ball, deliberate time-wasting, and damaging the pitch, the umpires may award penalty extras to the opposition; in each case five runs. Five penalty runs are also awarded if a fielder uses anything other than his body to field the ball, or if the ball hits a protective helmet left on the field by the fielding team. A team need not be batting in order to receive penalty extras.

Cricket Laws

- **Cricket Rules:** The game is played in accordance with 42 laws of cricket, which have been developed by the [Marylebone Cricket Club](#) in discussion with the main cricketing nations. Teams may agree to alter some of the rules for particular games. Other rules supplement the main laws and change them to deal with different circumstances. In particular, there are a number of modifications to the playing structure and fielding position rules that apply to one innings games - like ODIs and Twenty20 Matches - that are restricted to a set number of fair deliveries.

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- ***Cricket Laws concerning Players, Officials / Umpires and Scorers***

- ***Players and officials***

- *(Existing Cricket Rules)*

- **Players**

- A team consists of eleven players. Depending on his primary skills, a player may be classified as a specialist batsman or bowler. A balanced team usually has five or six specialist batsmen and four or five specialist bowlers. Teams nearly always include a specialist wicket-keeper because of the importance of this fielding position.

A player who excels in both batting and bowling is known as an all-rounder. One who excels as a batsman and wicket-keeper is known as a wicket-keeper/batsman, sometimes regarded as a type of all-rounder. True all-rounders are rare and valued

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- **Umpires**

- Two on-field umpires preside over a match. One umpire will stand behind the wicket at the end from which the ball is bowled, and adjudicate on most decisions. The other will stand near the fielding position called square leg, which offers a side view of the batsman, and assist on decisions for which he has a better view. In some professional matches, they may refer a decision to an off-field 'third' umpire, who has the assistance of television replays. In international matches an off-field match referee ensures that play is within the laws of cricket and the spirit of the game.

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- **Scorers**

- Two scorers are appointed, and most often one scorer is provided by each team. The laws of cricket specify that the official scorers are to record all runs scored, wickets taken and (where appropriate) overs bowled. They are to acknowledge signals from the umpire, and

to check the accuracy of the score regularly both with each other and, at playing intervals, with the umpires. In practice scorers also keep track of other matters, such as bowlers' analyses, the rate at which the teams bowl their overs, and team statistics such as averages and records. In international and national cricket competitions the media often require notification of records and statistics, so unofficial scorers often keep tally for the broadcast commentators and newspaper journalists. The official scorers occasionally make mistakes, but unlike umpires' mistakes these can be corrected after the event.

- **Cricket Laws concerning The Playing Field, Pitch, Placement of Players**

- **The playing field**

- *(Existing Cricket Rules)*

- **The cricket field**

- The field consists of a large circular or oval-shaped grassy ground. There are no fixed dimensions for the field but its diameter usually varies between 450 feet (137 m) to 500 feet (150 m). On most grounds, a rope demarcates the perimeter of the field and is known as the boundary.

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- **The pitch**

- Most of the action takes place in the centre of this ground, on a rectangular clay strip usually with short grass called the pitch. The pitch measures 106 feet (32.3 m). At each end of the pitch three upright wooden stakes, called the stumps, are hammered into the ground. Two wooden crosspieces, known as the bails, sit in grooves atop the stumps, linking each to its neighbour. Each set of three stumps and two bails is collectively known as a wicket. One end of the pitch is designated the batting end where the batsman stands and the other is designated the bowling end where the bowler runs in to bowl. The area of the field on the side of the line joining the wickets where the batsman holds his bat (the right-hand side for a right-handed batsman, the left for a left-hander) is known as the off side, the other as the leg side or on side. Lines drawn or painted on the pitch are known as creases. Creases are used to adjudicate the dismissals of batsmen and to determine whether a delivery is fair.

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- **Parts of the field**

- For a one-innings match played over a set number of fair deliveries, there are two additional field markings. A painted oval is made by drawing a semicircle of 30 yards (27.4 m) radius from the centre of each wicket with respect to the breadth of the pitch and joining them with lines parallel, 30 yards (27.4 m) to the length of the pitch. This line, commonly known as the circle, divides the field into an infield and outfield. Two circles of radius 15 yards (13.7 m), centred on each wicket and often marked by dots, define the close-infield. The infield, outfield, and the close-infield are used to enforce fielding restrictions.

