



**PLAYING CONDITIONS  
MANNEN EENDAAGSE COMPETITIES  
in the TOPKLASSE, HOOFDKLASSE &  
EERSTE KLASSE (\*) 2026**

*Adopted by the KNCB Board on 23 April 2026*

(\*) Topklasse, Hoofdklasse and Eerste Klasse together are called the *THE Klassen*.



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### PREAMBLE – THE SPIRIT OF CRICKET

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

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

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the umpires. Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct, and encourage others to do likewise. Show self-discipline, even when things go against you.

Congratulate the opposition on their successes, and enjoy those of your own team. Thank the officials and your opposition at the end of the match, whatever the result.

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

The players, captains, umpires, match referee and scorers in a game of cricket may be of any gender, and the playing conditions apply equally. The use, throughout the text, of pronouns expressing a binary he or she is as inclusive as practicable, whilst retaining clarity. Except where specifically stated otherwise, every provision of the playing conditions is to be read as applying to all persons, regardless of gender.



## 1 THE PLAYERS

### 1.1 Number of players

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

### 1.2 Nomination and replacement of players

1.2.1 Each captain shall nominate a minimum of 8 players plus a maximum of 4 substitute players in writing on the team sheet (see Appendix H; this sheet is also to be found on the KNCB website). No player (member of the playing eleven) may be changed after the nomination and prior to the start of play without the consent of the opposing captain. Local Dutch rule: after the consent from the opposing captain, the captain needs to notify the umpires and scorers of the change in team.

1.2.2 Local Dutch rule: if players are under the age of 19 on 31 August of the current season, captains shall fill the actual age of the player on the team sheet.

1.2.3 Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the opposition captain, in exceptional circumstances, allows subsequent additions. Local Dutch rule: after the consent from the opposing captain, the captain needs to notify the umpires and scorers of the change in team.

1.2.4 All those nominated including those nominated as substitute fielders, must be official members of that particular club who are allowed to participate in the match by the regulations of the KNCB and by such nomination the nominees shall warrant that they are so eligible.

1.2.5 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the relevant KNCB regulations.

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

1.2.6.1 Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or

1.2.6.2 Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

1.2.7 A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the match is not within the playing area described in clause 1.2.6.2 above (for example, the player is not permitted to enter the on-field 'dug-out').

1.2.8 Local Dutch rule: There are no concussion replacements, any substitute player is allowed.

### 1.3 Captain

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

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

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

### 1.4 Responsibility of captains

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

If the KNCB appoints no umpires for the match or no appointed umpires arrive at the ground and the teams don't appoint dedicated umpires themselves (clause 2.1.2.1), the captains together shall be responsible for all tasks of the umpires as described in these Playing Conditions.

Both in the case of dedicated umpires and in the case of the captains arranging the umpiring,

- wherever in these Playing Conditions there is mention of a report of an offence to the KNCB Match Referee such a report can only be drawn up by a captain, must be submitted by a board member of his club and the standard form "Report form for an offence against KNCB regulations" on the KNCB website must be used; see Appendix I for an example.
- wherever in these Playing Conditions there is mention of Penalty runs, except in the clauses 24.4 (Player returning without permission) and 28.3.3 (Protective helmets belonging to the fielding side), these do not apply (i.e. will not be given);
- wherever in these Playing Conditions there is mention of a penalty to a fielder, bowler, batsman or team, it is expected of both captains together to decide what the action should be, if any. This is also the cause in a situation as described in clause 40.1.1 (Out Timed out).



### 1.5 Local Dutch rules

- 1.5.1 Both teams need to have a minimum of 8 players to start the game. If, one hour after the official start time of the game, one of the teams has less than 8 players, that team will be considered not present to participate.
- 1.5.2 Players are not allowed to wear shoes with metal spikes on an artificial field or on an artificial pitch.
- 1.5.3 Players of the fielding side who are not actively playing will wear clothing that will differentiate them from their on-field team players when entering – or when near the field.

## 2 THE UMPIRES

### 2.1 Appointment and attendance

The following rules for the selection and appointment of umpires shall be followed as far as it is practicable to do so:

- 2.1.1 The umpires shall control the game as required by these Playing Conditions, with absolute impartiality and shall be present at the ground at least 1 hour before the scheduled start of play.
- 2.1.2 The KNCB shall appoint the on-field umpires for all matches. The KNCB can appoint a third umpire for a match.
  - 2.1.2.1 If the KNCB doesn't appoint umpires for a match, each team may appoint a dedicated umpire for this match. If in this case one of the teams doesn't bring a dedicated umpire, the other team can appoint two dedicated umpires. If no dedicated umpires are appointed, the match will be played with player umpires from the batting side. If there is only one dedicated umpire the other umpire will be a player umpire from the batting side.
  - 2.1.2.2 A dedicated umpire is an umpire who will officiate in the whole match, preferably a KNCB umpire (not appointed for the match by the KNCB) or a Club umpire.
  - 2.1.2.3 If the KNCB only appoints one umpire or only one of the appointed umpires arrives at the ground, he shall stand at bowlers end during the whole match. This umpire shall decide on all matters alone where these Playing Conditions describe that the umpires shall decide together. If the other appointed umpire arrives late or a replacement umpire sent by the KNCB arrives, the umpires can proceed as normal.
- 2.1.3 The KNCB shall appoint a match referee for all matches who may or may not be present at the ground (KNCB Match Referee).
- 2.1.4 Neither team will have a right of objection to the appointment of any umpire or KNCB Match Referee.

### 2.2 Change of umpire

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill, or when an umpire is from the batting side.

### 2.3 Consultation with Home Board

Before the match the umpires shall consult with the Ground Authority to determine:

- 2.3.1 which clock or watch and back-up time piece is to be used during the match.
- 2.3.2 any special conditions of play affecting the conduct of the match.

(and) inform the scorers of agreements in 2.3.1 and 2.3.2.

### 2.4 The wickets, creases and boundaries

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

- 2.4.1 the creases are correctly marked. See clause 7 (The creases).
- 2.4.2 the wickets are properly pitched. See clause 8 (The wickets)
- 2.4.3 the boundary of the field of play complies with the requirements of clauses 19.1 (Determining the boundary of the field of play), 19.2 (Identifying and marking the boundary) and 19.3 (Restoring the boundary).
- 2.4.4 The use of covers. See clause 10 (Covering the pitch)



**2.5 Conduct of the match, implements and equipment**

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

- 2.5.1 the conduct of the match is strictly in accordance with these Playing Conditions.
- 2.5.2 the implements used in the match conform to the following:
  - 2.5.2.1 clause 4 (The ball).
  - 2.5.2.2 externally visible requirements of clause 5 (The bat) and paragraph 1 of Appendix B
  - 2.5.2.3 either clauses 8.2 (Size of stumps) and 8.3 (The bails).
- 2.5.3 no player uses equipment other than that permitted. See paragraph 2 of Appendix A. Note particularly therein the interpretation of 'protective helmet'.
- 2.5.4 the wicket-keeper's gloves comply with the requirements of clause 27.2 (Gloves).

**2.6 Fair and unfair play**

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

**2.7 Fitness for play**

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

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

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

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

Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batters of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.

**2.8 Suspension of play in dangerous or unreasonable circumstances**

- 2.8.1 All references to ground include the pitch. See clause 6.1 (Area of pitch).
- 2.8.2 If at any time the umpires together agree that the conditions of ground, weather or light, or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or to recommence. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make.
- 2.8.3 If circumstances are warranted, the umpires shall stop play and instruct the Ground Authority to take whatever action they can and use whatever equipment is necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the ground staff to take such action during scheduled and unscheduled breaks in play.
- 2.8.4 The umpires shall disregard any shadow on the pitch from the surroundings of the ground or from any permanent object on the ground.
- 2.8.5 When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.
- 2.8.6 The safety of all persons within the ground is of paramount importance to the KNCKB. In the event that of any threatening circumstance, whether actual or perceived (including for example weather, pitch invasions, act of God, etc.), then the umpires should suspend play and all players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, the head of the relevant Ground Authority, the head of ground security and/or the police as the circumstances may require.
- 2.8.7 Where play is suspended under clause 2.8.6 above the decision to abandon or resume play shall be the responsibility of the KNCKB Match Referee who shall act only after consultation with the head of ground security and the police.



## 2.9 Position of umpires

The umpires shall stand where they can best see any act upon which their decision may be required. Subject to this over-riding consideration, the bowler's end umpire shall stand in a position so as not to interfere with either the bowler's run-up or the striker's view.

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

## 2.10 Umpires changing ends

Shall not apply. Unless in a situation described in clause 2.1.2.3.

## 2.11 Disagreement and dispute

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

## 2.12 Umpire's decision

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

## 2.13 Signals

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

2.13.1.1 Signals made while the ball is in play

- No ball - by extending one arm horizontally.
- Out - by raising an index finger above the head. (If not out, the umpire shall call Not out.)
- Wide - by extending both arms horizontally.
- Dead ball - by crossing and re-crossing the wrists below the waist.

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

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

- Boundary 4 - by waving an arm from side-to-side finishing with the arm across the chest.
- Boundary 6 - by raising both arms above the head.
- Bye - by raising an open hand above the head.
- Five Penalty runs awarded to the batting side - by repeated tapping of one shoulder with the opposite hand.
- Five Penalty runs awarded to the fielding side - by placing one hand on the opposite shoulder.
- Leg bye - by touching a raised knee with the hand.
- Revoke last signal - by touching both shoulders, each with the opposite hand.
- Short run - by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.
- Free Hit – after signalling the No ball, the bowler's end umpire extends one arm straight upwards and moves it in a circular motion.
- Powerplay Over – by rotating his arm in a large circle.

The following signal is for Level 4 player conduct offences. The signal has 2 parts, both of which should be acknowledged separately by the scorers:

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

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

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

2.13.2 The umpire shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed.

2.13.3 If several signals are to be used, they should be given in the order that the events occurred.



### 2.14 Informing the umpires

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

### 2.15 Correctness of scores

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

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

### 2.16 Local Dutch Rule

Umpires are not allowed to wear shoes with metal spikes on an artificial playing field or on an artificial pitch.

## 3 THE SCORERS

### 3.1 Appointment of scorers

Two scorers shall be appointed to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

### 3.2 Correctness of scores

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

### 3.3 Acknowledging signals

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

## 4 THE BALL

### 4.1 Weight and size

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

### 4.2 Approval and control of balls

4.2.1 White balls supplied by KNCB will be used in all matches. These balls will be 4-piece balls. Spare balls of the same brand (also 4-piece), provided by either one or both teams, will be used for changing during a match.

4.2.2 The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place.

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

### 4.3 New ball

Local Dutch rule: each fielding team shall have one new ball for its innings.

### 4.4 Ball lost or becoming unfit for play

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



## 5 THE BAT

### 5.1 The bat

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

5.1.2 The basic requirements and measurements of the bat are set out in this clause with detailed specifications in paragraph 1 of Appendix B.

### 5.2 The handle

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

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

5.2.3 The upper portion of the handle may be covered with a grip as defined in paragraph 1.2.2 of Appendix B.

### 5.3 The blade

5.3.1 The blade comprises the whole of the bat apart from the handle as defined in clause 5.2 and in paragraph 1.3 of Appendix B.

5.3.2 The blade shall consist solely of wood.

### 5.4 Protection and repair

5.4.1 Subject to the specifications in paragraph 1.4 of Appendix B. and providing clause 5.5 is not contravened, solely for the purposes of either protection from surface damage to the face, sides and shoulders of the blade or repair to the blade after surface damage, material that is not rigid, either at the time of its application to the blade or subsequently, may be placed on these surfaces.

5.4.2 for repair of the blade after damage other than surface damage, solid material may be inserted into the blade. The only material permitted for any insertion is wood with minimal essential adhesives.

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

### 5.5 Damage to the ball

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

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

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

### 5.6 Contact with the ball

In these clauses,

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

5.6.2 contact between the ball and any of 5.6.2.1 to 5.6.2.4

5.6.2.1 the bat itself.

5.6.2.2 the batter's hand holding the bat.

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

5.6.2.4 any additional materials permitted under 5.4,

shall be regarded as the ball striking or touching the bat or being struck by the bat.



**5.7 Bat size limits**

- 5.7.1 The overall length of the bat, when the lower portion of the handle is inserted, shall not be more than 38 in/96.52 cm.
- 5.7.2 The blade of the bat shall not exceed the following dimensions:
  - Width: 4.25in / 10.8 cm
  - Depth: 2.64in / 6.7 cm
  - Edges: 1.56in / 4.0cm.Furthermore, it should also be able to pass through a bat gauge as described in paragraph 1.6 of Appendix B.
- 5.7.3 The handle shall not exceed 52% of the overall length of the bat.
- 5.7.4 The material permitted for covering the blade in clause 5.4.1 shall not exceed 0.04 in/0.1 cm in thickness.
- 5.7.5 The maximum permitted thickness of protective material placed on the toe of the blade is 0.12 in /0.3 cm.

**5.8 Categories of bat**

- 5.8.1 Type A bats conform to clauses 5.1 to 5.7 inclusive.
- 5.8.2 Only Type A bats may be used in matches.

**6 THE PITCH**

**6.1 Area of pitch**

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

**6.2 Fitness of pitch for play**

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

**6.3 Selection and preparation**

Before the match, the Ground Authority shall be responsible for the selection and preparation of the pitch. During the match, the umpires shall control its use and maintenance.

- 6.3.1 The umpires shall ensure that, prior to the start of play and during any intervals, only authorized staff, KNCB match officials, players and team coaches shall be allowed access to the pitch area. Such access shall be subject to the following limitations:
  - 6.3.1.1 Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
  - 6.3.1.2 No spiked footwear shall be permitted.
  - 6.3.1.3 No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.
  - 6.3.1.4 Access shall not interfere with pitch preparation.

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

**6.4 Changing the pitch**

- 6.4.1 If the on-field umpires decide that it is dangerous or unreasonable for play to continue on the match pitch, they shall stop play and immediately advise the KNCB Match Referee.
- 6.4.2 The on-field umpires and the KNCB Match Referee shall then consult with both captains.
- 6.4.3 If the captains agree to continue, play shall resume.
- 6.4.4 If the decision is not to resume play, the on-field umpires together with the KNCB Match Referee shall consider whether the existing pitch can be repaired, and the match resumed from the point it was stopped. In considering whether to authorise such repairs, the KNCB Match Referee must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.



- 6.4.5 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences:
- 6.4.5.1 In the event of the required number of overs to constitute a match having been completed at the time the match is abandoned, the result shall be determined according to the provisions of clause 16.4.2.
  - 6.4.5.2 In the event of the required number of overs to constitute a match not having been completed, the match will be abandoned as a no result.
- 6.4.6 If the abandonment occurs on the day of the match, the KNCB Match Referee shall consult with the KNCB Competition manager with the objective of finding a way for a new match (including a new nomination of teams and toss) to commence on the same day. Such a match may be played either on the repaired pitch or on another pitch, subject to the KNCB Match Referee and the relevant Ground Authority both being satisfied that the new pitch will be of the required standard. The playing time lost between the scheduled start time of the original match and the actual start time of the new match will be covered by the provisions of clause 12.
- 6.4.7 If it is not possible to start a new match on the scheduled day of the match, the match will be abandoned (no result).
- 6.4.8 Throughout the above decision-making processes, the KNCB Match Referee shall keep informed both captains and the head of the Ground Authority. The head of the Ground Authority shall ensure that suitable and prompt public announcements are made.

### 6.5 Non-turf pitches

All matches shall be played on pitches which are approved by the KNCB.

## 7 THE CREASES

### 7.1 The creases

The positions of a bowling crease, a popping crease and two return creases shall be marked by white lines, as set out in clauses 7.2, 7.3 and 7.4, at each end of the pitch. See paragraph 1 of Appendix C.

### 7.2 The bowling crease

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

### 7.3 The popping crease

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

### 7.4 The return creases

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

### 7.5 Additional Crease Markings

As a guideline to the umpires for the calling of Wides on the offside, the crease markings detailed in paragraph 1 of Appendix C may be marked in white or dark colour at each end of the pitch.



## 8 THE WICKETS

### 8.1 Description, width and pitching

Two sets of wickets shall be pitched opposite and parallel to each other in the centres of the bowling creases. Each set shall be 9 in/22.86 cm wide and shall consist of three wooden stumps with two wooden bails on top. See paragraph 2 of Appendix B.

### 8.2 Size of stumps

The tops of the stumps shall be 28 in/71.12 cm above the playing surface and shall be dome shaped except for the bail grooves. The portion of a stump above the playing surface shall be cylindrical apart from the domed top, with circular section of diameter not less than 1.38 in/3.50 cm nor more than 1.5 in/3.81 cm. See paragraph 2 of Appendix B.

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

### 8.3 The bails

8.3.1 The bails, when in position on top of the stumps:

- shall not project more than 0.5 in/1.27 cm above them.
- shall fit between the stumps without forcing them out of the vertical.

8.3.2 Each bail shall conform to the following specifications. See paragraph 2 of Appendix B.

- Overall length 4.31 in/10.95 cm
- Length of barrel 2.13 in /5.40 cm
- Longer spigot 1.38 in/3.50 cm
- Shorter spigot 0.81 in/2.06 cm.
- The two spigots and the barrel shall have the same centre line.

### 8.4 Dispensing with bails

The umpires may agree to dispense with the use of bails, if necessary. If they so agree then no bails shall be used at either end. The use of bails shall be resumed as soon as conditions permit. See clause 29.5 (Dispensing with bails).

### 8.5 LED Wickets

LED Wickets can be used.

### 8.6 Local Dutch Rules

On artificial pitches the wickets shall be pitched in clay.

## 9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

### 9.1 Rolling

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

9.1.1 Frequency and duration of rolling

During the match the pitch may be rolled at the request of the captain of the side batting second, for a period of not more than 7 minutes, before the start of the second innings.

9.1.2 Rolling after a delayed start

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

9.1.3 Choice of rollers

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



The following shall apply in addition to clauses 9.1:1 up to and including 9.1.3:

- 9.1.4 Prior to the scheduled time for the toss, the artificial drying of the pitch and outfield shall be at the discretion of the Ground Authority. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the Ground Authority, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.
- 9.1.5 The umpires may instruct the Ground Authority to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.
- 9.1.6 An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

### 9.2 **Clearing debris from the pitch**

- 9.2.1 The pitch shall be cleared of any debris
  - 9.2.1.1 between innings. This shall precede rolling if any is to take place.
  - 9.2.1.2 at all intervals for meals.
- 9.2.2 The clearance of debris in clause 9.2.1 shall be done by sweeping, except where the umpires consider that this may be detrimental to the surface of the pitch. In this case the debris must be cleared from that area by hand, without sweeping.
- 9.2.3 In addition to 9.2.1, debris may be cleared from the pitch by hand, without sweeping, before mowing and whenever either umpire considers it necessary.