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- **Placements of players**

- The team batting always has two batsmen on the field. One batsman, known as the striker, faces and plays the balls bowled by the bowler. His partner stands at the bowling end and is known as the non-striker.

The fielding team has all eleven of its players on the ground, and at any particular time,

one of these will be the bowler. The player designated as bowler must change after every over. The wicket-keeper, who generally acts in that role for the whole match, stands or crouches behind the wicket at the batting end. The captain of the fielding team spreads his remaining nine players the fielders around the ground to cover most of the area. Their placement may vary dramatically depending on strategy. Each position on the field has a unique label.

- **Cricket Laws concerning Match Structure - The Toss, Overs, End of Innings**

- **Match structure**

- *(Existing Cricket Rules)*

- **The toss**

- On the day of the match, the captains inspect the pitch to determine the type of bowlers whose bowling would be suited for the offered pitch surface and select their eleven players. The two opposing captains then toss a coin. The captain winning the toss may choose either to bat or bowl first.

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- **Overs**

- Each innings is divided into overs, each consisting of six consecutive legal (see "Extras" for details) deliveries bowled by the same bowler. After completing an over, the bowler must take up a fielding position and let another player take over the bowling.

After every over, the batting and bowling ends are swapped, and the field positions are adjusted. The umpires swap so the umpire at the bowler's end moves to square leg, and the umpire at square leg moves to the new bowler's end.

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- **End of an innings**

- An innings is completed if:

Ten out of eleven batsmen are 'out' (dismissed).

A team chasing a given target number of runs to win manages to do so.

The predetermined number of overs are bowled (in a one-day match only, usually 50 overs).

A captain declares his team's innings closed (this does not apply to one-day limited over matches).

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- **Playing time**

Typically, two innings matches are played over three to five days with at least six hours of cricket being played each day. One innings matches are usually played over one day for six hours or more. There are formal intervals on each day for lunch and tea, and shorter breaks for drinks, where necessary. There is also a short interval between innings.

The game is only played in dry weather. Additionally, as in professional cricket it is common for balls to be bowled at over 90 mph (144 km/h), the game needs to be played in daylight that is good enough for a batsman to be able to see the ball. Play is therefore halted during rain (but not usually drizzle) and when there is bad light. Some one-day games are now played under floodlights, but, apart from a few experimental games in Australia, floodlights are not used in longer games. Professional cricket is usually played outdoors. These requirements mean that in England, Australia, New Zealand, South Africa

and Zimbabwe the game is usually played in the summer. In the West Indies, India, Pakistan, Sri Lanka and Bangladesh games are played in the winter. In these countries the hurricane and cyclone season coincides

Cricket Laws concerning Batting, Scoring runs, Extras

Batting and scoring runs

(Existing Cricket Rules)

Batting

Batsmen strike the ball from the batting crease, with the flat surface of a wooden bat. If the batsman hits the ball with his bat, it is called a shot (or stroke). If the ball brushes the side of the bat it is called an edge or snick. Shots are named according to the style of swing and the direction aimed. As part of the team's strategy, he may bat defensively, blocking the ball downwards, or aggressively, hitting the ball hard to empty spaces in order to score runs. There is no requirement to run if the ball is struck.

Batsmen come in to bat in a batting order, decided by the team captain. The first two positions, the "openers", face the most hostile bowling, from fast bowlers at their freshest and with a new ball. After that, the team typically bats in descending order of batting skill, the first five or six batsmen usually being the best in the team. Then follow the all-rounders - bowlers or wicket-keepers who can bat decently - and finally the pure bowlers who rarely score well. This order may be changed at any time during the course of the game for strategic reasons.