### 9.3 **Mowing**

- 9.3.1 Responsibility for mowing
  - All mowings which are carried out before the match shall be the sole responsibility of the Ground Authority.

### 9.4 **Watering the pitch**

The pitch shall not be watered during the match.

### 9.5 **Re-marking creases**

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

### 9.6 **Maintenance of foot holes**

The umpires shall ensure that the holes made by the bowlers and batters are cleaned out and dried whenever necessary to facilitate play.  
The umpires shall allow, if necessary, the returfing of foot holes made by the bowlers in their delivery strides, or the use of quick-setting fillings for the same purpose.  
In addition, the umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's foot holes.

### 9.7 **Securing of footholds and maintenance of pitch**

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

### 9.8 **Protection and preparation of adjacent pitches during matches**

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

- 9.8.1 Such measures will only be possible if requested by the Ground Authority and approved by the umpires before the start of the match.
- 9.8.2 Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.
- 9.8.3 The preparation work shall be carried out under the supervision of the umpires.
- 9.8.4 The consent of the captains is not required but the umpires shall advise both captains and the KNCB Match Referee before the start of the match on what has been agreed.



## 10 COVERING THE PITCH

### 10.1 Before the match

The use of covers before the match is the responsibility of the Ground Authority and may include full covering if required.

The pitch shall be entirely protected against rain up to the commencement of play.

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

### 10.2 During the match

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

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

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

### 10.3 Removal of covers

All covers (including "hessian" or "scrim" covers used to protect the pitch against the sun) shall be removed not later than 1 ½ hours before the scheduled start of play provided it is not raining at the time, but the pitch will be covered again if rain falls prior to the commencement of play.

## 11 INTERVALS

### 11.1 An interval

The following shall be classed as intervals. Intervals between innings.

- Intervals for meals.
- Intervals for drinks.
- Any other agreed interval.

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

### 11.2 Duration of interval

Except in circumstances provided for in clause 11.4 below, there shall be a 40-minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

### 11.3 Allowance for interval between innings

Law 11.3 of the Laws of Cricket shall not apply.

### 11.4 Changing agreed times of intervals

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence after the interval.

**Note:** The prescribed interval timings above may be reduced by the umpires taking into account the intention of not having a prolonged interval after a lengthy interruption close to the conclusion of the innings of the team batting first. However, the minimum interval shall not be less than 20 minutes.

### 11.5 Intervals for drinks

11.5.1 Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. Under conditions of extreme heat, the umpires may permit extra intervals for drinks.

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

### 11.6 Scorers to be informed

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



## **12 START OF PLAY; CESSATION OF PLAY**

### **12.1 Call of Play**

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

### **12.2 Call of Time**

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

### **12.3 Removal of bails**

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

### **12.4 Starting a new over**

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

### **12.5 Completion of an over**

This clause shall not apply other than at the end of the match:

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

12.5.2 When less than 3 minutes remain before the time agreed for the next interval, the interval shall be taken immediately if either a batter is dismissed or retires, or the players have occasion to leave the field, whether this occurs during an over or at the end of an over. Except at the end of an innings, if an over is thus interrupted it shall be completed on the resumption of play.

### **12.6 Conclusion of match**

12.6.1 The match is concluded:

- 12.6.1.1 as soon as a result as defined in clauses 16.1 to 16.5 (The result) is reached.
- 12.6.1.2 as soon as the prescribed number of overs have been completed.

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

### **12.7 Hours of play**

The match shall consist of 2 sessions of 3.5 hours each, separated by a 40-minute interval between innings. The standard hours of play will be (the KNCB Competition manager can change the times on specific days):

- 1st Session 11.00 – 14.30 hrs.
- Interval 14.30 – 15.10 hrs.
- 2nd Session 15.10 – 18.40 hrs.

### **12.8 Minimum over rates**

12.8.1 The minimum over rate to be achieved in One Day matches shall be 14.28 overs per hour.

12.8.2 The actual over rate shall be calculated at the end of each innings by the umpires.

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

- 12.8.3.1 The time lost as a result of treatment given to a player by authorized medical personnel on the field of play;
- 12.8.3.2 The time lost as a result of a player being required to leave the field as a result of a serious injury;
- 12.8.3.3 The time taken for all umpire consultations;
- 12.8.3.4 The time lost as a result of time wasting by the batting side; and
- 12.8.3.5 The time lost due to all other circumstances that are beyond the control of the fielding side.

12.8.4 In the event of any time allowances being granted to the fielding team under clause 12.8.3.4 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.



- 12.8.5 If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- 12.8.6 The current over rate of the fielding team (+/- overs compared to the minimum rate required), to be advised by the umpires every 10 overs as a minimum.

### 13 INNINGS

#### 13.1 Number of innings

A match shall be one innings for each side.

#### 13.2 Alternate innings

Each side shall take their innings alternately.

#### 13.3 Completed innings

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

- 13.3.1 the side is all out.
- 13.3.2 at the fall of a wicket or the retirement of a batter, further balls remain to be bowled but no further batter is available to come in.
- 13.3.3 the prescribed number of overs have been bowled to the batting side.

#### 13.4 The toss

The captains shall toss a coin for the choice of innings, on the field of play and under the supervision of the umpires, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play. Note, however, the provisions of clause 1.3 (Captain).

#### 13.5 Decision to be notified

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

#### 13.6 Duration of Match

- 13.6.1 All matches will consist of one innings per side, each innings being limited to a maximum of 50 overs.
- 13.6.2 All matches shall be of one day's scheduled duration.

#### 13.7 Length of Innings

##### 13.7.1 Uninterrupted Matches.

- 13.7.1.1 Each team shall bat for 50 overs unless all out earlier.
- 13.7.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. Subject to clause 11.4, the interval shall be fixed at 40 minutes. The team batting second shall receive its full quota of 50 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- 13.7.1.3 If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.
- 13.7.1.4 If the team fielding second fails to bowl 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- 13.7.1.5 Penalties shall apply for slow over rates (refer to the KNCKB Tuchtreglement and the KNCKB Richtlijn Straffen).



13.7.2 Delayed or interrupted matches

13.7.2.1 Delay or Interruption to the Innings of the Team Batting First (see Table 1 of Appendix E):

- 13.7.2.1.1 When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.
- 13.7.2.1.2 The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 20 overs has to be bowled to the side batting second, subject to a result not being achieved earlier.
- 13.7.2.1.3 As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.2, then the first innings is terminated and the provisions of clause 13.7.2.2 below take effect.
- 13.7.2.1.4 A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 14.28 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play on the final scheduled day for play. If required, the original time shall be extended to allow for one extra over for each team.
- 13.7.2.1.5 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.
- 13.7.2.1.6 Penalties shall apply for slow over rates (refer to the KNKB Tuchtreglement and the KNKB Richtlijn Straffen).

13.7.2.2 Delay or Interruption to the innings of the Team Batting Second (see Table 2 of Appendix E):

- 13.7.2.2.1 When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
- 13.7.2.2.2 In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed. To constitute a match, a minimum of 20 overs has to be bowled to the team batting second subject to a result not being achieved earlier.
- 13.7.2.2.3 The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- 13.7.2.2.4 A fixed time will be specified for the close of play by applying a rate of 14.28 overs per hour. With the exception of drinks intervals, the timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- 13.7.2.2.5 If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.
- 13.7.2.2.6 Penalties shall apply for slow over rates (refer to the KNKB Tuchtreglement and the KNKB Richtlijn Straffen).

13.7.3 Extra Time

There shall be 60 minutes of extra time allocated to all matches, unless the KNKB does decide otherwise on a specific playing day.



**13.8 Over-rate penalties**

Local Dutch rule and only if at least one KNCKB umpire is officiating: if a team does not comply to the over-rate minimum, there will be no in-game penalty. Instead, the captain will be reported for a breach of the Code of Conduct.

**13.9 Number of overs per bowler**

- 13.9.1 No bowler shall bowl more than 10 overs in an innings.
- 13.9.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
- 13.9.3 Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 13.9.4 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
- 13.9.5 The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

**13.10 Fast bowling directives**

Age (on the day of match)	Max. overs per spell	Max. overs per day
12 and younger	5	10
13 and 14	6	12
15, 16 and 17	7	18

- 13.10.1 For the purpose of these directives a fast bowler is defined as a bowler to whom a wicketkeeper in the same age group would in normal circumstances stand back to take the ball.
- 13.10.2 Having completed a spell, the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell have been bowled from the same end. A bowler can change ends without ending his current spell provided that he bowls the next over that he legally can from the other end. If this does not happen, his spell is deemed to be concluded.
- 13.10.3 If play is interrupted, for any reason, for less than 40 minutes, any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. If the spell is not continued after the interruption, the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption have been bowled from the same end. If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.
- 13.10.4 In matches of 20 overs or less per team in another division than Topklasse, Hoofdklasse and Eerste Klasse where the Playing Conditions for that division only allow bowlers to bowl less than or equal to the number of overs specified above, the provisions requiring an equivalent number of overs from the same end to have elapsed before a subsequent spell can commence shall not apply (e.g. if a maximum of 4 overs per bowler is allowed these may be bowled at any time in the innings irrespective of the number of spells bowled).
- 13.10.5 Once a bowler covered by these directives has bowled in a match, he cannot exceed the maximum number of overs per day for his age group, even if he subsequently bowls spin. He can exceed the maximum overs per spell if bowling spin but cannot then revert to bowling fast until an equivalent number of overs to the length of his spell have been bowled from the same end. If he bowls spin without exceeding the maximum number of overs in a spell, the maximum will apply as soon as he reverts to bowling fast.

**14 THE FOLLOW-ON**

Shall not apply.

**15 DECLARATION AND FORFEITURE**

Shall not apply.



## 16 THE RESULT

### 16.1 A Win

- 16.1.1 Unless the winner is determined by DLS, the side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See clause 13.3 (Completed innings). Note also clause 16.5 (Winning hit or extras).
- 16.1.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 16.2), a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.
- 16.1.3 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 16.2), all matches in which both teams have not had the opportunity of batting for a minimum of 20 overs, shall be declared a No Result.

### 16.2 KNCB Match Referee awarding a match

- 16.2.1 A match shall be lost by a side which either:
  - 16.2.1.1 Concedes defeat, or
  - 16.2.1.2 In the opinion of the KNCB Match Referee refuses to play and the KNCB Match Referee shall award the match to the other side.
- 16.2.2 If an umpire considers that an action by any player or players might constitute a refusal by either side to play, then the umpire(s) shall inform the KNCB Match Referee of this fact. The KNCB Match Referee shall together with the umpire(s) ascertain the cause of the action. If the KNCB Match Referee, after due consultation with the umpire(s), then decides that this action does constitute a refusal to play by one side, he shall so inform the captain of that side. If the captain persists in the action the KNCB Match Referee awards the match in accordance with clause 16.2.1.2 above.

**Note 1:** In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action being taken under the KNCB Tuchtreglement against the captain and team responsible.

**Note 2:** The awarding of the Match by the KNCB Match Referee is a public order measure given on behalf of the board of the KNCB. A respondent wishing to challenge a public order measure may do so before the Commissie van Beroep (Appeals Committee). It will then only review whether the board's decision was reasonable.

- 16.2.3 If action as in clause 16.2.2 above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clauses 13.7.2 (Delayed and Interrupted Matches) and 11.4 (Changing agreed times for intervals) above.

### 16.3 A Tie or No Result

- 16.3.1 A Tie  
The result of a match shall be a tie when both innings have been completed and the scores are equal.
- 16.3.2 No Result  
See clause 16.1.3 above.



**16.4 Calculation of the Target Score**

**16.4.1 Interrupted Matches**

16.4.1.1 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using DLS. The target set will always be a whole number and one run less will constitute a Tie.

**16.4.2 Prematurely Terminated Matches**

16.4.2.1 If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension using DLS. If the score is equal to the par score, the match is a Tie. Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

**16.5 Winning hit or extras**

16.5.1 As soon as a result is reached as defined in clauses 16.1, 16.2 or 16.3.1, the match is at an end. Nothing that happens thereafter, except as in clause 41.17 (Penalty runs), shall be regarded as part of it. Note also clause 16.8.

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

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

**16.6 Statement of result**

16.6.1 If the side batting last wins the match without losing all its wickets, the result shall be stated as a win by the number of wickets still then to fall unless clause 16.4.2.1 (Prematurely Terminated Matches) applies.

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

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

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

**16.7 Correctness of result**

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

**16.8 Mistakes in scoring**

If, after the players and umpires have left the field in the belief that the match has been concluded, the umpires discover that a mistake in scoring has occurred which affects the result then, subject to clause 16.9, they shall adopt the following procedure:

16.8.1 If, when the players leave the field, the side batting last has not completed its innings and either the number of overs to be bowled in that innings has not been completed, or the end of the innings has not been reached, then, unless one side concedes defeat, the umpires shall order play to resume. Unless a result is reached sooner, play will then continue, if conditions permit, until the prescribed number of overs has been completed. The number of overs shall be taken as they were at the call of Time for the supposed conclusion of the match. No account shall be taken of the time between that moment and the resumption of play.

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

**16.9 Result not to be changed**

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



### 16.10 Competition Format for each of the divisions Topklasse, Hoofdklasse, Eerste Klasse

16.10.1 The competition consists of a double round robin (i.e. a competition in which each team plays against all other teams twice - in a home match and an away match). In the 2026 season that means 14 matches.

16.10.2 There is a decision match for Promotion to the Topklasse between the nrs. 1 of both pools of the Hoofdklasse.

16.10.2.1 In the men's One-Day Competition in the Hoofdklasse, a decision match for Promotion to the Topklasse will be played in the 2026 Season to determine which of the nrs. 1 of the two pools of the Hoofdklasse will be promoted to the Topklasse.

16.10.2.2 The board of the KNCB will choose the date and the venue of this decision match. All costs connected with the match (and the venue) are shared between the clubs of the 2 teams involved. The board of the KNCB will decide which of the 2 teams involved will be considered the home team and so is responsible for the duties of a home team.

16.10.3 Cancelled and abandoned matches

16.10.3.1 The double round robin stage:  
cancelled and abandoned matches in the double round robin stage are not rescheduled in the 2026 season. Both teams will receive 1 match point.

16.10.3.2 The decision match:  
If the decision match is cancelled or abandoned, the match is not rescheduled.

### 16.11 Match Points

16.11.1 The following points system will apply:

- Win: 2
- Tie: 1
- Cancelled/ Abandoned: 1
- Loss: 0

### 16.12 Net Run Rate (NRR)

A team's NRR is calculated by deducting from the average runs per over scored by that team throughout the competition up to the point the calculation is made, the average runs per over scored against that team throughout the competition up to that point.

In the event of a team being all out in less than its full quota of overs, the calculation of its NRR shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of NRR calculations.

Where a match is abandoned, but a result is achieved under DLS, for NRR purposes Team 1 will be credited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2.

Where the match is concluded with DLS having been applied at an earlier point in the match, Team 1 will be credited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

In circumstances where a match (and the points for such match) is awarded to a team as a result of the other team's refusal to play, or by the KNCB Match Referee in accordance with clause 16.2, the NRR of the participating teams shall be affected as follows.

If the refusal to play occurs after the minimum number of overs required to achieve a result has been bowled, the NRR of the team awarded the win shall be updated as if play had been legitimately suspended when the refusal to play occurred. However, the NRR of the defaulting team shall be adjusted by increasing their total overs received to 50, with no adjustment made to their runs scored or conceded, nor to their total overs bowled.

If the refusal to play occurs during the match but prior to the minimum number of overs being bowled to achieve a result, or if the match is not started, the NRR of the team awarded the win will remain unchanged (as per a no result). However, the NRR of the defaulting team shall be adjusted by increasing their total overs received to 50, with no adjustment made to their runs scored or conceded, nor to their total overs bowled.



### **16.13 Ranking**

- 16.13.1 The team with the highest number of match points will be placed in the higher position.
- 16.13.2 If there are teams with an equal number of match points, the team with the higher NRR will be placed in the higher position (refer to clause 16.12 for the calculation of the NRR).
- 16.13.3 If two or more teams are still equally ranked, they will be ranked according to the highest total of match points from their head-to head matches.
- 16.13.4 If two or more teams are still equally ranked, they will be ranked according to the highest NRR from these matches (refer to clause 16.12 for the calculation of the NRR).
- 16.13.5 If these two or more teams have not played each other at least once (i.e. a match that has produced a result), or if two or more teams are still equally ranked, the teams will be ranked according to the total number of runs they scored in all matches that have produced a result.
- 16.13.6 In the unlikely event that teams are still equally ranked, the Board of the KNCKB will decide on the final ranking.

### **16.14 The decision match yields no result**

If the decision match does not produce a result, the winner will be defined by the following rules.

- 16.14.1 The team with the highest number of match points will be declared the winner. In the unlikely case that in one pool a different number of matches have been played than in the other pool the team with the higher match point average will be declared the winner.
- 16.14.2 If both teams have an equal number of match points (if applicable, a higher match point average), the team with the higher NRR will be placed in the higher position (refer to clause 16.12 for the calculation of the NRR).
- 16.14.3 If both teams are still equally ranked, the team with the higher number of match points in the matches against the team that finished number 2 in their pool will be declared the winner.  
Note: if in one or both pools one or both of these 2 matches were cancelled or abandoned clauses 16.14.6 up to and including 16.14.8 apply.
- 16.14.4 If both teams are still equally ranked, the team with the higher NRR from the matches against the team that finished number 2 in their pool will be declared the winner.
- 16.14.5 In the unlikely event that the teams are still equally ranked, the Board of the KNCKB will decide the winner.
- 16.14.6 In the event that in one or both pools both matches referred to in clause 16.14.3 were cancelled or abandoned, the team with the higher number of match points against the team that finished number 3 in their pool will be declared the winner.  
Note: if in one or both pools one or both of these 2 matches were cancelled or abandoned clause 16.14.8 applies.
- 16.14.7 If both teams are still equally ranked, the team with the higher NRR from the matches against the team that finished number 3 in their pool will be the winner.
- 16.14.8 In the unlikely event that, in one or both pools, the matches between the numbers 1 and 3 (as set out in clause 16.14.6) were both also cancelled or abandoned or clause 16.14.7 does not determine the winner, the Board of the KNCKB will decide the winner.

### **16.15 Ranking of the numbers 2**

- 16.15.1 The team with the highest match point average (to counter that in a pool a different number of matches have been played than in the other pool) of the numbers 2 will be placed in the higher position.
- 16.15.2 If there are teams with an equal match point average, the team with the higher NRR will be placed in the higher position (refer to clause 16.12 for the calculation of the NRR).
- 16.15.3 If the teams are still equally ranked, they will be ranked according to the number of match points in the matches against the team that finished number 1 in their pool.  
Note: if in one or both pools these 2 matches were both cancelled or abandoned clause 16.15.6 applies.
- 16.15.4 If the teams are still equally ranked, they will be ranked according to the highest NRR from the matches against the team that finished number 1 in their pool.
- 16.15.5 In the unlikely event that teams are still equally ranked, the Board of the KNCKB will decide on the final ranking.



- 16.15.6 In the event that in one of both pools both matches referred to in clause 16.15.3 were cancelled or abandoned, the teams will be ranked according to the number of match points against the team that finished number 3 in their pool.
- 16.15.7 If the teams are still equally ranked, they will be ranked according to the highest NRR from the matches against the team that finished number 3 in their pool.
- 16.15.8 In the unlikely event that, in one or both pools, the matches between the numbers 2 and 3 (as set out in clause 16.15.7) were both also cancelled or abandoned or clause 16.15.7 does not determine the ranking, the Board of the KNCKB will decide on the final ranking.

### 16.16 Championship, promotion, relegation

#### 16.16.1 Championship

- 16.16.1.1 The nr.1 in the ranking (according to clause 16.13) of the Topklasse at the end of the double round robin competition will be champion of The Netherlands.
- 16.16.1.2 The nr.1 in the ranking (according to clause 16.13) of each of the two Pools of the Hoofdklasse at the end of the double round robin competition will be champion of their pool of the Hoofdklasse.
- 16.16.1.3 The nr.1 in the ranking (according to clause 16.13) of the Eerste Klasse at the end of the double round robin competition will be champion of the Eerste Klasse.

#### 16.16.2 Promotion

- 16.16.2.1 The winner of the decision match for promotion to the Topklasse between the nrs. 1 of both pools of the Hoofdklasse (see clause 16.10.2) will play in the Topklasse in the 2027 season. But see also clause 16.16.3.1.
- 16.16.2.2 The nrs.1 and 2 in the ranking (according to clause 16.13) of the Eerste Klasse at the end of the double round robin competition will be promoted to the Hoofdklasse. But see also clause 16.16.3.2.

#### 16.16.3 Non-promotion

- 16.16.3.1 The winner of the decision match for Promotion to the Topklasse shall not be promoted if that club already has a team playing in the Topklasse.  
In such a case, the loser of the decision match shall be promoted.  
In the exceptional case where the loser of the decision match would also result in a second team from the same club in the Topklasse, the best number two (according to clause 16.15) from both pools of the Hoofdklasse shall be promoted..
- 16.16.3.2 The champion of the Eerste Klasse shall not be promoted if that club already has a team in each of the pools of the Hoofdklasse, or if a third team from that club will enter those pools through relegation from the Topklasse.  
In such cases, the team finishing second in the final standings of the Eerste Klasse (according to clause 16.13) shall be promoted, unless the same restriction applies to that team, in which case the team finishing third (according to clause 16.13) shall be promoted, and so on.

#### 16.16.4 Relegation

- 16.16.4.1 The team ranked nr.8 (according to clause 16.13) of the Topklasse at the end of the double round robin competition will be relegated to the Hoofdklasse.
- 16.16.4.2 The teams ranked nr.8 (according to clause 16.13) in each pool of the Hoofdklasse at the end of the double round robin competition will be relegated to the Eerste Klasse.
- 16.16.4.3 In the 2026 season there will be no relegation from the Eerste Klasse.



## **17 THE OVER**

### **17.1 Number of balls**

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

### **17.2 Start of an over**

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

### **17.3 Validity of balls**

17.3.1 A ball shall not count as one of the 6 balls of the over unless it is delivered, even though, as in clause 38.3 (Non-striker leaving his ground early) a batter may be dismissed, or some other incident occurs without the ball having been delivered.

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

17.3.2.1 if it is called dead, or is to be considered dead, before the striker has had an opportunity to play it. See clause 20.7 (Dead ball; ball counting as one of over).

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

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

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

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

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

### **17.4 Call of Over**

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

### **17.5 Umpire miscounting**

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

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

17.5.3 Whenever possible, the umpires shall liaise with the scorers and correct if the over has been miscounted.

### **17.6 Bowler changing ends**

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

### **17.7 Finishing an over**

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

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

### **17.8 Bowler incapacitated or suspended during an over**

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



## 18 SCORING RUNS

### 18.1 A run

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

- 18.1.1 so often as the batters, at any time while the ball is in play, have crossed and made good their ground from end to end.
- 18.1.2 when a boundary is scored. See clause 19 (Boundaries).
- 18.1.3 when Penalty runs are awarded. See clause 18.6.

### 18.2 Runs disallowed and runs not scored

Wherever in these Playing Conditions provision is made for the scoring of runs or awarding of penalties, such runs and penalties will be subject to any provisions that may be applicable for a run to be disallowed or a run not to be scored (see Appendix A 11) or for the non-award of penalties.

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

### 18.3 Short runs

- 18.3.1 A run is short if a batter fails to make good his ground in turning for a further run.
- 18.3.2 Although a short run shortens the succeeding one, the latter if completed shall not be regarded as short. A striker setting off for the first run from in front of the popping crease may do so also without penalty.

### 18.4 Unintentional short runs

Except in the circumstances of clause 18.5,

- 18.4.1 if either batter runs a short run, the umpire concerned shall, unless a boundary is scored, call and signal Short run as soon as the ball becomes dead and that run shall not be scored.
- 18.4.2 if, after either or both batters run short, a boundary is scored the umpire concerned shall disregard the short running and shall not call or signal Short run unless the boundary is the result of an overthrow or a wilful act of a fielder (see clause 19.8 – Overthrow or wilful act of fielder).
- 18.4.3 if both batters run short in one and the same run, this shall be regarded as only one short run.
- 18.4.4 if more than one run is short then, subject to clauses 18.4.2 and 18.4.3, all runs called as short shall not be scored.
- 18.4.5 if there has been more than one short run, the umpire shall inform the scorers as to the number of runs to be recorded.

### 18.5 Deliberate short runs

- 18.5.1 If either umpire considers that one or both batters deliberately ran short at that umpire's end, the umpire concerned shall, when the ball is dead, call and signal Short run and inform the other umpire of what has occurred and apply clause 18.5.2.  
A deliberate short run is an attempt for batters to appear to run more than one run, while at least one batter deliberately does not make good their ground at one end. Batters may choose to abort a run, provided the umpire believes that there was no intention by the batter concerned to deceive the umpires or to score the run in which they didn't make their ground.

18.5.2 The bowler's end umpire shall:

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



### 18.6 Runs awarded for penalties

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

### 18.7 Runs scored for boundaries

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

### 18.8 Runs scored when a batter is dismissed

When a batter is dismissed, any runs for penalties awarded to either side shall stand. No other runs shall be credited to the batting side, except as follows.

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

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

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

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

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

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

### 18.10 Crediting of runs scored

Unless stated otherwise in these Playing Conditions,

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

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

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

18.10.3 the bowler shall be debited with:

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

### 18.11 Batter returning to original end

18.11.1 When the striker is dismissed in any of the circumstances in clauses 18.11.1.1 to 18.11.1.7, the not out batter shall return to his original end.

18.11.1.1 Bowled.

18.11.1.2 Stumped.

18.11.1.3 Hit the ball twice.

18.11.1.4 LBW.

18.11.1.5 Hit wicket.

18.11.1.6 Caught.

18.11.1.7 Obstructing the field, where the obstruction or distraction prevents the striker being out caught.

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

18.11.2.1 A boundary is scored unless as a result of an overthrow or wilful act of a fielder (see clause 19.8).

18.11.2.2 Runs are disallowed for any reason.

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



#### 18.12 Batter returning to wicket he has left

- 18.12.1 When a batter is dismissed in any of the ways in clauses 18.12.1.1 to 18.12.1.2 the not out batter shall return to the wicket he has left but only if the batters had not already crossed at the instant of the incident causing the dismissal. If runs are to be disallowed, however, the not out batter shall return to his original end.
- 18.12.1.1 Obstructing the field, were the obstruction or distraction does not prevent the striker being out Caught.
- 18.12.1.2 Run out.
- 18.12.2 If, while a run is in progress, the ball becomes dead for any reason other than the dismissal of a batter, the batters shall return to the wickets they had left, but only if they had not already crossed in running when the ball became dead. If, however, any of the circumstances of clauses 18.11.2.1 to 18.11.2.3 apply, the batters shall return to their original ends.

### 19 BOUNDARIES

#### 19.1 Determining the boundary of the field of play

- 19.1.1 Before the toss, the umpires shall determine the boundary of the field of play, which shall be fixed for the duration of the match. See clause 2.4 (The wicket, creases and boundaries).
- 19.1.2 The boundary shall be determined such that no part of any sight screen, will, at any stage of the match, be within the field of play.
- 19.1.3 The aim shall be to maximize the size of the playing area at each venue. With respect to the size of the boundaries, no boundary shall be longer than 90 yards (82.29 meters), and no boundary should be shorter than 65 yards (59.43 metres) from the centre of the pitch to be used. Dispensation may be given by the KNCB, whereby the minimum dimensions stated in clauses 2.1 and 2.3 of the KNCB Accommodatiereglement will be leading in giving this dispensation.
- 19.1.4 At all times, when possible, there must be 1.5 meters from the boundary rope to the first solid object (advertising boards/LEDs, photographers, cameramen, dug outs, covers, perimeter fence) for the player's safety run off.

#### 19.2 Identifying and marking the boundary

- 19.2.1 All boundaries must be designated by a rope, or similar object of a minimum standard as authorised by the KNCB from time to time.
- 19.2.2 If the boundary is marked by means of an object that is in contact with the ground, the boundary will be the edge of the grounded part of the object which is nearest the pitch.
- 19.2.3 An obstacle within the field of play shall not be regarded as a boundary unless so determined by the umpires before the toss. See clause 2.4.3 (The wicket, creases and boundaries).
- 19.2.4 If an unauthorised person enters the playing arena and handles the ball, the umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batter is liable to be out as a result of the unauthorised person handling the ball (see also clause 20.4.2.12 – Umpire calling and signalling Dead ball).

#### 19.3 Restoring the boundary

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

- 19.3.1 the boundary shall be considered to be in its original position.
- 19.3.2 the object shall be returned to its original position as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.
- 19.3.3 if some part of a fence or other marker has come within the field of play, that part shall be removed from the field of play as soon as is practicable; if play is taking place, this shall be as soon as the ball is dead.



**19.4 Ball grounded beyond the boundary**

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

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

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

- a fielder, grounded beyond the boundary as in clause 19.5, touches the ball;
- a fielder, after catching the ball within the boundary, becomes grounded beyond the boundary while in contact with the ball, before completing the catch.

**19.5 Fielder grounded beyond the boundary**

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

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

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

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

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

**19.6 Boundary allowances**

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

**19.7 Runs scored from boundaries**

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

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

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

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

19.7.3.1 the allowance for the boundary

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

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

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

**19.8 Overthrow or wilful act of fielder**

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

- any runs for penalties awarded to either side
- and the allowance for the boundary
- and the runs completed by the batters, together with the run in progress if they had already crossed at the instant of the throw or act.

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



## 20 DEAD BALL

### 20.1 Ball is dead

- 20.1.1 The ball becomes dead when:
- 20.1.1.1 it is finally settled in the hands of the wicketkeeper or of the bowler.
  - 20.1.1.2 a boundary is scored. See clause 19.7 (Runs scored from boundaries).
  - 20.1.1.3 a batter is dismissed. The ball will be deemed to be dead from the instant of the incident causing the dismissal.
  - 20.1.1.4 whether played or not it becomes trapped between the bat and person of a batter or between items of his clothing or equipment.
  - 20.1.1.5 whether played or not it lodges in the clothing or equipment of a batter or the clothing of an umpire.
  - 20.1.1.6 there is an award of Penalty runs under either of clauses 24.4 (Player returning without permission) or 28.2 (Fielding the ball). The ball shall not count as one of the over.
  - 20.1.1.7 there is a contravention of clause 28.3 (Protective helmets belonging to the fielding side).
  - 20.1.1.8 the match is concluded in any of the ways stated in clause 12.6 (Conclusion of match).
- 20.1.2 The ball shall be considered to be dead when it is clear to the bowler's end umpire that the fielding side and both batters at the wicket have ceased to regard it as in play.
- 20.1.3 In a match where cameras are being used on or over the field of play (e.g. Spidercam), should a ball that has been hit by the batter make contact, while still in play, with the camera, its apparatus or its cable, either umpire shall call and signal 'dead ball'. The ball shall not count as one of the over and no runs shall be scored. If the delivery was called a No ball, it shall count and the No ball penalty shall be applied. No other runs (including Penalty runs) apart from the No ball penalty shall be scored.
- 20.1.4 Should a ball thrown by a fielder make contact with a camera on or over the field of play, its apparatus or its cable, either umpire shall call and signal dead ball. Unless this was already a No ball or Wide, the ball shall count as one of the over. All runs scored to that point shall count, plus the run in progress if the batters have already crossed.

### 20.2 Ball finally settled

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

### 20.3 Call of Over or Time

Neither the call of Over (see clause 17.4), nor the call of Time (see clause 12.2) is to be made until the ball is dead, either under clauses 20.1 or 20.4.

### 20.4 Umpire calling and signalling Dead ball

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

Where either umpire is required to call and signal Dead ball under clause 20.4.2.1 to 20.4.2.14, the ball will be considered to be dead at the instant of the incident causing the ball to become dead. However, where the Playing Conditions specifically provide for the call to be delayed, so as not to disadvantage the non-offending side, under clause 34.4 (Runs permitted from the ball lawfully struck more than once), clause 41.2.1 (Unfair actions) and clause 42.1.2 (Unacceptable conduct), the ball will be considered to be dead at the point of the call.

Either umpire shall call and signal Dead ball when

- 20.4.1.1 intervening in a case of unfair play.
- 20.4.1.2 a possibly serious injury to a player or umpire occurs.
- 20.4.1.3 leaving his normal position for consultation.
- 20.4.1.4 one or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball.
- 20.4.1.5 the striker is not ready for the delivery of the ball and, if the ball is delivered, makes no attempt to play it. Provided the umpire is satisfied that the striker had adequate reason for not being ready, the ball shall not count as one of the over.
- 20.4.1.6 the striker is distracted by any noise or movement or in any other way while preparing to receive or receiving a delivery. This shall apply whether the source of the distraction is within the match or outside it. Note also clause 20.4.2.7. The ball shall not count as one of the over.



- 20.4.1.7 there is an instance of a deliberate attempt to distract under either of clauses 41.4 (Deliberate attempt to distract striker) or 41.5 (Deliberate distraction, deception or obstruction of batter). The ball shall not count as one of the over.
- 20.4.1.8 the bowler drops the ball accidentally before delivery.
- 20.4.1.9 the bowler throws the ball towards the striker's end before entering his delivery stride
- 20.4.1.10 the ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker under clause 38.3 (Non-striker leaving his ground early).
- 20.4.1.11 satisfied that the ball in play cannot be recovered.
- 20.4.1.12 he considers that either side has been disadvantaged by a person, animal or other object within the field of play. However, if both umpires consider the ball would have reached the boundary regardless of the intervention, the boundary should stand (see clause 19.2.4 – Identifying and marking the boundary).
- 20.4.1.13 the striker attempts to play the ball and no part of his person, whether grounded or raised, remains within the pitch as defined in clause 6.1 (Area of pitch).
- 20.4.1.14 required to do so under any of the Playing Conditions not included above.

#### **20.5 Ball ceases to be dead**

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

#### **20.6 Dead ball not to be revoked**

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

#### **20.7 Dead ball; ball counting as one of over**

- 20.7.1 When a ball which has been delivered is called dead or is to be considered dead then, other than as in clause 20.7.2,
  - 20.7.1.1 it will not count in the over if the striker has not had an opportunity to play it.
  - 20.7.1.2 Unless No ball or Wide ball has been called, it will be a valid ball if the striker has had an opportunity to play it, except in the circumstances of clauses 20.4.2.6 and 24.4 (Player returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract striker) and 41.5 (Deliberate distraction, deception or obstruction of batter).
- 20.7.2 In clause 20.4.2.5, the ball will not count in the over only if both conditions of not attempting to play the ball and having an adequate reason for not being ready are met. Otherwise, the delivery will be a valid ball.

### **21 NO BALL**

#### **21.1 Mode of delivery**

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

It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball.
- 21.1.2 Underarm bowling shall not be permitted.

#### **21.2 Fair delivery – the arm**

For a delivery to be fair in respect of the arm the ball must not be delivered with an Illegal Bowling Action. An Illegal Bowling Action is defined as a bowling action where a bowler's Elbow Extension exceeds 15 degrees, measured from the point at which the bowling arm reaches the horizontal until the point at which the ball is released (any Elbow Hyperextension shall be discounted for the purposes of determining an Illegal Bowling Action).

#### **21.3 Ball thrown or delivered underarm – action by umpires**

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

The bowler's end umpire shall then

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



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

The bowler's end umpire shall then

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

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

#### **21.4 Bowler throwing towards striker's end before delivery**

If the bowler throws the ball towards the striker's end before entering the delivery stride, it is not a No ball and the procedure stated in clause 21.3 shall not apply. However, the umpire shall call and signal Dead ball under clause 20.4.2.9 (The bowler throws the ball towards the striker's end before entering into his/ delivery stride).

#### **21.5 Fair delivery – the feet**

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

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

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

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

If the bowler's end umpire is satisfied that the second requirement above has not been met, he shall call and signal No ball. See clause 41.8 (Bowling of deliberate front foot No ball).

In addition, if the bowler's end umpire, judges that the bowler's front foot did not land with some part of the foot, whether grounded or raised, behind the popping crease, he shall immediately call and signal No ball.

#### **21.6 Bowler breaking wicket in delivering ball**

Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under clause 38.3 (Non-striker leaving his ground early), the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his person and breaks the wicket.

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

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

- bounces more than once before it reaches the popping crease;
- or rolls along the ground before it reaches the popping crease;
- or pitches wholly or partially off the pitch as defined in clause 6.1 (Area of pitch) before it reaches the line of the striker's wicket.

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

If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, or is so far from the pitch that the striker would need to leave the pitch to attempt to play the ball (see clause 25.6 – Striker's right to play the ball) without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

#### **21.9 Fielder intercepting a delivery**

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



**21.10 Ball bouncing over head-height of striker**

See clauses 22.1.1.2 and 41.6.1.7.

**21.11 Call of No ball for infringement of other clauses**

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

Clause 27.3 – Position of wicket-keeper

Clause 28.4 – Limitation of on side fielders

Clause 28.5 – Fielders not to encroach on pitch

Clause 41.6 – Bowling of dangerous and unfair short pitched deliveries

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

Clause 41.8 – Bowling of deliberate front foot No ball.

**21.12 Revoking a call of No ball**

An umpire shall revoke the call of No ball if Dead ball is called under any of clauses 20.4.2.4, 20.4.2.5, 20.4.2.6, 20.4.2.8 or 20.4.2.10 (Umpire calling and signalling Dead ball).