Cricket Laws concerning Bowling and Dismissals

Bowling and dismissals

(Existing Cricket Rules)

Bowling

A bowler delivers the ball toward the batsmen, using what is known as a bowling action: the elbow may be held at any angle and may bend further, but may not straighten out during the action. If the elbow straightens, it is an illegal throw and the delivery is called a no-ball. Under new cricketing law, after consultation with health experts, the bowler is allowed to straighten his arm 15 degrees or less, if the bowler straightens his or her arm more than 15 degrees it is called a "no ball". This new law came in to prevent injury to bowlers. Usually, the bowler pitches the ball so that it bounces before reaching the batsman. Some part of the bowler's front foot in the delivery stride (that is, the stride when the ball is released) must be behind the popping crease to avoid a no-ball (although the bowler's front foot does not have to be grounded). The ball must also be delivered so it is within the batsman's reach; otherwise it is termed a wide. A wide cannot be called if the batsman hits the ball. A wide or no-ball results in an extra run being added to the batting team's score, and an extra ball being bowled in the over.

The bowler's primary goal is to take wickets; that is, to get a batsman out or dismissed. If a bowler can dismiss the more accomplished batsmen on the opposing team he reduces the opportunity for them to score, as it exposes the less skilful batsmen. Their next task is to limit the numbers of runs scored per over they bowl. This is known as the Economy rate. If a bowler gets a batsman out, he is credited for this achievement. There are two main kinds of bowlers: pace bowlers and spin bowlers.

Dismissal of a batsman

A batsman is allowed to bat as long as he does not get out (also known as being dismissed). There are ten ways of being dismissed, some of which are credited as wickets to the bowler, some of which are not credited to any player. If the batsman is dismissed, another player from the batting team replaces him until ten batsmen are out and the innings is over.

Many modes of dismissal require the wicket to be "put down". The wicket is put down if a bail is dislodged from the top of the stumps or a stump is struck out of the ground either by the ball, or by a fielder using his hand which is holding the ball. Of the following ten modes of dismissal, the first six are common, while the last four are technicalities which rarely occur. Briefly, the ten modes are:

- **Caught** : When a fielder catches the ball before the ball bounces and after the batsman has struck it with the bat or it has come into contact with the batsman's glove while it is in contact with the bat handle. The bowler and catcher are both credited.
- **Bowled** : When a delivered ball hits the stumps at the batsman's end, and dislodges one or both of the bails. This happens regardless of whether the batsman has edged the ball onto the stumps or not. The bowler is credited with the dismissal.
- **Leg before wicket (LBW)** : When a delivered ball misses the bat and strikes the batsman's leg or pad, and the umpire judges that the ball would otherwise have struck the stumps. The laws of cricket stipulate certain exceptions in favour of the batsman; for instance, a batsman should not be given out LBW if the place where the ball bounced on the pitch is to the leg-side of the area strictly between the two wickets. The bowler is credited with the dismissal.
- **Run out** : When a fielder, bowler or wicket-keeper removes one or both of the bails with the ball by hitting the stumps whilst a batsman is still running between the two ends. The ball can either hit the stumps directly or the fielder's hand with the ball inside it can be used to dislodge the bails. Such a dismissal is not officially credited to any player, although the identities of the fielder or fielders involved is often noted in brackets on the scorecard.
- **Stumped** : When the batsman leaves his crease in playing a delivery, voluntarily or involuntarily, but the ball goes to the wicket-keeper who uses it to remove one or both of the bails through hitting the bail(s) or the wicket before the batsman has remade his ground. The bowler and wicket-keeper are both credited. This generally requires the keeper to be standing within arm's length of the wicket, which is done mainly to spin bowling.

- **Hit wicket** : When the batsman accidentally knocks the stumps with either the body or the bat, causing one or both of the bails to be dislodged, either in playing a shot or in taking off for the first run. The bowler is credited with the dismissal.
- **Handled the ball** : When the batsman deliberately handles the ball without the permission of the fielding team. No player is credited with the dismissal.
- **Hit the ball twice** : When the batsman deliberately strikes the ball a second time, except for the sole purpose of guarding his wicket. No player is credited with the dismissal.
- **Obstructing the field** : When a batsman deliberately hinders a fielder from attempting to field the ball. No player is credited with the dismissal.
- **Timed out** : When a new batsman takes more than three minutes to take his position in the field to replace a dismissed batsman. (If the delay is protracted, the umpires may cause the match to be forfeited.) No player is credited with the dismissal

Additionally, a batsman may leave the field without being dismissed. For instance, if he is injured or taken ill, this is known as retired hurt or retired ill. The batsman is not out; he may return to bat later in the same innings if sufficiently recovered. Also, an unimpaired batsman may retire, in which case he is treated as being dismissed retired out; no player is credited with the dismissal.