**21.13 No ball to over-ride Wide**

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

**21.14 Ball not dead**

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

**21.15 Penalty for a No ball**

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

**21.16 Runs resulting from a No ball – how scored**

The one run penalty shall be scored as a No ball extra and shall be debited against the bowler. If other Penalty runs have been awarded to either side these shall be scored as stated in clause 41.17 (Penalty runs). Any runs completed by the batters or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise, they shall also be scored as Byes or Leg byes as appropriate.

**21.17 No ball not to count**

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

**21.18 Out from a No ball**

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

**21.19 Free Hit**

21.19.1 In addition to the above, the delivery following a No ball called (all modes of No ball) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball) then the next delivery will become a free hit for whichever batter is facing it.

21.19.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide.

21.19.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

21.19.3.1 There is a change of striker (the provisions of clause 41.2 shall apply), or

21.19.3.2 The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.



21.19.4 For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances clause 21.1 shall apply.

21.19.5 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

## **22 WIDE BALL**

### **22.1 Judging a Wide**

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

22.1.1.1 the ball passes wide of where the striker is standing, and which also would have passed wide of the striker standing in a normal batting position.

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

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

22.1.3 Umpires are instructed to apply very strict and consistent interpretation in regard to this clause in order to prevent negative bowling wide of the wicket.

### **22.2 Call and signal of Wide ball**

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

### **22.3 Revoking a call of Wide ball**

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

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

### **22.4 Delivery not a Wide**

22.4.1 The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him, as defined in clause 22.1.2 or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

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

### **22.5 Ball not dead**

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

### **22.6 Penalty for a Wide**

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

### **22.7 Runs resulting from a Wide – how scored**

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

### **22.8 Wide not to count**

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

### **22.9 Out from a Wide**

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



## 23 BYE AND LEG BYE

### 23.1 Byes

If the ball, delivered by the bowler, not being a Wide, passes the striker without touching his bat or person, any runs completed by the batters from that delivery, or a boundary allowance, shall be credited as Byes to the batting side. Additionally, if the delivery is a No ball, the one run penalty for such a delivery shall be incurred.

### 23.2 Leg byes

23.2.1 If a ball delivered by the bowler first strikes the person of the striker, runs shall be scored only if the umpire is satisfied that the striker has

- either attempted to play the ball with the bat or
- tried to avoid being hit by the ball.

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

23.2.2.1 If there is either no subsequent contact with the striker's bat or person, or only inadvertent contact with the striker's bat or person any runs completed by the batters or a boundary allowance shall be credited to the striker in the case of subsequent contact with his bat but otherwise to the batting side as in clause 23.2.3.

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

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

### 23.3 Leg byes not to be awarded

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

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

The umpire shall then:

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

## 24 FIELDER'S ABSENCE; SUBSTITUTES

### 24.1 Substitute fielders

24.1.1 The umpires shall allow a substitute fielder:

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

24.1.1.2 for any other wholly acceptable reason.

In all other circumstances, a substitute is not allowed.

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

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

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



### 24.2 Fielder absent or leaving the field of play

- 24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this clause, is he to be regarded as having left the field of play.
- 24.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,  
24.2.2.1 an umpire shall be informed of the reason for this absence.  
24.2.2.2 he shall not thereafter come on to the field of play during a session of play without the consent of the umpire. See clause 24.4. The umpire shall give such consent as soon as it is practicable.
- 24.2.3 If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:  
24.2.3.1 The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time). A player's unexpired Penalty time shall be limited to a maximum of 120 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.  
24.2.3.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.
- 24.2.4 If the player leaves the field before having served all of his Penalty time, the balance is carried forward as unserved Penalty time.
- 24.2.5 On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 120 minutes, and that player shall not bowl until all of his Penalty time has been served.
- 24.2.6 For the purposes of clauses 24.2.3.1 and 24.2.3.2, playing time shall comprise the time play is in progress excluding intervals, intervals between innings and official drinks intervals. For clarity, a player's Penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings.
- 24.2.7 If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,  
24.2.7.1 the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his side is now batting.  
24.2.7.2 the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he is able to participate, and either takes the field on the resumption of play, or his side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.
- 24.2.8 Any unserved Penalty time shall be carried forward into the next innings of the match, as applicable.

### 24.3 Penalty time not incurred

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

- 24.3.1 he has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.
- 24.3.2 in the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.
- 24.3.3 the player is absent from the field for a period of 8 minutes or less.

### 24.4 Player returning without permission

If a player comes on to the field of play in contravention of clause 24.2.2 and comes into contact with the ball while it is in play, the ball shall immediately become dead.

- The umpires shall signal No ball or Wide to the scorers, if applicable.
- The umpire shall award 5 Penalty runs to the batting side.
- Runs completed by the batters shall be scored together with the run in progress if they had already crossed at the instant of the offence.
- The ball shall not count as one of the over.
- The umpire shall inform the other umpire, the captain of the fielding side, the batters and, as soon as practicable, the captain of the batting side of the reason for this action.



## 25 BATTER'S INNINGS

### 25.1 Eligibility to act as a batter

Only a nominated player may bat and, subject to clause 25.3, may do so even though a substitute fielder has previously acted for him.

### 25.2 Commencement of a batter's innings

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

### 25.3 Restriction on batter commencing an innings

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

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

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

### 25.4 Batter retiring

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

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

25.4.3 If a batter retires for any reason other than as in clause 25.4.2, that batter is to be recorded as 'Retired - out'.

25.4.4 If after retiring a batter resumes his innings, subject to the requirements of clause 25.4.2, it shall be only at the fall of a wicket or the retirement of another batter.

### 25.5 Runners

Runners shall not be permitted.

### 25.6 Striker's right to play the ball

The striker has a right to play the ball, or to make a legitimate second strike, after it has been delivered, without interference from the wicket-keeper or any other fielder (see clause 27.5 – Restrictions on actions of wicket-keeper and clause 27.6 – Interference with wicket-keeper by striker).

However, the striker may only attempt to play the ball if some of his bat or person, whether grounded or raised, remains within the pitch, as defined in clause 6.1 (Area of pitch). Should no part of the striker's bat or person remain within the pitch, whilst the striker is playing the ball, either umpire shall immediately call and signal Dead ball.

### 25.7 Protection for a batter under the age of 18

Batter under the age of 18 on the day of play shall wear next to the other appropriate protective equipment a helmet with facial protection.



## 26 PRACTICE ON THE FIELD

### 26.1 Practice on the pitch or the rest of the square

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

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

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

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

### 26.2 Practice on the outfield

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

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

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

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

- only the fielders as defined in paragraph 7 of Appendix A participate in such practice.
- no ball other than the match ball is used for this practice.
- no bowling practice takes place in the area between the square and the boundary in a direction parallel to the match pitch.
- the umpires are satisfied that it will not contravene either of clauses 41.3 (The match ball changing its condition) or 41.9 (Time wasting by the fielding side).

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

### 26.3 Trial run-up

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

### 26.4 Penalties for contravention

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

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

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

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

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

- award 5 Penalty runs to the opposing side
- inform the other umpire, the scorers and, as soon as practicable, both captains, and, if the contravention is during play, the batters at the wicket.

## 27 THE WICKET-KEEPER

### 27.1 Protective equipment

The wicketkeeper is the only fielder permitted to wear gloves and external leg guards. If these are worn, they are to be regarded as part of his person for the purposes of clause 28.2 (Fielding the ball). If by the wicket-keeper's actions and positioning when the ball comes into play it is apparent to the umpires that he will not be able to carry out the normal duties of a wicket-keeper, he shall forfeit this right and also the right to be recognised as a wicket-keeper for the purposes of clauses 33.2 (A fair catch), 39 (Stumped),

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



**27.2 Gloves**

- 27.2.1 If, as permitted under clause 27.1, the wicket-keeper wears gloves, they shall have no webbing between the fingers except joining index finger and thumb, where webbing may be inserted as a means of support.
- 27.2.2 If used, the webbing shall be a single piece of non-stretch material which, although it may have facing material attached, shall have no reinforcements or tucks.
- 27.2.3 The top edge of the webbing shall not protrude beyond the straight line joining the top of the index finger to the top of the thumb and shall be taut when a hand wearing the glove has the thumb fully extended. See paragraph 3 of Appendix B.

**27.3 Position of wicketkeeper**

- 27.3.1 The wicketkeeper shall remain wholly behind the wicket at the striker's end from the moment the ball comes into play until a ball delivered by the bowler
- touches the bat or person of the striker,
  - or passes the wicket at the striker's end,
  - or the striker attempts a run.
- 27.3.2 In the event of the wicketkeeper contravening this clause, the striker's end umpire shall call and signal No ball as soon as applicable after the delivery of the ball.

**27.4 Movement by wicketkeeper**

- 27.4.1 After the ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters his position in relation to the striker's wicket, except for the following:
- 27.4.1.1 movement of a few paces forward for a slower delivery, unless in so doing it brings him within reach of the wicket.
- 27.4.1.2 lateral movement in response to the direction in which the ball has been delivered.
- 27.4.1.3 movement in response to the stroke that the striker is playing or that his actions suggest he intends to play. However, the provisions of clause 27.3 shall apply.
- 27.4.2 In the event of unfair movement by the wicketkeeper, either umpire shall call and signal Dead ball and inform the other umpire of the reason for doing so. The bowler's end umpire shall then:
- 27.4.2.1 award the one-run penalty for Wide or No ball, if applicable
- 27.4.2.2 award 5 Penalty runs to the batting side
- 27.4.2.3 inform the captain of the fielding side of the reason for this action.
- 27.4.2.4 inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together shall report the occurrence as soon as possible after the match to the KNCKB Match Referee, who shall take such action as is considered appropriate against the wicket-keeper concerned.

**27.5 Restriction on actions of wicketkeeper**

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

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

**27.6 Interference with wicketkeeper by striker**

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



## 28 THE FIELDER

### 28.1 Protective equipment

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

### 28.2 Fielding the ball

28.2.1 A fielder may field the ball with any part of his person (see paragraph 12 of Appendix A), except as in clause 28.2.1.2. However, he will be deemed to have fielded the ball illegally if, while the ball is in play he wilfully:

- 28.2.1.1 uses anything other than part of his person to field the ball.
- 28.2.1.2 extends his clothing with his hands and uses this to field the ball.
- 28.2.1.3 discards a piece of clothing, equipment or any other object which subsequently makes contact with the ball.

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

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

- the penalty for a No ball or a Wide shall stand.
- any runs completed by the batters shall be credited to the batting side, together with the run in progress if the batters had already crossed at the instant of the offence.
- the ball shall not count as one of the over.

In addition, the umpire shall:

- award 5 Penalty runs to the batting side.
- inform the other umpire and the captain of the fielding side of the reason for this action.
- inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

### 28.3 Protective helmets belonging to the fielding side

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

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

- The umpire shall signal No ball or Wide to the scorers, if applicable.
- The umpire shall award 5 Penalty runs to the batting side.

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

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

- disallow all runs to the batting side
- return any not out batter to his original end
- signal No ball or Wide ball to the scorers if applicable
- award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3.2.

### 28.4 Limitation of on side fielders

28.4.1 At the instant of delivery, there may not be more than 5 fielders on the leg side.

28.4.2 At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicketkeeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his person whether grounded or in the air is in front of this line.

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

### 28.5 Fielders not to encroach on pitch

While the ball is in play and until the ball has made contact with the striker's bat or person, or has passed the striker's bat, no fielder, other than the bowler, may have any part of his person grounded on or extended over the pitch. In the event of infringement of this clause by any fielder other than the wicketkeeper, the bowler's end umpire shall call and signal No ball as soon as possible after delivery of the ball. Note, however, clause 27.3 (Position of wicketkeeper).



28.6 Movement by any fielder other than the wicketkeeper

- 28.6.1 Any movement by any fielder, excluding the wicketkeeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:
  - 28.6.1.1 minor adjustments to stance or position in relation to the striker’s wicket.
  - 28.6.1.2 movement by any fielder, other than a close fielder, towards the striker or the striker’s wicket that does not significantly alter the position of the fielder.
  - 28.6.1.3 movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.
- 28.6.2 In all circumstances, clause 28.4 (Limitation of on side fielders) shall apply.
- 28.6.3 In the event of such unfair movement, either umpire shall call and signal Dead ball, and inform the other umpire of the reason for doing so. The bowler’s end umpire shall then:
  - 28.6.3.1 award the one-run penalty for Wide or No ball, if applicable
  - 28.6.3.2 award 5 Penalty runs to the batting side
  - 28.6.3.3 inform the captain of the fielding side of the reason for this action.
  - 28.6.3.4 inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together shall report the occurrence as soon as possible after the match to the KNCKB Match Referee, who shall take such action as is considered appropriate against the fielder concerned.
- 28.6.4 Note also the provisions of clause 41.4 (Deliberate attempt to distract striker). See also clause 27.4 (Movement by wicketkeeper).

28.7 Restrictions on the placement of fielders

- 28.7.1 In addition to the restrictions contained in clause 28.4 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.
- 28.7.2 The following fielding restrictions shall apply:
  - 28.7.2.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer to paragraph 2 of Appendix C). The fielding restriction areas should be marked by continuous painted white lines or ‘dots’ at 5-yard (4.57 metres) intervals, each ‘dot’ to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
  - 28.7.2.2 At the instant of delivery:
    - 28.7.2.2.1 Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
    - 28.7.2.2.2 Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
    - 28.7.2.2.3 Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.
  - 28.7.2.3 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6



32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

28.7.2.4 If play is interrupted during an innings and the table above applies, the Powerplay takes immediate effect. For the avoidance of doubt, this applies even if the interruption has occurred mid-over.

Illustrations:

- A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.
- A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

28.7.2.5 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

28.7.2.6 The scoreboard shall indicate the current Powerplay in progress. In a situation where the scoreboard does not have this option, the home playing club should provide other means to indicate the current Powerplay in progress.

28.7.2.7 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal No ball.

**28.8 Restrictions on the placement of fielders under the age of 18**

No player under the age of 18 on the day of play shall be allowed to field closer than 10 meters from the batter’s position on the popping crease on a middle stump line, except behind the wicket on the offside, until the batter has played at the ball. This minimum distance will apply even if the player wears a helmet.

If this player is fielding behind the wicket on the offside or acts as a wicketkeeper and fields closer than 10 meters from the batter’s position on the popping crease on the middle stump line, he shall wear a helmet with facial protection and other appropriate protective equipment.

Captains are asked to take this into account when setting the field, and umpires must stop the game and instruct players to move back or wear the appropriate protective equipment.

**29 THE WICKET IS BROKEN**

**29.1 Wicket is broken**

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



### 29.2 Breaking the wicket fairly

- 29.2.1 The wicket is broken fairly if a bail is completely removed from the top of the stumps or a stump is struck out of the ground.
- 29.2.1.1 by the ball,
  - 29.2.1.2 by the striker's bat if held or by any part of the bat that he is holding,
  - 29.2.1.3 for the purpose of this clause only, by the striker's bat not in hand, or by any part of the bat which has become detached,
  - 29.2.1.4 by the striker's person or by any part of his clothing or equipment becoming detached from his person,
  - 29.2.1.5 by a fielder with his hand or arm, providing that the ball is held in the hand or hands so used, or in the hand of the arm so used.
  - 29.2.1.6 The wicket is also broken fairly if a fielder strikes or pulls a stump out of the ground as in clause 29.2.1.5
- 29.2.2 The disturbance of a bail, whether temporary or not, shall not constitute its complete removal from the top of the stumps, but if a bail in falling lodges between two of the stumps this shall be regarded as complete removal.

### 29.3 One bail off

If one bail is off, it shall be sufficient for the purpose of breaking the wicket to remove the remaining bail or to strike or pull any of the three stumps out of the ground, in any of the ways stated in clause 29.2.

### 29.4 Remaking wicket

If a wicket is broken or put down while the ball is in play, it shall not be remade by an umpire until the ball is dead. See clause 20 (Dead ball). Any fielder may, however, while the ball is in play:

- replace a bail or bails on top of the stumps.
- put back one or more stumps into the ground where the wicket originally stood.

### 29.5 Dispensing with bails

If the umpires have agreed to dispense with bails in accordance with clause 8.4 (Dispensing with bails), it is for the umpire concerned to decide whether or not the wicket has been broken.

- 29.5.1 After a decision to play without bails, the wicket has been broken fairly if the umpire concerned is satisfied that the wicket has been struck by the ball, by the striker's bat, person or items of his clothing or equipment as described in clauses 29.2.1.2, 29.2.1.3 or 29.2.1.4, or by a fielder in the manner described in clause 29.2.1.5.
- 29.5.2 If the wicket has already been broken or put down, clause 29.5.1 shall apply to any stump or stumps still in the ground. Any fielder may replace a stump or stumps, in accordance with clause 29.4, in order to have an opportunity of breaking the wicket fairly.

## 30 BATTER OUT OF HIS GROUND

### 30.1 When out of his ground

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

### 30.2 Which is a batter's ground

- 30.2.1 If only one batter is within a ground, it is his ground and will remain so even if he is later joined there by the other batter.
- 30.2.2 If both batters are in the same ground and one of them subsequently leaves it, the ground belongs to the batter who remains in it.
- 30.2.3 If there is no batter in either ground, then each ground belongs to whichever batter is nearer to it, or, if the batters are level, to whichever batter was nearer to it immediately prior to their drawing level.
- 30.2.4 If a ground belongs to one batter, then the other ground belongs to the other batter, irrespective of his position.



### 30.3 Position of non-striker

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

## 31 APPEALS

### 31.1 Umpire not to give batter out without an appeal

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

### 31.2 Batter dismissed

A batter is dismissed if he is

- either given out by an umpire, on appeal
- or out under these Playing Conditions and leaves the wicket as in clause 31.1.

### 31.3 Timing of appeals

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

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

### 31.4 Appeal "How's That?"

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

### 31.5 Answering appeals

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

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

### 31.6 Consultation by umpires

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

### 31.7 Batter leaving the wicket under a misapprehension

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

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

### 31.8 Withdrawal of an appeal

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

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



## 32 BOWLED

### 32.1 Out Bowled

- 32.1.1 The striker is out Bowled if his wicket is broken by a ball delivered by the bowler, not being a No ball, even if it first touches the striker's bat or person.
- 32.1.2 However, the striker shall not be out Bowled if before striking the wicket the ball has been in contact with any other player or an umpire. The striker will, however, be subject to clauses 37 (Obstructing the field), 38 (Run out) and 39 (Stumped).

### 32.2 Bowled to take precedence

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

## 33 CAUGHT

### 33.1 Out Caught

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

### 33.2 A fair catch

- 33.2.1 A catch will be fair only if, in every case
- either the ball, at any time
  - or any fielder in contact with the ball
  - is not grounded beyond the boundary before the catch is completed. Note clauses 19.4 (Ball grounded beyond the boundary) and 19.5 (Fielder grounded beyond the boundary).
- 33.2.2 Furthermore, a catch will be fair if any of the following conditions applies:
- 33.2.2.1 the ball is held in the hand or hands of a fielder, even if the hand holding the ball is touching the ground, or is hugged to the body, or lodges in the external protective equipment worn by a fielder, or lodges accidentally in a fielder's clothing.
- 33.2.2.2 a fielder catches the ball after it has been lawfully struck more than once by the striker, but only if it has not been grounded since it was first struck. See clause 34 (Hit the ball twice).
- 33.2.2.3 a fielder catches the ball after it has touched the wicket, an umpire, another fielder or the other batter.
- 33.2.2.4 a fielder catches the ball after it has crossed the boundary in the air, provided that the conditions in clause 33.2.1 are met.
- 33.2.2.5 the ball is caught off an obstruction within the boundary that is not designated a boundary by the umpires.

### 33.3 Making a catch

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

### 33.4 No runs to be scored

If the striker is dismissed Caught, runs from that delivery completed by the batters before the completion of the catch shall not be scored but any runs for penalties awarded to either side shall stand. The non-striker shall return to his original end (see clause 18.11 – Batter returning to original end).

### 33.5 Caught to take precedence

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



### 34 HIT THE BALL TWICE

#### 34.1 Out Hit the ball twice

- 34.1.1 The striker is out Hit the ball twice if, while the ball is in play, it strikes any part of his person or is struck by his bat and, before the ball has been touched by a fielder, the striker wilfully strikes it again with his bat or person, other than a hand not holding the bat, except for the sole purpose of guarding his wicket. See clause 34.3 and clause 37 (Obstructing the field).
- 34.1.2 For the purpose of this clause 'struck' or 'strike' shall include contact with the person of the striker.
- 34.1.3 This clause will apply, whether or not No ball is called.

#### 34.2 Not out Hit the ball twice

The striker will not be out under this clause if he

- 34.2.1 strikes the ball a second or subsequent time in order to return the ball to any fielder.  
Note, however, the provisions of clause 37.4 (Returning the ball to a fielder).
- 34.2.2 wilfully strikes the ball after it has touched a fielder.  
Note, however the provisions of clause 37.1 (Out Obstructing the field).

#### 34.3 Ball lawfully struck more than once

The striker may, solely in order to guard his wicket and before the ball has been touched by a fielder, lawfully strike the ball a second or subsequent time with the bat, or with any part of his person other than a hand not holding the bat. The striker may guard his wicket even if the delivery is a No ball. However, the striker may not prevent the ball from being caught by striking the ball more than once in defence of his wicket. See clause 37.3 (Obstructing a ball from being caught).

#### 34.4 Runs permitted from ball lawfully struck more than once

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

The umpire shall:

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

#### 34.5 Bowler does not get credit

The bowler does not get credit for the wicket.

### 35 HIT WICKET

#### 35.1 Out Hit wicket

- 35.1.1 The striker is out Hit wicket if, after the bowler has entered the delivery stride and while the ball is in play, his wicket is broken by either the striker's bat or person as described in clauses 29.2.1.2 to 29.2.1.4 (Breaking the wicket fairly) in any of the following circumstances:
- 35.1.1.1 in the course of any action taken by him in preparing to receive or in receiving a delivery,
- 35.1.1.2 in setting off for the first run immediately after playing or playing at the ball,
- 35.1.1.3 if no attempt is made to play the ball, in setting off for the first run, providing that in the opinion of the umpire this is immediately after the striker has had the opportunity of playing the ball,
- 35.1.1.4 in lawfully making a second or further stroke for the purpose of guarding his wicket within the provisions of clause 34.3 (Ball lawfully struck more than once).
- 35.1.2 If the striker breaks his wicket in any of the ways described in clauses 29.2.1.2 to 29.2.1.4 (Breaking the wicket fairly) before the bowler has entered the delivery stride, either umpire shall call and signal Dead ball.



**35.2 Not out Hit wicket**

- 35.2.1 The striker is not out under this clause should his wicket be broken in any of the ways referred to in clause 29.2 (Breaking the wicket fairly) if any of the following applies:
- it occurs after the striker has completed any action in receiving the delivery, other than in clauses 35.1.1.2 to 35.1.1.4.
  - it occurs when the striker is in the act of running, other than setting off immediately for the first run.
  - it occurs when the striker is trying to avoid being run out or stumped.
  - it occurs when the striker is trying to avoid a throw in at any time.
  - the bowler after entering the delivery stride does not deliver the ball. In this case either umpire shall immediately call and signal Dead ball. See clause 20.4 (Umpire calling and signalling Dead ball).
  - the delivery is a No ball.

**35.3 Runs scored**

No runs shall be scored when the striker is dismissed Hit wicket other than the one run penalty for a Wide and any award of 5 Penalty runs.

**36 LEG BEFORE WICKET**

**36.1 Out LBW**

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

- 36.1.1 The bowler delivers a ball, not being a No ball.
- 36.1.2 the ball, if it is not intercepted full-pitch, pitches in line between wicket and wicket or on the off side of the striker's wicket.
- 36.1.3 the ball not having previously touched his bat, the striker intercepts the ball, either full-pitch or after pitching, with any part of his person
- 36.1.4 the point of impact, even if above the level of the bails,
- either is between wicket and wicket or if the striker has made no genuine attempt to play the ball with the bat,
  - is between wicket and wicket or outside the line of the off stump.
- 36.1.5 but for the interception, the ball would have hit the wicket.

**36.2 Interception of the ball**

- 36.2.1 In assessing points of impact in clauses 36.1.3, 36.1.4 and 36.1.5, only the first interception is to be considered.
- 36.2.2 In assessing clause 36.1.3, if the bowler's end umpire is not satisfied that the ball intercepted the batter's person before it touched the bat, the batter shall be given Not out.
- 36.2.3 In assessing clause 36.1.5, it is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not.

**36.3 Off side of wicket**

The off side of the striker's wicket shall be determined by the striker's batting position at the moment the ball comes into play for that delivery. See paragraph 13 of Appendix A.

**37 OBSTRUCTING THE FIELD**

**37.1 Out Obstructing the field**

- 37.1.1 Either batter is out Obstructing the field if, except in the circumstances of clause 37.2, and while the ball is in play, he wilfully attempts to obstruct or distract the fielding side by word or action. See also clause 34 (Hit the ball twice).
- 37.1.2 The striker is out Obstructing the field if, except in the circumstances of clause 37.2, in the act of receiving a ball delivered by the bowler, he wilfully strikes the ball with a hand not holding the bat. This will apply whether it is the first strike or a second or subsequent strike. The act of receiving the ball shall extend both to playing at the ball and to striking the ball more than once in defence of his wicket.
- 37.1.3 This clause will apply whether or not No ball is called.



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

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

**37.2 Not out Obstructing the field**

A batter shall not be out Obstructing the field if obstruction or distraction is accidental, or obstruction is in order to avoid injury, or in the case of the striker, he makes a second or subsequent strike to guard his wicket lawfully as in clause 34.3 (Ball lawfully struck more than once). However, see clause 37.3.

**37.3 Obstructing a ball from being caught**

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

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

37.3.3 If an obstruction or distraction takes place from a No ball, then the batter who caused the obstruction or distraction will be out Obstructing the field.

However, the striker is not out if the obstruction of a catch occurs while defending his wicket from a No ball with a lawful second strike.

**37.4 Returning the ball to a fielder**

Either batter is out Obstructing the field if, at any time while the ball is in play and, without the consent of a fielder, he uses the bat or any part of his person to return the ball to any fielder.

**37.5 Runs scored**

When either batter is dismissed Obstructing the field,

37.5.1 unless the obstruction or distraction prevents the striker being out caught, any runs completed by the batters before the offence shall be scored, together with any one run Penalty for No ball or Wide, or any award of 5 Penalty runs to either side. See clauses 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batter is dismissed).

37.5.2 if the obstruction or distraction prevents the striker being out caught, any runs completed by the batters shall not be scored but any award of 5 Penalty runs to either side shall stand. Clause 18.11 (Batter returning to original end) will apply.

**37.6 Bowler does not get credit**

The bowler does not get credit for the wicket.

**38 RUN OUT**

**38.1 Out Run out**

- Either batter is out Run out, except as in clause 38.2, if, at any time while the ball is in play,
- he is out of his ground
- and his wicket is fairly broken by either the action of a fielder or
- the ball rebounding off a fielder person, even though No ball has been called, except for the circumstances of clause 38.2.2.2. and whether or not a run is being attempted

**38.2 Batter not out Run out**

38.2.1 A batter is not out Run out in the circumstances of clauses 38.2.1.1 or 38.2.1.2.

38.2.1.1 He has been within his ground and has subsequently left it to avoid injury, when the wicket is broken.

Note also the provisions of clause 30.1.2 (When out of his ground).

38.2.1.2 The ball delivered by the bowler has not made contact with a fielder, before the wicket is broken.

38.2.2 The striker is not out Run out in any of the circumstances in clauses 38.2.2.1 and 38.2.2.2.

38.2.2.1 He is out Stumped. See clause 39.1.2 (Out Stumped).

38.2.2.2 No ball has been called and he is out of his ground not attempting a run and the wicket is fairly broken by the wicketkeeper without the intervention of another fielder.



**38.3 Non-striker leaving his ground early**

38.3.1 If the non-striker is out of his ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be Run out by the bowler attempting to run him out. In these circumstances, the non-striker will be out Run out if he is out of his ground when his wicket is broken by the bowler throwing the ball at the wicket or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.

38.3.1.1 The instant when the bowler would normally have been expected to release the ball is defined as the moment the bowler's arm reaches the highest point of his normal bowling action in the delivery swing.

38.3.1.2 Even if the non-striker had left his ground before the instant at which the bowler would normally have been expected to release the ball, once the bowler has reached that point it is no longer possible for the bowler to run out the non-striker under this Law.

38.3.2 If the ball is not delivered

- if there is an appeal, the umpire shall make his decision on the Run out.
- if there is no appeal, or if the decision is not out, he shall call and signal Dead ball as soon as possible.
- the ball shall not count as one in the over.

38.3.3 If the ball is delivered and there is an appeal

- the umpire shall make his decision on the Run out.
- if the non-striker is not dismissed, the ball remains in play and clause 21.6 (Bowler breaking wicket in delivering ball) shall apply.
- if the non-striker is dismissed, the ball shall not count as one in the over.

**38.4 Which batter is out**

The batter out in the circumstances of clause 38.1 is the one whose ground is at the end where the wicket is put down. See clause 30.2 (Which is a batter's ground).

**38.5 Runs scored**

If either batter is dismissed Run out, the run-in progress when the wicket is put down shall not be scored, but any runs completed by the batters shall stand, together with any runs for penalties awarded to either side. See clauses 18.6 (Runs awarded for penalties) and 18.8 (Runs scored when a batter is dismissed).

**38.6 Bowler does not get credit**

The bowler does not get credit for the wicket.

**39 STUMPED**

**39.1 Out Stumped**

39.1.1 The striker is out Stumped, except as in clause 39.3, if

- a ball which is delivered is not called No ball
- and he is out of his ground, other than as in clause 39.3.1
- and he has not attempted a run
- when his wicket is fairly broken by the wicketkeeper without the intervention of another fielder. Note, however clause 27.3 (Position of wicketkeeper).

39.1.2 The striker is out Stumped if all the conditions of clause 39.1.1 are satisfied, even though a decision of Run out would be justified.

**39.2 Ball rebounding from wicket-keeper's person**

If the wicket is broken by the ball, it shall be regarded as having been put down by the wicketkeeper if the ball rebounds on to the stumps from any part of the wicket-keeper's person or equipment or has been kicked or thrown on to the stumps by the wicket-keeper.

**39.3 Not out Stumped**

39.3.1 The striker will not be out Stumped if, after having received the delivery, he has left his ground in order to avoid injury.

39.3.2 If the striker is not out Stumped, he may, except in the circumstances of clause 38.2.2.2 (Batter not out Run out) be out Run out if the conditions of clause 38.1 (Out Run out) apply.



### 39.4 Runs Scored

When a striker is dismissed Stumped from a Wide ball, the one-run penalty shall stand. Note clauses 12.9 (Conclusion of match), 16.6 (Winning hit or extras) and 22.2 (Call and signal of Wide ball) mean that if the penalty for a Wide concludes the match, then a stumping is not possible, but the one-run penalty for the Wide remains.

## 40 TIMED OUT

### 40.1 Out Timed out

40.1.1 After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be ready to receive the ball or for the other batter to be ready to receive the next ball within 2 minutes of the dismissal or retirement. If this requirement is not met, the incoming batter will be out, Timed out.

40.1.2 Local Dutch rule: only if at least one KNCKB umpire is officiating.  
In the event of an extended delay in which no batter comes to the wicket, the umpires shall adopt the procedure of clause 16.2 (KNCKB Match Referee awarding a match). For the purposes of that clause the start of the action shall be taken as the expiry of the 2 minutes referred to above.

### 40.2 Bowler does not get credit

The bowler does not get credit for the wicket.

## 41 UNFAIR PLAY

### 41.1 Fair and unfair play – responsibility of captains

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

### 41.2 Fair and unfair play – responsibility of umpires

41.2.1 The umpires shall be the sole judges of fair and unfair play. If either umpire considers that any action by a player, not covered by these Playing Conditions, is unfair, he shall call and signal Dead ball, if appropriate, as soon as it becomes clear that the call will not disadvantage the non-offending side and report the matter to the other umpire.

41.2.1.1 If this is a first offence by that side, the bowler's end umpire shall then

- summon the offending player's captain and issue a first and final warning which shall apply to all members of the team for the remainder of the match.
- warn the offending player's captain that any further such offence by any member of his team shall result in the award of 5 Penalty runs to the opposing team.

41.2.1.2 If this is a second or subsequent offence by that side the bowler's end umpire shall then

- summon the offending player's captain and inform him that there has been a further such offence.
- award 5 Penalty runs to the opposing side
- the umpires may then report the matter to the KNCKB Match Referee who shall take such action as is considered appropriate against the player concerned.

### 41.3 The match ball – changing its condition

41.3.1 The umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in clause 41.3.2.

41.3.2 It is an offence for any player to take any action which changes the condition of the ball. Except in carrying out his normal duties, a batter is not allowed to wilfully damage the ball other than, when the ball is in play, in striking it with the bat. See also clause 5.5 (Damage to the ball).

A fielder may, however:

41.3.2.1 polish the ball on his clothing provided that no artificial substance is used, that the only natural substance used is sweat that such polishing wastes no time.

41.3.2.2 remove mud from the ball under the supervision of an umpire.

41.3.2.3 dry a wet ball on a piece of cloth that has been approved by the umpires.

41.3.3 The umpires shall consider the condition of the ball to have been unfairly changed if any action by any player does not comply with the conditions in clause 41.3.2.



- 41.3.4 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of either side, or that its condition is inconsistent with the use it has received, they shall consider that there has been a contravention of this clause and decide together whether they can identify the player(s) responsible for such conduct.
- 41.3.5 If it is possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall:
- 41.3.5.1 Subject to clause 41.3.2 above, change the ball forthwith.
- 41.3.5.1.1 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the fielding side, the batter at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.
- 41.3.5.1.2 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the batting side, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.
- 41.3.5.2 Additionally, the bowler's end umpire shall
- 41.3.5.2.1 award 5 Penalty runs to the opposing side.
- 41.3.5.2.2 if appropriate, inform the batters at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action.
- 41.3.5.2.3 inform the captain of the batting side as soon as practicable of what has occurred.
- 41.3.5.3 The umpires shall then report the matter to the KNCK Match Referee who shall take such action as is considered appropriate against the player(s) concerned.
- 41.3.6 If it is not possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall:
- 41.3.6.1 Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.
- 41.3.6.2 The bowler's end umpire shall issue the captain with a first and final warning, and
- 41.3.6.3 Advise the captain that should there be any further instances of changing the condition of the ball by that team during the remainder of the match, clause 41.3.5.2 above will be adopted, with the captain deemed to be the player responsible for the contravention
- 41.3.7 Local Dutch rule: only if at least one KNCK umpire is officiating.  
If the umpires believe that saliva has been applied to the ball, the bowler's end umpire shall:
- 41.3.7.1 award 5 Penalty runs to the opposing side, and
- 41.3.7.2 replace the ball under the provisions of clause 41.3.5.1 unless they believe the fielding team has deliberately applied saliva to try to get the ball changed to their advantage, and
- 41.3.7.3 advise the captain that should there be any further instances of changing the condition of the ball by that team during the remainder of the match, clause 41.3.5.2 above will be adopted, with the captain deemed to be the player responsible for the contravention.

#### **41.4 Deliberate attempt to distract striker**

- 41.4.1 It is unfair for any fielder deliberately to attempt to distract the striker while he is preparing to receive or receiving a delivery
- 41.4.2 If either umpire considers that any action by a fielder is such an attempt, he shall immediately call and signal Dead ball and inform the other umpire of the reason for the call. The bowler's end umpire shall
- award 5 Penalty runs to the batting side.
  - inform the captain of the fielding side, the batters and, as soon as practicable, the captain of the batting side of the reason for the action.
- Neither batter shall be dismissed from that delivery and the ball shall not count as one of the over. However, if either umpire had reason to call and signal No ball, he shall do so regardless of the attempt to distract, and this call shall stand.
- The umpires may then report the matter to the KNCK Match Referee who shall take such action as is considered appropriate against the fielder concerned.



**41.5 Deliberate distraction, deception or obstruction of batter**

- 41.5.1 In addition to clause 41.4, it is unfair for any fielder wilfully to attempt, by word or action, to distract, deceive or obstruct either batter after the striker has received the ball.
- 41.5.2 It is for either one of the umpires to decide whether any distraction, deception or obstruction is wilful or not.
- 41.5.3 If either umpire considers that a fielder has caused or attempted to cause such a distraction, deception or obstruction, he shall immediately call and signal Dead ball and inform the other umpire of the reason for the call.
- 41.5.4 Neither batter shall be dismissed from that delivery.
- 41.5.5 If an obstruction involves physical contact, the umpires together shall decide whether or not an offence under clause 42 (Players' conduct) has been committed.
- 41.5.5.1 If an offence under clause 42 (Players' conduct) has been committed, they shall apply the relevant procedures in clause 42 and shall also apply each of clauses 41.5.7 to 41.5.9.
- 41.5.5.2 If they consider that there has been no offence under clause 42 (Players' conduct), they shall apply each of clauses 41.5.6 to 41.5.10.
- 41.5.6 The bowler's end umpire shall:
- signal No ball or Wide to the scorers, if applicable.
  - award 5 Penalty runs to the batting side
  - inform the captain of the fielding side of the reason for this action and as soon as practicable inform the captain of the batting side.
- 41.5.7 The ball shall not count as one of the over.
- 41.5.8 Any runs completed by the batters before the offence shall be scored, together with any runs for penalties awarded to either side. Additionally, the run-in progress shall be scored whether or not the batters had already crossed at the instant of the offence.
- 41.5.9 The batters at the wicket shall decide which of them is to face the next delivery.
- 41.5.10 The umpires may then report the matter to the KNCK Match Referee who shall take such action as is considered appropriate against the fielder concerned.