An individual cannot be out 'bowled', 'caught', 'leg before wicket', 'stumped', or 'hit wicket' off a no ball. He cannot be out 'bowled', 'caught', 'leg before wicket', or 'hit the ball twice' off a wide. Some of these modes of dismissal can take place without the bowler bowling a delivery. The batsman who is not on strike may be run out by the bowler if he leaves his crease before the bowler bowls, and a batsman can be out obstructing the field or retired out at any time. Timed out by its nature is a dismissal without a delivery. With all other modes of dismissal, only one batsman can be dismissed per ball bowled. Obstructing the field, Handled the ball, Timed Out and Hit the ball twice dismissals are extremely rare.

Cricket Laws concerning Fielding and Wicket-keeping

Fielding and wicket-keeping

(Existing Cricket Rules)

Fielders

The Fielders assist the bowlers to prevent batsmen from scoring too many runs. They do this in two ways: by taking catches to dismiss a batsman, and by intercepting hit balls and returning them to the pitch to attempt run-outs to restrict the scoring of runs.

Wicket-keeper

The wicket-Keeper is a specialist fielder who stands behind the batsman's wicket throughout the game. His primary job is to gather deliveries that the batsman fails to hit, to prevent them running into the outfield, which would enable batsmen to score byes. To this end, he wears

special gloves (he is the only fielder allowed to do so) and pads to cover his lower legs. Due to his position directly behind the striker, the wicket-keeper has a good chance of getting a batsman out caught off a fine edge from the bat; thicker edges are typically handled by the "slips" fieldsmen. The wicket-keeper is also the only person who can get a batsman out stumped.

Miscellaneous Cricket Laws, Captains, Runners, Substitutes

Other Important Cricket roles

(Existing Cricket Rules)

Captain

The captain's acumen in deciding the strategy is crucial to the team's success. The captain makes a number of important decisions, including setting field positions, alternating the bowlers and taking the toss. The captain's job on the team is very important but can be rather stressful at times. Much blame is placed on a captain when his team loses. However, it is considered an honour to be in such a privileged position and much praise is given to the captain when his team wins. The burden of the captain's duties can interfere with his quality of play considerably, slightly, or not at all, depending on how well he deals with the stress of his position.

A runner

In the event of a batsman being fit to bat but too injured to run, he may ask the umpire and the fielding captain for a runner. The runner chosen must, if possible, be a player who has already been given out. After a batsman hits the ball, the runner's only task is to run between the wickets in place of the injured batsman.

Substitutes

In all forms of cricket, if a player gets injured or becomes ill during a match, a substitute is allowed to field instead of him; though he cannot bowl, bat, or act as a captain or wicket-keeper. Here the substitute is a temporary role and leaves the field once the injured player is fit to return.

For 9 months from July 2005, the ICC trialed the concept of a Super Sub in one-day international (ODI) cricket and some other limited overs competitions. A single full substitution was allowed, with the replaced player not allowed to return to the game. It was discontinued from March 2006.

One Day International Cricket

One-day cricket is a version of the sport of cricket that is completed in one day, as distinct from Test cricket and first-class cricket which can take up to five days to complete.

One Day International Cricket Rules

In a one-day cricket match, each team bats only once, and each innings is limited to a set number of overs, usually fifty in a One-day International and between forty and sixty in a List A domestic one-day match. Other changes to the game include additional restrictions on where fielders may be placed (preventing teams from placing every fielder on the edge of the field to prevent boundaries), a restriction on the number of overs that may be bowled by any one bowler and stricter rules on wide balls and short deliveries (to prevent teams from restricting scoring by bowling deliveries that batsmen have no chance to score from). In many games a white ball is used rather than the traditional red; the need to paint rather than stain the white ball gives it subtly different characteristics in flight as it wears.