**41.6 Bowling of dangerous and unfair short pitched deliveries**

- 41.6.1 Notwithstanding clause 41.6.2, the bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him. The fact that the striker is wearing protective equipment shall be disregarded.
- In the first instance the umpire decides that the bowling of short pitched deliveries has become dangerous under clause 41.6.1
- 41.6.1.1 The umpire shall call and signal No ball, and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding side and the batters of what has occurred. This caution shall apply to that bowler throughout the innings.
- 41.6.1.2 If there is a second instance, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning, which shall apply to that bowler throughout the innings.



41.6.1.3 Should there be any further instance by the same bowler in that innings, the umpire shall:

- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- The umpire shall inform the batters and, as soon as practicable, the captain of the batting side.

The umpires may then report the matter to the KNCK Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.6.1.4 A bowler shall be limited to two fast short-pitched deliveries per over.

41.6.1.5 A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

41.6.1.6 The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.

41.6.1.7 In addition, a ball that passes above head height of the batter, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide. See also clause 22.1.1.2.

41.6.1.7.1 For the avoidance of doubt any fast short pitched delivery that is called a Wide under this clause shall also count as one of the allowable short pitched deliveries in that over.

41.6.1.8 In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in clause 41.6.1.5 above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'No ball' and then tap the head with the other hand.

41.6.1.9 If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This caution shall apply throughout the innings.

41.6.1.10 If there is a second instance of the bowler being No balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.

41.6.1.11 Should there be any further instance by the same bowler in that innings, the umpire shall:

- call and signal No ball.
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- The umpire shall inform the batters and, as soon as practicable, the captain of the batting side.

The umpires may then report the matter to the KNCK Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.6.2 Should the umpires initiate the caution and warning procedures set out in clauses 41.6.1.3 and 41.7 such cautions and warnings are not to be cumulative.



#### 41.7 Bowling of dangerous and unfair non-pitching deliveries

41.7.1 Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed to be unfair, whether or not it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately call and signal No ball.

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batter by its speed and direction, it shall be considered dangerous. When the ball is dead the umpire shall caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batters of what has occurred. This caution shall apply to that bowler throughout the innings.

41.7.2 Should there be any further instance (where a dangerous non-pitching delivery is bowled and is considered likely to inflict physical injury on the batter) by the same bowler in that innings, the umpire shall:

- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

Additionally, the umpire shall

- report the occurrence to the batters and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the KNCB Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.7.3 The warning sequence in clauses 41.7.1 and 41.7.2 is independent of the warning and action sequence in clause 41.6.

41.7.4 If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in clause 41.7.1, then the caution and warning in clause 41.7.1 shall be dispensed with. The umpire shall

- immediately call and signal No ball.
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- report the occurrence to the batters and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence to the KNCB Match Referee who shall take such action as is considered appropriate against the bowler concerned.

#### 41.8 Bowling of deliberate front-foot No ball

41.8.1 If the umpire considers that the bowler has delivered a deliberate front-foot No ball, he shall:

- immediately call and signal No ball.
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- report the occurrence to the batters and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence to the KNCB Match Referee who shall take such action as is considered appropriate against the bowler concerned.



#### 41.9 Time wasting by the fielding side

41.9.1 It is unfair for any fielder to waste time.

41.9.2 If either umpire considers that the progress of an over is unnecessarily slow, or time is being wasted in any other way, by the captain of the fielding side or by any other fielder, at the first instance the umpire concerned shall:

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then

- warn the captain of the fielding side, indicating that this is a first and final warning.
- inform the batters of what has occurred.

41.9.3 If either umpire considers that there is any further waste of time in that innings by any fielder, the umpire concerned shall:

- if the ball is in play, call and signal Dead ball.
- inform the other umpire of what has occurred.

The bowler's end umpire shall then award 5 Penalty runs to the batting side and inform the captain of the fielding side of the reason for this action.

Additionally, the umpire shall inform the batters and, as soon as is practicable, the captain of the batting side of what has occurred.

If the umpires believe that the act of time wasting was deliberate or repetitive, they they may report the matter to the KNCKB Match Referee who shall take such action as is considered appropriate against the captain concerned and/or any individual members of the fielding team responsible for the time wasting.

41.9.4 Local Dutch rule: the 60 seconds timer between overs is not applicable.

#### 41.10 Batter wasting time

41.10.1 It is unfair for a batter to waste time. In normal circumstances, the striker should always be ready to take strike when the bowler is ready to start his run-up.

In addition, an incoming batter should be in position to take guard or his partner ready to receive the next ball within 2 minutes of the fall of the previous wicket.

41.10.2 Should either batter waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his run-up or when the ball becomes dead, as appropriate, the umpire shall:

- warn both batters and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batter.
- inform the other umpire of what has occurred.
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.10.3 If there is any further time wasting by any batter in that innings, the umpire shall, at the appropriate time while the ball is dead:

- award 5 Penalty runs to the fielding side;
- inform the other umpire of the reason for this action.
- inform the other batter, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

If the umpires believe that the act of time wasting was deemed to be deliberate or repetitive, they may report the matter to the KNCKB Match Referee who shall take such action as is considered appropriate against the batter concerned.

#### 41.11 The protected area

The protected area is defined as that area of the pitch contained within a rectangle bounded at each end by imaginary lines parallel to the popping creases and 5 ft/1.52 m in front of each, and on the sides by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 1 ft/30.48 cm from it.



#### **41.12 Fielder damaging the pitch**

- 41.12.1 It is unfair to cause deliberate or avoidable damage to the pitch. A fielder will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.
- 41.12.2 If a fielder causes deliberate or avoidable damage to the pitch, other than as in clause 41.13.1, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then
- caution the captain of the fielding side and indicate that this is a first and final warning. This warning shall apply throughout the innings.
  - inform the batters of what has occurred.
- 41.12.3 If, in that innings, there is any further instance of deliberate or avoidable damage to the pitch, by any fielder, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire. The bowler's end umpire shall then
- award 5 Penalty runs to the batting side
- Additionally, the umpire shall:
- inform the fielding captain of the reason for this action.
  - inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.
- The umpires together shall report the occurrence to the KNCKB Match Referee who shall take such action as is considered appropriate against the fielder concerned.

#### **41.13 Bowler running on protected area**

- 41.13.1 It is unfair for a bowler to enter the protected area in his follow-through without reasonable cause, whether or not the ball is delivered.
- 41.13.2 If a bowler contravenes this clause, at the first instance and when the ball is dead, the umpire shall:
- caution the bowler and inform the other umpire of what has occurred. This caution shall apply to that bowler throughout the innings.
  - inform the captain of the fielding side and the batters of what has occurred.
- 41.13.3 If, in that innings, the same bowler again contravenes this clause, the umpire shall repeat the above procedure indicating that this is a final warning. This warning shall also apply throughout the innings.
- 41.13.4 If, in that innings, the same bowler contravenes this clause a third time, when the ball is dead, the umpire shall,
- direct the captain of the fielding side to suspend the bowler immediately from bowling. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. The bowler taken off shall not be allowed to bowl again in that innings.
  - inform the other umpire of the reason for this action.
  - inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.
- The umpires may then report the matter to the KNCKB Match Referee who shall take such action as is considered appropriate against the bowler concerned.

#### **41.14 Batter damaging the pitch**

- 41.14.1 It is unfair to cause deliberate or avoidable damage to the pitch. If the striker enters the protected area in playing or playing at the ball, he must move from it immediately thereafter. A batter will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause.
- 41.14.2 If either batter causes deliberate or avoidable damage to the pitch, other than as in clause 41.15, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall then
- warn both batters that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batter.
  - inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.



41.14.3 If there is any further instance of deliberate or avoidable damage to the pitch by any batter in that innings, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall:

- disallow all runs to the batting side.
- return any not out batter to his original end.
- signal No ball or Wide to the scorers if applicable.
- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).
- Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

The umpires together shall report the occurrence to the KNCK Match Referee who shall take such action as is considered appropriate against the batter concerned.

#### **41.15 Striker in protected area**

41.15.1 The striker shall not adopt a batting position in the protected area or so close to it that frequent encroachment is inevitable.

The striker may make a mark on the pitch for the purpose of indicating his batting position provided that no mark is unreasonably close to the protected area.

41.15.2 If either umpire considers that the striker is in breach of any of the conditions in clause 41.15.1, if the bowler has not entered the delivery stride, he shall immediately call Dead ball, otherwise, wait until the ball is dead; he shall then inform the other umpire of the occurrence.

The bowler's end umpire shall then:

- warn the striker that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform the non-striker and each incoming batter.
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.15.3 If there is any further breach of any of the conditions in clause 41.15.1 by any batter in that innings, the umpire seeing the contravention shall, if the bowler has not entered his delivery stride, immediately call and signal Dead ball, otherwise, he shall wait until the ball is dead and then inform the other umpire of the occurrence.

The bowler's end umpire shall:

- disallow all runs to the batting side.
- return any not out batter to his original end.
- signal No ball or Wide to the scorers if applicable.
- award 5 Penalty runs to the fielding side.
- award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action.

The umpires together shall report the occurrence to the KNCK Match Referee who shall take such action as is considered appropriate against the batter concerned.

#### **41.16 Batters stealing a run**

41.16.1 It is unfair for the batters to attempt to steal a run during the bowler's run-up. Unless the bowler attempts to run out the non-striker – see clause 38.3 (Non-striker leaving his ground early) - the umpire shall:

- call and signal Dead ball as soon as the batters cross in such an attempt.
- inform the other umpire of the reason for this action. The bowler's end umpire shall then
- return the batters to their original ends.
- award 5 Penalty runs to the fielding side .
- award any other 5 penalty runs that is applicable.
- inform the batters, the captain of the fielding side and, as soon as practicable, the captain of the batting side, of the reason for this action.

The umpires may then report the matter to the KNCK Match Referee who shall take such action as is considered appropriate against the batter concerned.



### 41.17 Penalty runs

- 41.17.1 When Penalty runs are awarded to either side, when the ball is dead the umpire shall signal the Penalty runs to the scorers. See clause 2.13 (Signals).
- 41.17.2 Penalty runs shall be awarded in each case where these Playing Conditions require the award, even if a result has already been achieved. See clause 16.6 (Winning hit or extras).  
Note, however, that the restrictions on awarding Penalty runs, in clauses 23.3 (Leg byes not to be awarded), 34.4 (Runs scored from ball lawfully struck more than once) and 28.3 (Protective helmets belonging to the fielding side), will apply.
- 41.17.3 When 5 Penalty runs are awarded to the batting side under any of clauses 24.4 (Player returning without permission), 28.2 (Fielding the ball), 28.3 (Protective helmets belonging to the fielding side) or under clauses 41.3, 41.4, 41.5, 41.9 or 41.12, then:
- they shall be scored as Penalty extras and shall be in addition to any other penalties.
  - they are awarded when the ball is dead and shall not be regarded as runs scored from either the immediately preceding delivery or the immediately following delivery and shall be in addition to any runs from those deliveries.
  - the batters shall not change ends solely by reason of the 5-run penalty.
- 41.17.4 When 5 Penalty runs are awarded to the fielding side, under clause 18.5.2 (Deliberate short runs), or under clauses 41.10, 41.14, 41.15 or 41.16, they shall be added as Penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 Penalty runs shall be added to the score in its next innings.

## 42 PLAYERS' CONDUCT

### 42.1 Serious misconduct

- 42.1.1 The umpires shall act upon any serious misconduct. The relevant offences and the corresponding actions by the umpires are identified in clause 42.2.1. These offences correspond with Level 4 offences in the KNCB Richtlijn Straffen included in the KNCB Tuchtreglement. Level 1 to Level 3 offences continue to be dealt with separately under the KNCB Tuchtreglement.
- 42.1.2 If either umpire considers that a player has committed one of these offences at any time during the match, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.
- 42.1.3 The umpire concerned shall report the matter to the other umpire and together they shall decide whether an offence has been committed. The umpires may also consult with the third umpire and the KNCB Match Referee, who may review any audio or video replays to confirm whether an offence has been committed. If so, the umpires shall then apply the related sanctions.
- 42.1.4 Any call of No ball or Wide before the offence will stand.
- 42.1.5 If the offence is committed by a batter, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this clause, the batters at the wicket may not deputise for their captain.



**42.2 Level 4 offences and action by umpires**

42.2.1 Any of the following actions by a player shall constitute a Level 4 offence:

- 42.2.1.1 threatening to assault an umpire.
- 42.2.1.2 making inappropriate and deliberate physical contact with an umpire.
- 42.2.1.3 physically assaulting a player or any other person.
- 42.2.1.4 committing any other act of violence.

42.2.2 If such an offence is committed, clauses 42.2.2.1 to 42.2.2.5 shall be implemented.

42.2.2.1 The umpire shall call Time.

42.2.2.2 Together, the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

42.2.2.3 The umpires shall instruct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:

42.2.2.3.1 If the offending player is a fielder, no substitute shall be allowed for him. He is to be recorded as Retired - out at the commencement of any subsequent innings in which his team is the batting side.

42.2.2.3.2 If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.

42.2.2.3.3 If the offending player is a batter, he is to be recorded as Retired - out in the current innings, unless he has been dismissed under any of clauses 32 to 39. If no further batter is available to bat, the innings is completed.

42.2.2.4 As soon as practicable, the umpire shall:

- award 5 Penalty runs to the opposing team.
- signal the Level 4 penalty to the scorers.
- call Play.

42.2.2.5 The umpires shall then report the matter to the KNCB Match Referee who shall take such action as is considered appropriate against the player concerned.

**42.3 Captain refusing to remove a player from the field**

42.3.1 If a captain refuses to carry out an instruction under clause 42.2.2.3, the umpires shall invoke clause 16.2 (KNCB Match Referee awarding a match).

42.3.2 If both captains refuse to carry out instructions under clause 42.2.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded as in clause 12.6 and there shall be no result under clause 16.

**42.4 Additional points relating to Level 4 offences**

42.4.1 If a player, while acting as wicketkeeper, commits a Level 4 offence, clause 24.1.2 shall not apply, meaning that only a nominated player may keep wicket, even if another fielder becomes injured or ill and is replaced by a substitute.

42.4.2 A nominated player who has a substitute will also suffer the penalty for any Level 4 offence committed by the substitute. However, only the substitute will be reported under clause 42.2.2.5.



**APPENDICES TO THE KNCB PLAYING CONDITIONS**

- A. Definitions
- B. Equipment
  - 1. The bat
  - 2. The wickets
  - 3. Wicket-keeping gloves
  - 4. Helmets and Neck Protectors
- C. The venue
  - 1. The pitch and the creases
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- D. Decision Review System (DRS)
- E. Calculations
- F. Use of Electronic Communications Equipment
- G. Super Over Procedure
- H. Team sheet
- I. Report by captain of an offence



## APPENDIX A – DEFINITIONS

1. The match
  - 1.1. **The game** is used in these Playing Conditions as a general term meaning the Game of Cricket.
  - 1.2. **A match** is a single One Day game between two teams, played under these Playing Conditions.
  - 1.3. **The toss** is the toss for choice of innings.
  - 1.4. **Before the toss** is at any time before the toss on the day the match is expected to start.
  - 1.5. **Before the match** is at any time before the toss, not restricted to the day of the match.
  - 1.6. **During the match** is at any time after the toss until the conclusion of the match, whether play is in progress or not.
  - 1.7. **Playing time** is any time between the call of Play and the call of Time. See clauses 12.1 (Call of Play) and 12.2 (Call of Time).
  - 1.8. **Conduct of the match** includes any action relevant to the match at any time.
  - 1.9. **Ground Authority** is the entity responsible for the selection and preparation of the pitch and other functions relating to the hosting and management of the match, including any agents acting on their behalf (including but not limited to the curator or other ground staff).
  - 1.10. **Home Board** is the Club (in Dutch 'Vereniging', being a KNCB member) responsible for the home team and the hosting of the match.
  - 1.11. **Visiting Board** is the Club (being a KNCB member) responsible for the visiting team.
  - 1.12. **A Reserve Day** is, where scheduled, an additional day to allow a match being played.
  - 1.13. **A Super Over** is the procedure for determining the winning team in a tied match, as set out in Appendix G.
  - 1.14. **DLS** is the Duckworth/Lewis/Stern method for determining the target score for the team batting second in an interrupted match, details of which are set out on the KNCB website. Not in all competitions and/or divisions DLS is used.
  - 1.15. **The Spirit of Cricket** refers to the values of respect and fair play that underpin the game of cricket, as set out in the Preamble to these Playing Conditions.
  - 1.16. **The KNCB Tuchtreglement** ("*Disciplinary regulations*") is the Dutch equivalent of the ICC Code of Conduct for Players and Player Support Personnel (in the KNCB Tuchtreglement sanctions for Clubs and Teams are also included) as amended from time to time.
  - 1.17. **The KNCB Richtlijn Straffen** ("*Sanctions guideline*") lists the various levels of misconducts by players, player support personnel, clubs and teams and consequent sanctions. The KNCB Richtlijn Straffen is amended from time to time.
2. Implements and equipment
  - 2.1. Implements used in the match are the bat, the ball, the stumps and bails.
  - 2.2. External protective equipment is any visible item of apparel worn for protection against external blows.  
For a batter, items permitted are a protective helmet, external leg guards (batting pads), batting gloves and, if visible, forearm guards.  
For a fielder, only a protective helmet is permitted, except in the case of a wicketkeeper, for whom wicketkeeping pads and gloves are also permitted.
  - 2.3. A protective helmet is headwear made of hard material and designed to protect the head or the face or both, which shall (in line with the Clothing and Equipment Regulations) be certified to BS7928:2013. For the purposes of interpreting these Playing Conditions, such a description will include faceguards, head, neck and/ or face grilles and neck guards.
  - 2.4. Equipment - a batter's equipment is his bat as defined above, together with any external protective equipment he is wearing.  
A fielder's equipment is any external protective equipment that he is wearing.
  - 2.5. The bat - the following are to be considered as part of the bat:
    - the whole of the bat itself.
    - the whole of a glove (or gloves) worn on the hand (or hands) holding the bat.
    - the hand (or hands) holding the bat, if the batter is not wearing a glove on that hand or on those hands.
  - 2.6. Held in batter's hand. Contact between a batter's hand, or glove worn on his hand, and any part of the bat shall constitute the bat being held in that hand.
3. The playing area
  - 3.1. The field of play is the area contained within the boundary.
  - 3.2. The square is a specially prepared area of the field of play within which the match pitch is situated.
  - 3.3. The outfield is that part of the field of play between the square and the boundary.
4. Positioning
  - 4.1. Behind the popping crease at one end of the pitch is that area of the field of play, including any other marking, objects and persons therein, that is on that side of the popping crease that does not include the creases at the opposite end of the pitch. Behind, in relation to any other marking, object or person, follows the same principle. See the diagram in paragraph [13](#).



- 4.2. In front of the popping crease at one end of the pitch is that area of the field of play, including any other marking, objects and persons therein, that is on that side of the popping crease that includes the creases at the opposite end of the pitch. In front of, in relation to any other marking, object or person, follows the same principle. See the diagram in paragraph [13](#).
  - 4.3. The striker's end is the place where the striker stands to receive a delivery from the bowler only insofar as it identifies, independently of where the striker may subsequently move, one end of the pitch.
  - 4.4. The bowler's end is the end from which the bowler delivers the ball. It is the other end of the pitch from the striker's end and identifies that end of the pitch that is not the striker's end as described in paragraph [4.3](#).
  - 4.5. The wicket-keeper's end is the same as the striker's end as described in paragraph [4.3](#).
  - 4.6. In front of the line of the striker's wicket is in the area of the field of play in front of the imaginary line joining the fronts of the stumps at the striker's end; this line to be considered extended in both directions to the boundary. See paragraph [4.2](#).
  - 4.7. Behind the wicket is in the area of the field of play behind the imaginary line joining the backs of the stumps at the appropriate end; this line to be considered extended in both directions to the boundary. See paragraph [4.1](#).
  - 4.8. Behind the wicketkeeper is behind the wicket at the striker's end, as defined above, but in line with both sets of stumps and further from the stumps than the wicket-keeper.
  - 4.9. Off side/on (leg) side – see diagram in paragraph [13](#)
  - 4.10. Inside edge is the edge on the same side as the nearer wicket.
5. Umpires and decision-making
    - 5.1. Umpire – where the description the umpire is used on its own, it always means 'the bowler's end umpire' though this full description is sometimes used for emphasis or clarity. Similarly, the umpires always means both umpires and the third umpire. An umpire and umpires are generalised terms. Otherwise, a fuller description indicates which one of the umpires is specifically intended. Each umpire will be bowler's end umpire and striker's end umpire in alternate overs, unless only one KNKB appointed umpire is present.
    - 5.2. Bowler's end umpire is the umpire who is standing at the bowler's end (see paragraph [4.4](#)) for the current delivery.
    - 5.3. Striker's end umpire is the umpire who is standing at the striker's end (see paragraph [4.3](#)), to one side of the pitch or the other, depending on his choice, for the current delivery.
    - 5.4. On-field umpires shall mean, collectively, the bowler's end umpire and the striker's end umpire.
    - 5.5. Umpires together agree applies to decisions which the umpires are to make jointly, independently of the players.
    - 5.6. A Fair Catch is a catch that has been taken cleanly by the fielder in accordance with clause 33.
    - 5.7. A Bump Ball is where the ball has made contact with the ground shortly after making contact with the striker's bat.
  6. Batters
    - 6.1. Batting side is the side currently batting, whether or not play is in progress.
    - 6.2. Member of the batting side is one of the players nominated by the captain of the batting side, or any authorised replacement for such nominated player.
    - 6.3. The Striker is the batter who receives the ball delivered by the bowler.
    - 6.4. The non-striker is the batter who ground is at the bowler's end when the ball is delivered.
    - 6.5. A batter's ground – at each end of the pitch, the whole area of the field of play behind the popping crease is the ground at that end for a batter.
    - 6.6. Original end is the end where a batter was when the ball came into play for that delivery.
    - 6.7. Wicket he has left is the wicket at the end where a batter was at the start of the run-in progress.
    - 6.8. A batting position is the position and posture adopted by the striker to receive a ball delivered by the bowler.
    - 6.9. For the purposes of these Playing Conditions, waist height is defined as the point at which the top of the batter's trousers would conventionally be when he is standing upright at the popping crease.
  7. Fielders
    - 7.1. Fielding side is the side currently fielding, whether or not play is in progress.
    - 7.2. Member of the fielding side is one of the players nominated by the captain of the fielding side, or any authorised replacement or substitute for such nominated player.
    - 7.3. Fielder is one of the 11 or fewer players who together represent the fielding side on the field of play. This definition includes not only both the bowler and the wicketkeeper but also nominated players who are legitimately on the field of play, together with players legitimately acting as substitutes for absent nominated players. It excludes any nominated player who is absent from the field of play, or who has been absent from the field of play and who has not yet obtained the umpire's permission to return.

A player going briefly outside the boundary in the course of discharging his duties as a fielder is not absent from the field of play nor, for the purposes of clause 24.2 (Fielder absent or leaving the field of play), is he to be regarded as having left the field of play.



### 8. Substitutes

- 8.1. A Substitute is a player who takes the place of a fielder on the field of play but does not replace the player for whom he substitutes on that side's list of nominated players. A substitute's activities are limited to fielding.
- 8.2. If a substitute is not on his side's list of nominated players, he needs to be a member of the same club (Vereniging) as the club (Vereniging) for whom he substitutes.
- 8.3. If the substitute is not nominated prior to the toss, the opposing captain needs to give his consent for the substitute.
- 8.4. It is allowed if the opposing captain gives one of the players of his team as a substitute.

### 9. Bowlers

- 9.1. Over the wicket / round the wicket – If, as the bowler runs up between the wicket and the return crease, the wicket is on the same side as his bowling arm, he is bowling over the wicket. If the return crease is on the same side as his bowling arm, he is bowling round the wicket.
- 9.2. Delivery swing is the motion of the bowler's arm during which he normally releases the ball for a delivery.
- 9.3. Delivery stride is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride. The stride after the delivery stride is completed when the next foot lands, i.e., when the back foot of the delivery stride lands again.
- 9.4. The Illegal Bowling Regulations are the ICC's regulations governing Illegal Bowling Actions.
- 9.5. An Illegal Bowling Action is a bowling action where a bowler's Elbow Extension exceeds 15 degrees, measured from the point at which the bowling arm reaches the horizontal until the point at which the ball is released (any Elbow Hyperextension shall be discounted for the purposes of determining an Illegal Bowling Action).
- 9.6. Elbow Extension means the motion that occurs when a bowler's arm moves from a flexed (bent) position at the elbow, to a more extended (straight) position (full Elbow Extension occurs when the arm is straight).
- 9.7. Elbow Hyperextension is the motion that occurs when a bowler's elbow extends beyond the straight position.
- 9.8. The KNCKB Bowling Action Report Form is the form provided for by Article 3 of the Illegal Bowling Regulations, by which an umpire and/or the KNCKB Match Referee may submit a report relating to a suspected Illegal Bowling Action.

### 10. The ball

- 10.1. The ball is struck/strikes the ball unless specifically defined otherwise, mean 'the ball is struck by the bat'/'strikes the ball with the bat'.
- 10.2. Full-pitch describes a ball delivered by the bowler that reaches or passes the striker without having touched the ground. Sometimes described as non-pitching.

### 11. Runs

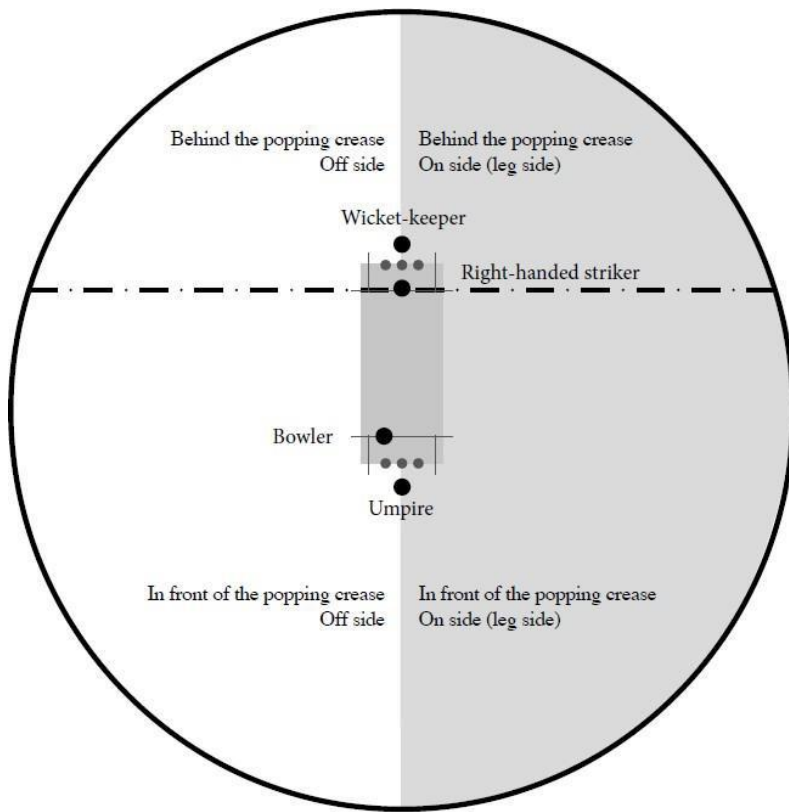
- 11.1. A run to be disallowed is one that in these Playing Conditions should not have been taken. It is not only to be cancelled but the batters are to be returned to their original ends.
- 11.2. A run not to be scored is one that is not illegal but is not recognised as a properly executed run. It is not a run that has been made, so the question of cancellation does not arise. The loss of the run so attempted is not a disallowance and the batters will not be returned to their original ends on that account.

### 12. The person

- 12.1. Person; A player's person is his physical person (flesh and blood) together with any clothing or legitimate external protective equipment that he is wearing except, in the case of a batter, his bat.
  - A hand, whether gloved or not, that is not holding the bat is part of the batter's person.
  - No item of clothing or equipment is part of the player's person unless it is attached to him.
  - For a batter, a glove being held but not worn is part of his person.
  - For a fielder, an item of clothing or equipment he is holding in his hand or hands is not part of his person.
- 12.2. Clothing – anything that a player is wearing, including such items as spectacles or jewellery, that is not classed as external protective equipment is classed as clothing, even though he may be wearing some items of apparel, which are not visible, for protection. A bat being carried by a batter does not come within this definition of clothing.
- 12.3. Hand for batter or wicketkeeper shall include both the hand itself and the whole of a glove worn on the hand.



13. Off side / on side; in front of / behind the popping crease.





## APPENDIX B - EQUIPMENT

### 1. The Bat

#### 1.1. General guidance

- 1.1.1. Measurements - All provisions in paragraphs [1.2](#) to [1.6](#) below are subject to the measurements and restrictions stated in the Playing Conditions and this Appendix.
- 1.1.2. Adhesives – Throughout, adhesives are permitted only where essential and only in minimal quantity.

#### 1.2. Specifications for the Handle

- 1.2.1. One end of the handle is inserted into a recess in the blade as a means of joining the handle and the blade. This lower portion is used purely for joining the blade and the handle together. It is not part of the blade but, solely in interpreting paragraphs [1.3](#) and [1.4](#) below, references to the blade shall be considered to extend also to this lower portion of the handle where relevant.
- 1.2.2. The handle may be glued where necessary and bound with twine along the upper portion. Providing clause 5.5 is not contravened, the upper portion may be covered with materials solely to provide a surface suitable for gripping. Such covering is an addition and is not part of the bat, except in relation to clause 5.6. The bottom of this grip should not extend below the point defined in paragraph [1.2.4](#) below. Twine binding and the covering grip may extend beyond the junction of the upper and lower portions of the handle, to cover part of the shoulders of the bat as defined in paragraph [1.3.1](#). No material may be placed on or inserted into the lower portion of the handle other than as permitted above together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.
- 1.2.3. Materials in handle – As a proportion of the total volume of the handle, materials other than cane, wood or twine are restricted to one-tenth. Such materials must not project more than 3.25 in/8.26 cm into the lower portion of the handle.
- 1.2.4. Binding and covering of handle – The permitted continuation beyond the junction of the upper and lower portions of the handle is restricted to a maximum, measured along the length of the handle, of
  - 2.5 in/6.35 cm in for the twine binding
  - 2.75 in/6.99 cm for the covering grip.

#### 1.3. Specifications for the Blade

- 1.3.1. The blade has a face, a back, a toe, sides, and shoulders.
  - 1.3.1.1. The face of the blade is its main striking surface and shall be flat or have a slight convex curve resulting from traditional pressing techniques. The back is the opposite surface.
  - 1.3.1.2. The shoulders, sides and toe are the remaining surfaces, separating the face and the back.
  - 1.3.1.3. The shoulders, one on each side of the handle, are along that portion of the blade between the first entry point of the handle and the point at which the blade first reaches its full width.
  - 1.3.1.4. The toe is the surface opposite to the shoulders taken as a pair.
  - 1.3.1.5. The sides, one each side of the blade, are along the rest of the blade, between the toe and the shoulders.
- 1.3.2. No material may be placed on or inserted into the blade other than as permitted in paragraph [1.2.4](#), paragraph [1.3.3](#), and clause 5.4 together with the minimal adhesives or adhesive tape used solely for fixing these items, or for fixing the handle to the blade.
- 1.3.3. Covering the blade. Bats shall have no covering on the blade except as permitted in clause 5.4. Any materials referred to above, in clause 5.4 and paragraph [1.4](#) below, are to be considered as part of the bat, which must still pass through the gauge as defined in paragraph [1.6](#).

#### 1.4. Protection and repair

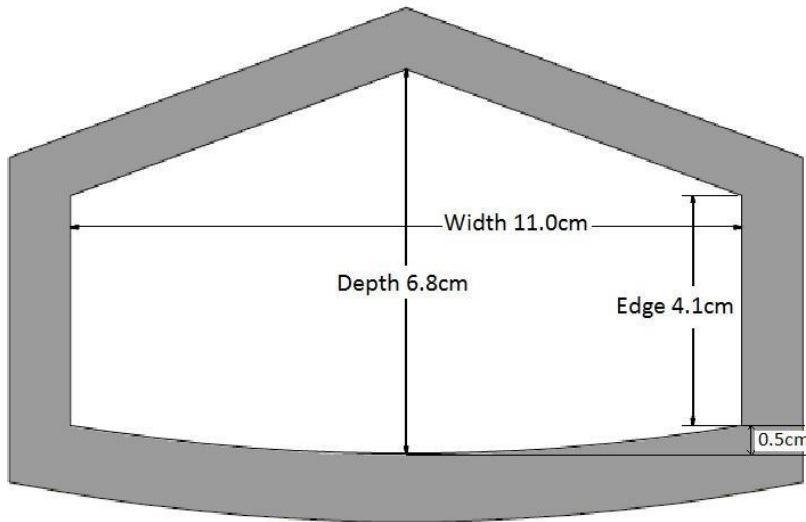
- 1.4.1. The surface of the blade may be treated with non-solid materials to improve resistance to moisture penetration and/or mask natural blemishes in the appearance of the wood. Save for the purpose of giving a homogeneous appearance by masking natural blemishes, such treatment shall not materially alter the colour of the blade.
- 1.4.2. Materials can be used for protection and repair as stated in clause 5.4 and are additional to the blade. Note however clause 5.6. Any such material shall not extend over any part of the back of the blade except in the case of clause 5.4.1 and then only when it is applied as a continuous wrapping covering the damaged area. The repair material shall not extend along the length of the blade more than 0.79 in/2.0 cm in each direction beyond the limits of the damaged area. Where used as a continuous binding, any overlapping shall not breach the maximum of 0.04 in/0.1 cm in total thickness. The use of non-solid material which when dry forms a hard layer more than 0.004 in/0.01 cm in thickness is not permitted.
- 1.4.3. Permitted coverings, repair material and toe guards, not exceeding their specified thicknesses, may be additional to the dimensions above, but the bat must still pass through the gauge as described in paragraph [1.6](#).

1.5. Commercial identifications

Such identifications shall comply with the restrictions set out in the Clothing and Equipment Regulations in relation to the size and position of marks and logos. set out in Article 42 "Reclame" of the KNCB Competitiereglement.

1.6. Bat Gauge

All bats must meet the specifications defined in clause 5.7. They must also, with or without protective coverings permitted in clause 5.4, be able to pass through a bat gauge, the dimensions and shape of which are shown in the following diagram:



Dimensions of aperture

Total depth: 2.68 in/6.8 cm

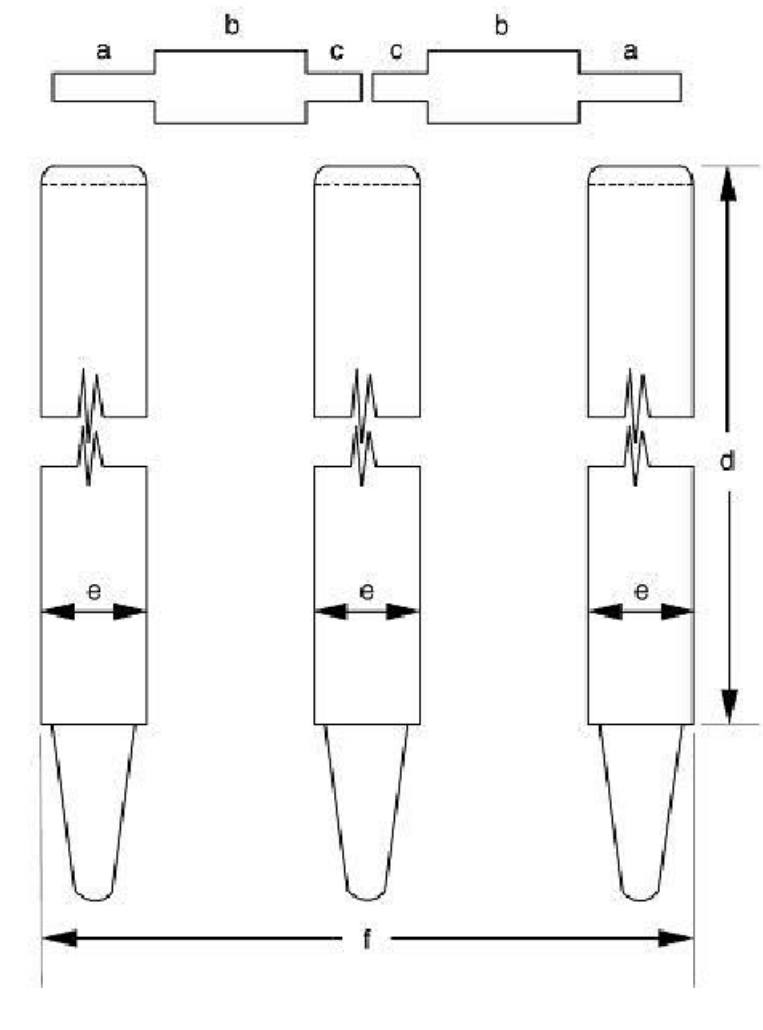
Width: 4.33 in/11.0 cm

Edge: 1.61 in/4.1 cm

Curve: 0.20 in/0.5 cm

Note: The curve of the lower edge of the aperture is an arc of a circle of radius 12.0 in/30.5 cm, whose centre is on the vertical centre line of the aperture.