One-day cricket is popular with spectators as it can encourage aggressive, risky, entertaining batting, often results in cliffhanger endings, and ensures that a spectator can watch an entire match without committing to five days of continuous attendance. However, many fans of Test match cricket regard it as ignoring the skills of bowlers, prone to random results not reflective of the relative skill of the teams, and with modern one-day tactics where batsmen take few risks outside the first and last few overs, lacking in the claimed excitement. Such criticisms have gained steam with the revitalisation, led by Australia, of Test matches.

Bowling restrictions

As mentioned above, in almost all competitive one-day games, a restriction is placed on the number of overs that may be bowled by any one bowler. This is to prevent a side playing two bowlers with extremely good stamina who can then bowl the entirety of their side's overs, thus skewing the composition of a side. The classical composition of a cricket team is five specialist batsmen, five specialist bowlers and a wicket-keeper: in order to maintain this, the usual limitation is set so that a side must include at least five bowlers. For example, the usual limit for twenty-over cricket is four overs per bowler, for forty-over cricket eight per bowler and for fifty-over cricket ten per bowler.

There is at least one notable exception to this convention. Pro Cricket in the United States restricts bowlers to five overs each, thus leaving a side requiring only four bowlers.

RULES FROM 2006 ONWARDS

- **Substitutes** - each team can use one substitute, who may bat or bowl as well as fielding. They must name a 12-man team at the toss and nominate who will be the "supersub".

That player is eligible to bat and bowl and come on at anytime during the match.

He can bowl the the remaining overs left by the replaced player.

The replaced player cannot take part in any part of the remainder of the game.

Any number of fielding substitutes can still be used in case of injury, as before.

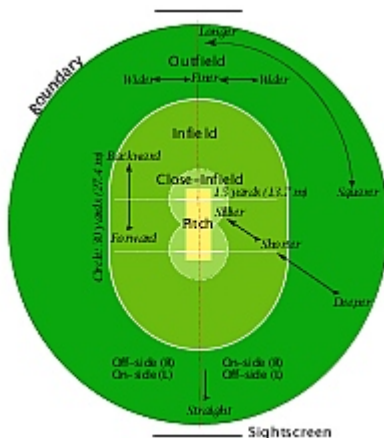
All 12 players gain a one-day international cap for the records.

- **Fielding restrictions** - the old rules with 15 overs subject to fielding restrictions are replaced by three blocks totalling 20 overs

During the first 10 overs, now known as Powerplay 1, only two fielders may be outside the fielding circle, and at least two must be in catching positions.

Two more blocks of five overs, known as Powerplay 2 and Powerplay 3, are available to the fielding captain at any time with the same rules applying, but must be used in a 50-over innings

FIELD RESTRICTIONS Cricket Powerplay rule.



Start with first 10 overs of every ODI innings.. all (but two) fielders inside the 30 yard circle. Usually marked with white dots or stripe as shown in the picture. plus two fielders at catching positions (within 15 yards from the batsman).

Then, you've two blocks of 5 overs [one opted by fielding team (known as fielding power play) & other by batting side (known as batting power play)] with only 3 fielders outside 30 yard circle and its not mandatory to have any fielder at catching position.

Once taken (whether at 21st over or 41st), five overs from then on will have just two/three fielders outside that inside circle.

It, in fact, is that simple as it sounds. Previously the fielding restriction were mandatory for first 15 overs, but now they are 20 overs in all. how better it is from the past rule.. well, job of captain has just got extended. who should bowl, how much he should bowl is added with to many fielders his bowlers should bowl with..

When ICC introduced this new ODI rule of power-plays, they had also given [super-sub rule](#) a try. which failed. & inside 6 months, it was taken away from International cricket. but 'rule of power play in one day cricket' still rules.