## 2. The wickets



### 2.1. Bails

Overall 4.31 in / 10.95 cm

a = 1.38 in / 3.50 cm

b = 2.13 in / 5.40 cm

c = 0.81 in / 2.06 cm

### 2.2. Stumps

Height (d) = 28 in / 71.1 cm

Diameter (e) - maximum = 1.5 in / 3.81 cm; minimum = 1.38 in / 3.50 cm

### 2.3. Overall

Width (f) of wicket 9 in / 22.86 cm



3. Wicket-keeping gloves

3.1. The images below illustrate the requirements of clause 27.2 in relation to:

- no webbing between the fingers.
- a single piece of non-stretch material between finger and thumb as a means of support; and
- when a hand wearing the glove has the thumb fully extended, the top edge being taut and not protruding beyond the straight line joining the top of the index finger to the top of the thumb.



3.2. Note also the requirement for wicket-keeping gloves to comply with the Clothing and Equipment Regulations in relation to the size and position of marks and logos.

4. Helmets and Neck Protectors

4.1. Players must wear a helmet in the following circumstances where:

- 4.1.1. batters are facing pace bowlers,
- 4.1.2. wicketkeepers are standing up to the stumps, and
- 4.1.3. fielding close to the batter in front of the wicket

4.2. All helmets must be certified (BS7928:2013) helmets.

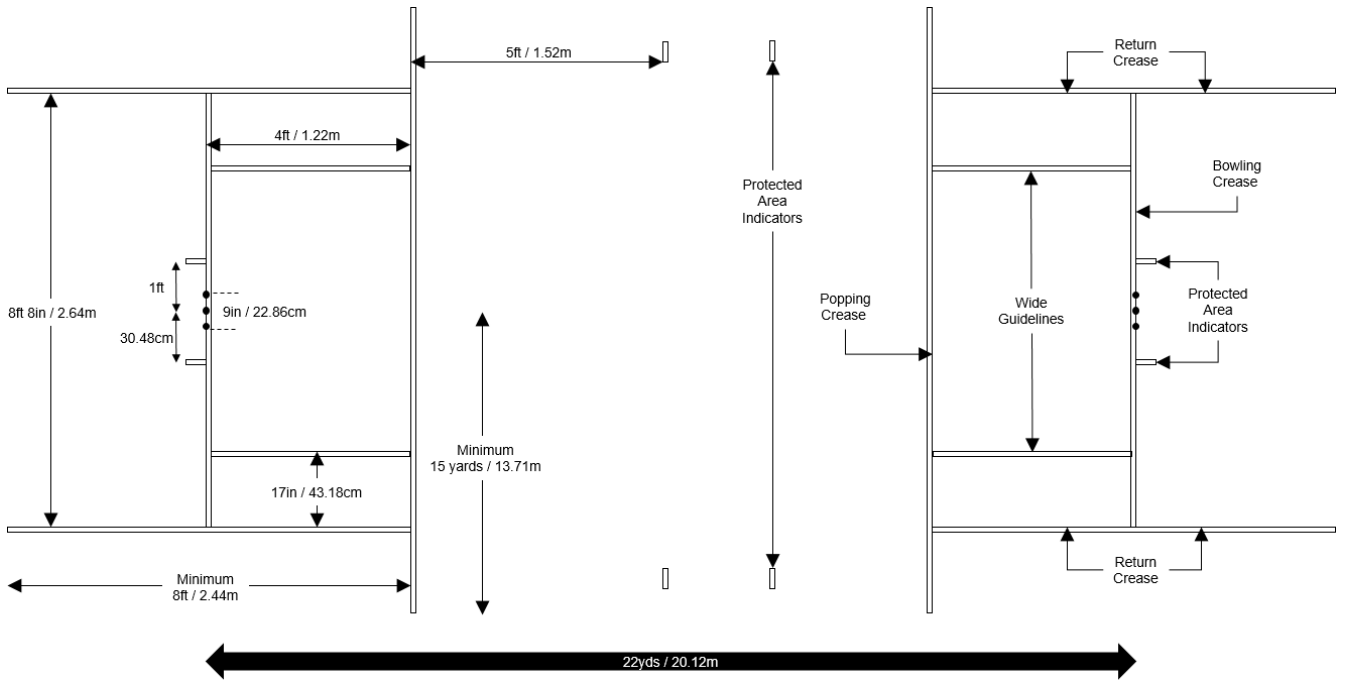
4.3. At other times helmets are optional. However, if a helmet is worn, it also must be a certified (BS7928:2013) helmet.

4.4. The use of a neck protector when batting is optional.

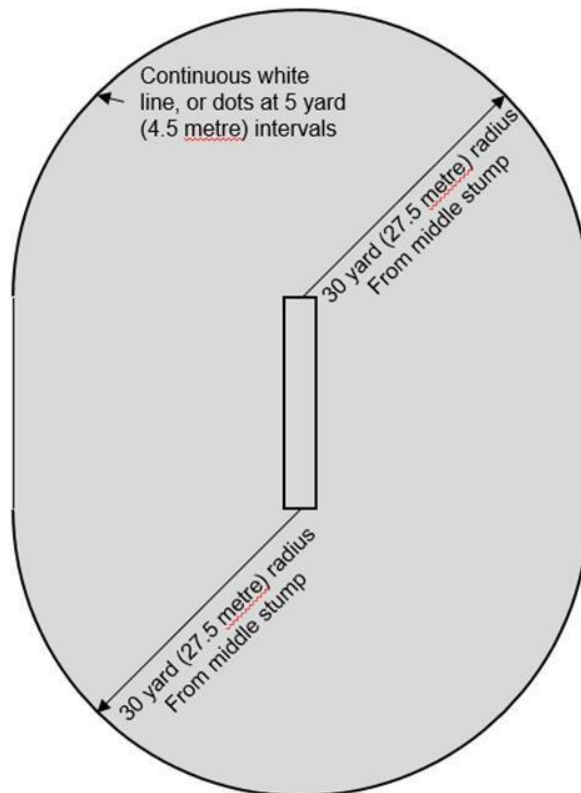


APPENDIX C - THE VENUE

1. The pitch and the creases



2. Restriction on the placement of fielders





3. Advertising on grounds, perimeter boards and sight- screens

3.1. Advertising on grounds

3.1.1. The logos on outfielders are to be positioned as follows:

- a) Behind the stumps – a minimum of 25.15 yards (23 meters) from the stumps.
- b) Midwicket/cover area – no advertising to be positioned within 30 yards (27.50 meters) of the centre of the pitch being used for the match.

3.1.2. Note: Advertising closer to the stumps as set out above which is required to meet 3D requirements for broadcasters may be permitted, subject to prior KNCK approval having been obtained.

3.2. Perimeter boards

3.2.1. Advertising on perimeter boards placed in front of the sightcreens is permitted save that the predominant colour of such advertising shall be of a contrasting colour to that of the ball.

3.2.2. Advertising on perimeter boards behind the stumps at both ends shall not contain moving, flashing or flickering images and operators should ensure that the images are only changed or moved at a time that will not be distracting to the players or the umpires.

3.2.3. The brightness of any electronic images shall be set at a level so that it is not a distraction to the players or umpires.

3.3. Sightcreens

3.3.1. Sightcreens shall be provided at both ends of all grounds.

3.3.2. Advertising shall be permitted on the sightcreen behind the striker, providing it is removed for the subsequent over from that end.

3.3.3. Such advertising shall not contain flashing or flickering images and particular care should be taken by the operators that the advertising is not changed at a time which is distracting to the umpire.

4. Markings on outfield

With the permission of the Ground Authority, a bowler may use paint to make a small marking on the outfield for the purposes of identifying their run-up. Paint used for this purpose shall be any colour other than white.



**APPENDIX D - DECISION REVIEW SYSTEM (DRS)**

Local Dutch rule: not in use.



APPENDIX E - CALCULATIONS

Table 1: Calculation sheet for use when a delay or interruptions occur in the 1st Innings

Time

Net time available at start of match	420 minutes	(A)
Time innings in progress	_____	(B)
Playing time lost	_____	(C)
Extra time available	_____	(D)
Time made up from reduced interval	_____	(E)
Effective playing time lost [C – (D + E)]	_____	(F)
Remaining playing time available (A – F)	_____	(G)
G divided by 4.2 (to 2 decimals places)	_____	(H)
Max. overs per team [H/2] (round up fractions)	_____	(I)
Maximum overs per bowler (I/5)	_____	
Number of Powerplay overs	_____	

Rescheduled Playing Hours

1 <sup>st</sup> innings to commence or recommence	_____	(J)
Length of innings (I x 4.2)	_____	(K)
Rescheduled 1 <sup>st</sup> innings cessation time [J + (K – B)]	_____	(L)
Length of interval	_____	(M)
2 <sup>nd</sup> innings commencement time (L + M)	_____	(N)
Rescheduled 2 <sup>nd</sup> innings cessation time ((N + K)	_____	(O*)

\* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying clause 13.7.2. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.



**Table 2: Calculation sheet to check whether an interruption during the 1st innings should terminate the innings**

Proposed restart time	_____	(P)
Rescheduled cut-off time allowing for full use of extra time provision	_____	(Q)
Minutes between P and Q	_____	(R)
Potential overs to be bowled (R / 4.2, round up fractions)	_____	(S)
Number of completed overs in 1 <sup>st</sup> innings	_____	(T)

If S is greater than T, then revert to Table 1.

If S is less or equal to T, then the 1<sup>st</sup> innings is terminated – go to Table 3.

**Table 3: Calculation sheet for the start of the 2<sup>nd</sup> innings**

Maximum overs to be bowled

If 1 <sup>st</sup> innings was terminated (S from Table 2)	_____	(A)
Scheduled length of innings (A x 4.2, round up fractions)	_____	(B)
Start time	_____	(C)
Scheduled cessation time (C + B)	_____	(D)

Overs per bowler and fielding restrictions

Maximum overs per bowler (A / 5)	_____	overs
Number of Powerplay overs	_____	



**Table 4: Calculation sheet for use when interruption occurs after the start of the 2<sup>nd</sup> innings**

Time

Time at start innings \_\_\_\_\_ (A)

Time at start of interruption \_\_\_\_\_ (B)

Time innings in progress \_\_\_\_\_ (C)

Restart time \_\_\_\_\_ (D)

Length of interruption (D – B) \_\_\_\_\_ (E)

Additional time available:  
(Any unused provision for 'Extra Time' or  
for earlier than scheduled start of 2<sup>nd</sup>  
innings) \_\_\_\_\_ (F)

Total playing time lost (E – F) \_\_\_\_\_ (G)

Overs

Maximum overs at start 2<sup>nd</sup> innings \_\_\_\_\_ (H)

Overs lost [(G / 4.2), rounded down] \_\_\_\_\_ (I)

Adjusted maximum length of innings (H – I) \_\_\_\_\_ (J)

Rescheduled length of innings [(J x 4.2),  
rounded up] \_\_\_\_\_ (K)

Amended cessation time of innings  
[D + (K – C)] \_\_\_\_\_ (L)

Overs per bowler and fielding restrictions

Overs per bowler (J / 5) \_\_\_\_\_ (M)

Number of Powerplay overs \_\_\_\_\_ (N)



**APPENDIX F - USE OF ELECTRONIC COMMUNICATION EQUIPMENT**

The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted.



## APPENDIX G - SUPER OVER PROCEDURE

The following procedure shall apply where the Playing Conditions provide for a Super Over to determine the winner of a tied match. Other than where expressly stated in this Appendix (or by necessary implication), all relevant Playing Conditions for the match shall apply to the Super Over.

1. A Super Over involves each team facing an over of six balls (unless ended earlier as provided for in paragraph 2), and the winner shall be the team scoring the greater number of runs, irrespective of the number of wickets lost.
2. The loss of two wickets shall end the batting team's one over innings.
3. If the Super Over is a tie, subsequent Super Overs shall be played until a winner is determined. Other than in exceptional circumstances (as set out in paragraph 25 below), an unlimited number of Super Overs may be played where necessary to determine a result.
4. Subject to weather conditions, the Super Over shall take place on the scheduled day of the match at a time to be determined by the KNCB Match Referee. In normal circumstances it shall commence 5 minutes after the conclusion of the match.
5. The Super Over shall be played until completion, but if there are any delays or interruptions during the Super Over, extra time (taken from the start of the first Super Over) is allocated to complete the Super Over or any subsequent Super Overs. The amount of extra time allocated to the Super Over is the greater of;
  - a. the gap between the time at which the match ended and the time the original match would have been scheduled to finish had the entire extra time provision been utilized, or
  - b. 20 minutes.
6. Should play be delayed prior to or during the Super Over(s) once the playing time lost exceeds the extra time allocated, the Super Over(s) shall be abandoned (see paragraph 24 below).
7. The Super Over shall take place on the pitch allocated for the match, unless otherwise determined by the umpires in consultation with the Ground Authority and the KNCB Match Referee.
8. Only nominated players in the match may participate in the Super Over.
9. Any penalty time being served in the match shall be carried forward to the Super Over. Interpretation: This includes any bowling warnings which will also be carried i.e. beamer, excessive bouncers per over, running in the protected area etc.
10. The umpires shall stand at the same end at which they finished the match.
11. The team batting second in the match shall bat first in the Super Over.
12. The captain of the fielding team (or his nominee) shall select the ball with which the fielding team shall bowl its over in the Super Over from the box of spare balls provided by the umpires (which shall include the balls used in the match, but no new balls). The team fielding second may then choose to use the same ball as chosen by the team bowling first or choose another ball from the same box. If the ball needs to be changed, the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.
13. The fielding side shall choose the end from which it is to bowl its one over.
14. The Super Over shall be played with the same fielding restrictions as would be applicable for the last over in an uninterrupted match.
15. The interval between the two overs in the Super Over shall be 5 minutes.

### TIED SUPER OVER – REPEATING THE SUPER OVER

16. If the Super Over is tied, then subsequent Super Overs shall be played until there is a winner (subject to paragraph 25).
17. In normal circumstances any subsequent Super Over shall start 5 minutes after the previous Super Over ends.
18. The team batting second in the previous Super Over shall bat first in the subsequent Super Over.
19. The balls selected for use by each team in the previous Super Over shall be used again by the same team in any subsequent Super Over(s).
20. The fielding side shall bowl its over in a subsequent Super Over from the opposite end from which it bowled in the previous Super Over.
21. Any batter dismissed in any previous Super Over shall be ineligible to bat in any subsequent Super Over. Note: Once a batter is dismissed in a Super over, he shall not be entitled to bat again in any further Super overs to determine the winner in that match until all other batter themselves have been dismissed
22. Any bowler who bowled in the previous Super Over shall be ineligible to bowl in the subsequent Super Over. Note: a bowler who bowled the previous Super over shall not be entitled to bowl the next only. (No bowler may bowl two consecutive overs in a match)
23. In all other ways the procedure for a subsequent Super Over shall be the same as for the initial Super Over.



**SUPER OVER UNABLE TO BE COMPLETED**

24. Where the Super Over or subsequent Super Overs are abandoned for any reason prior to completion then the match shall be declared a tie and points allocated as in Clause 16.11.3, 16.11.6 or 16.11.8.
25. In circumstances where there are unavoidable time constraints (for example, a requirement to switch off floodlights at a certain time) which do not allow the completion of multiple Super Overs, the KNVB Match Referee may limit the number of possible Super Overs and shall advise both captains accordingly prior to the start of the first Super Over.

**EXAMPLES - EXTRA TIME AVAILABLE FOR THE SUPER OVER**

Example 1: The match is scheduled to finish at 10.20 pm, with 60 minutes of extra time available to be used. The scheduled cut-off time if all the available extra time is used would be 11.20 pm. The match runs over time and finishes in a tie at 10.35 pm. The Super Over is scheduled to start 5 minutes later at 10.40 pm. The extra time available to complete the Super Over would be 45 minutes (as per paragraph 5(a) above).

The Super Over starts on time but is interrupted at 10.50 pm for 10 minutes (leaving 35 minutes of extra time still available).

Play resumes at 11.00 pm with a tied Super Over occurring.

The second super over is being played but is interrupted at 11.15 pm.

Play does not resume within 35 minutes (being the amount of extra time still available), therefore the Super Over procedure is abandoned, and the match is a tie.

Example 2: The same match is scheduled to finish at 10.20 pm, but with 30 minutes of extra time available to be used. The scheduled cut-off time if all the available extra time is used would be 10.50 pm. The match runs over time and finishes in a tie at 10.35pm. The Super Over is scheduled to start 5 minutes later at 10.40 pm. The extra time available to complete the Super Over would be 20 minutes (as per paragraph 5(b) above).



APPENDIX H - TEAM SHEET

Team sheet

Date	
Competition and Division	
Home team	
Away team	

	Capt/ Wkt	Initials & Surname	Shirt #	KNCB Player ID (= KNCB bondsnummer)	Player points
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
Scorer				<b>TOTAL:</b>	
12	Sub				nvt
13	Sub				nvt
14	Sub				nvt
15	Sub				nvt

(NB Playing in a match as a substitute does not count as having played a match in a higher team)

- This Team sheet is to be handed over to the umpires (one each) or your opposing captain at the toss.
- This Team sheet is also to be handed over to the scorer of the opposing team at the toss.
- KNCB Player ID: this number can be found for each player in ResultsVault.
- Please mark who is captain
- Please mark who is wicketkeeper.
- Please list the name of the scorer too.
- Please put the names of all players into ResultsVault or the scoring app on the evening before match day.

In my role as captain of ..... (club and team #), I declare that all nominated players are eligible to play for my team.

.....(signature) .....(name)



**APPENDIX I - REPORT FORM FOR AN OFFENCE AGAINST KNCB REGULATIONS**

to be used by the captain when no KNCB umpire is officiating in the match and only in the cases as indicated in clause 1.4 of the Playing Conditions

to be sent to KNCB within 2 days after date of offence // items marked \* are mandatory

**IMPORTANT: ONLY to be sent to KNCB by a member of the Board of club of reporting captain**

Name of captain *	
Contact details of captain *	
Mobile number *	
Email address *	
Member of Club *	
Date of offence *	
Competition *	men's / women's One-Day / T20 <i>[strike out or delete what does not apply]</i>
Division and pool, if any *	
Match * <i>(names of both teams)</i>	
Played at ground of * <i>(club name)</i>	
Report of offence committed by *	player or players / team / club / player support personnel / other (**) <i>[strike out or delete what does not apply]</i>  (**) <i>Describe who:</i>
If the report concerns an individual: name and role of that person in the match	
Nature of the offence * <i>[Describe as clearly and factually as possible, including timestamps, locations, and any descriptions of escalation if necessary. Use attachments if needed and provide evidence. Avoid rumours]</i>	
If applicable and known, provide contact details of the person or persons being reported	email:  phone:
List of witnesses / parties involved and contact details	
Any attachments included? *	yes / no
If yes: list	
Date sent to KNCB <b>by member of the Board of club !!</b>	