Rules of Twenty 20 cricket - Laws of Twenty 20 cricket

Rules of Twenty 20 cricket-Twenty 20 cricket rules and laws

Basic rules of Twenty 20 cricket.

The basic rules and laws of Twenty 20 cricket are fundamentally the same as a one inning one day international cricket match. As the name 'Twenty 20' implies, the rules of Twenty 20 cricket matches state that each team in a Twenty 20 cricket match will have a maximum of 20 overs, unlike 50 overs as in an one day international cricket match.

Other rules and laws of Twenty 20 cricket are designed to make Twenty 20 cricket more exciting and add to the 'fun' factor of a typical Twenty 20 cricket match.

Rules of Twenty 20 cricket- Rules to make Twenty 20 cricket more fun

Here are some rules of Twenty 20 cricket to add to the carnival cricket atmosphere

Special Twenty 20 cricket rule 1: The Free Hit

An interesting rule of Twenty 20 cricket is the Free Hit. This Twenty 20 cricket rule states that following a no-ball as a result of overstepping, the next ball shall be a Free Hit. For this ball, the batsman is not given out by any way in the cricket rules apart from being run-out.

Special Twenty 20 cricket rule 2: Power to the umpires

A controversial rule of Twenty 20 cricket states that umpires may award five runs to one of the teams playing the Twenty 20 cricket match, in case the umpires feel that the other team is needlessly wasting time. This Twenty 20 cricket rule is obviously controversial because of the recent ruckus over the Inzamam-Hair incident. One just hopes that this rule of Twenty 20 cricket does not lead to more cricketing controversies

Special Twenty 20 cricket rule 3: Twenty overs within 75 minutes

This Twenty 20 cricket rule imposes strict penalties on bowling teams not completing their allotted 20 overs within 75 minutes. As per this rule of Twenty 20 cricket, a bonus of 6 runs is awarded to the batting team in case the bowling team does not begin their 20th over before 75 minutes. This rule of Twenty 20 cricket is intended to be strictly imposed since completing the Twenty 20 cricket match within 3 hours is one of the primary benefits and selling points of Twenty 20 cricket.

Special Twenty 20 cricket rule 4: Bowling restrictions of Twenty 20 cricket

This rule of Twenty 20 cricket once again emphasizes that the laws and rules of the cricket game are becoming more batsman-friendly at the expense of the hapless bowlers.

This bowler specific Twenty 20 rule states that bowlers can bowl a maximum of 4 overs- limiting the individual impact of bowlers on the outcome of a Twenty 20 cricket match.

Special Twenty 20 cricket rule 5: Fielding restrictions of Twenty 20 cricket

Twenty 20 cricket rules state that only 5 fielders can field on the leg side at any point of time. This rule of Twenty 20 cricket is largely inconsequential these days as the bowlers typically tend to set a more balanced field on either side of the wicket.

This particular Twenty 20 rule impacts perhaps only off spinners who sometimes prefer to have 6 fielders on the leg side as the direction of the spin implies that batsmen will prefer to play on the leg side.

The other fielding restriction rule of Twenty 20 cricket states that a maximum of two fielders can be outside the ring in the first 6 overs and a maximum of five fielders can be outside the ring for the remaining 14 overs. This rule of Twenty 20 cricket is quite simple and similar to the fielding restriction rule of one day international cricket.

Special Twenty 20 cricket rule 6: Bowl-outs

This special Twenty 20 cricket rule applies to Twenty 20 matches that end in a tie. This Twenty 20 cricket rule introduces the novelty of a bowl-out to decide on the outcome of the Twenty 20 cricket match.

According to this Twenty 20 cricket rule, five bowlers from either team are allowed to bowl two balls at the wicket with no batsman at the crease. The Twenty 20 rule states that the maximum times the wicket is castled by either team decides the outcome of the Twenty 20 match. This Twenty 20 cricket rule, borrowed from other sports such as soccer, adds to the excitement of the spectators.

However, a novel Twenty 20 rule similar to the 'Golden goal' or the 'extra time' concept of soccer or basketball would probably make the end-game of a Twenty 20 cricket match more interesting.

BASIC CRICKET EQUIPMENT







