

LAW 42 FAIR AND UNFAIR PLAY

1. Fair and unfair play - responsibility of captains

The responsibility lies with the captains for ensuring that play is conducted within the spirit and traditions of the game, as described in The Preamble - 'The Spirit of Cricket, as well as within the laws,

2. Fair and unfair play - responsibility of umpires

The umpires shall be the sole judges of fair and unfair play. If either umpire considers an action, not covered by the laws, to be unfair, he shall intervene without appeal and, if the ball is in play, shall call and signal Dead ball and implement the procedure as set out in 18 below. Otherwise the umpires shall not interfere with the progress- of play, except as required to do so by the laws.

3. The match ball - changing its condition

- (a) Any fielder may
 - (i) polish the ball provided that no artificial substance is used and that such polishing wastes no time.
 - (ii) remove mud from the ball under the supervision of the umpire.
 - (iii) dry a wet ball on a towel.
- (b) It is unfair for anyone to run the ball on the ground for any reason, interfere with any of the seams or the surface of the ball, use any implement, or take any other action whatsoever which is likely to alter the condition of the ball, except as permitted in (a) above.
- (c) The umpires shall make frequent and irregular inspections of the ball.
- (d) In the event of any fielder changing the condition of the ball unfairly, as set out in (b) above, the umpires after consultation shall
 - (i) change the ball forthwith. It shall be for the umpires to decide on the replacement ball, which shall, in their opinion, have had wear comparable with that which the previous ball had received immediately prior to the contravention.
 - (ii) inform the batsmen that the ball has been changed.
 - (iii) award 5 penalty runs to the batting side. See 17 below, (iv) inform the captain of the fielding side that the reason for the action was the unfair interference with the ball.
 - (v) inform the captain of the batting side as soon as practicable of what has occurred.
 - (vi) report the occurrence as soon as possible to the Executive of the fielding side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and team concerned.
- (e) If there is any further instance of unfairly changing the condition of the ball in that innings, the umpires after consultation shall
 - (i) repeat the procedure in (d)(i), (ii) and (iii) above.

- (ii) inform the captain of the fielding side of the reason for the action taken and direct him to take off forthwith the bowler who delivered the immediately preceding ball. The bowler thus taken off shall not be allowed to bowl again in that innings.
- (iii) inform the captain of the batting side as soon as practicable of what has occurred.
- (iv) report this further occurrence as soon as possible to the Executive of the fielding side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and team concerned.

4. Deliberate attempt to distract striker

It is unfair for any member of the fielding side deliberately to attempt to distract the striker while he is preparing to receive or receiving a delivery.

- (a) If either umpire considers that any action, by a member of the fielding side is such an attempt, at the first instance he shall
 - (i) immediately call and signal Dead ball.
 - (ii) warn the captain of the fielding side that the action is unfair and indicate that this is a first and final warning.
 - (iii) inform the other umpire and the batsmen of what has occurred. Neither batsman shall be dismissed from that delivery and the ball shall not count as one of the over.
- (b) If there is any further such deliberate attempt in that innings, by any member of the fielding side, the procedures, other than warning, as set out in (a) above shall apply. Additionally, the umpire at the bowler's end shall
 - (i) award 5 penalty runs to the batting side. See 17 below.
 - (ii) 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.
 - (iii) report the occurrence, together with the other umpire, as soon as possible to the Executive of the fielding side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player or players concerned.

5. Deliberate distraction or obstruction of batsman

In addition to 4 above, it is unfair for any member of the fielding side, by word or action, wilfully to attempt to distract or to obstruct either batsman after the striker has received the ball.

- (a) It is for either one of the umpires to decide whether any distraction or obstruction is wilful or not.
- (b) If either umpire considers that a member of the fielding side has wilfully caused or attempted to cause such a distraction or obstruction he shall
 - (i) immediately call and signal Dead ball.
 - (ii) inform the captain of the fielding side and the other umpire of the reason

for the call.

Additionally,

- (iii) neither batsman shall be dismissed from that delivery.
- (iv) 5 penalty runs shall be awarded to the baning side. See 17 below. In this instance, the run in progress shall be scored, whether or not the batsmen had crossed at the instant of the call. See law 18.11 (Runs scored when ball becomes dead).
- (v) the umpire at the bowler's end shall inform the captain of the fielding side of the reason for this action and, as soon as practicable, inform the captain of the baning side.
- (vi) the ball shall not count as one of the over
- (vii) the batsmen at the wicket shall decide which of them is to face the next delivery
- (viii) the umpires shall report the occurrence as soon as possible to the Executive of the fielding side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player or players concerned.

6. Dangerous and unfair bowling

(a) Bowling of fast short pitched balls

- (i) The bowling of fast short pitched balls is dangerous and unfair if the umpire at the bowler's end considers that by their repetition and taking into account their length, height and direction they are likely to inflict physical injury on the striker, irrespective of the protective equipment he may be wearing. The relative skill of the striker shall be taken into consideration.
- (ii) Any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the crease, although not threatening physical injury, shall be included with bowling under (i) both when the umpire is considering whether the bowling of fast short pitched balls has become dangerous and unfair and after he has so decided. The umpire shall call and signal No ball for each such delivery.

(b) Bowling of high full pitched balls.

- (i) Any delivery, other than a slow paced one, which passes or would have passed on the Full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.

7. Dangerous and unfair bowling - action by the umpire

- (a) As soon as the umpire at the bowler's end decides under 6(a) above that the bowling of Fast short pitched balls has become dangerous and unfair, or, except as in 8 below, there is an instance of dangerous and unfair bowling as defined in

6(b) above, he shall call and signal No ball and, when the ball is dead, caution the bowler, inform the other umpire, the captain of the Fielding side and the batsman of what has occurred. This caution shall continue to apply throughout the innings.

- (b) If there is any further instance of dangerous and unfair bowling by the same bowler in the some innings, the umpire at the bowler's end shall repeat the above procedure and indicate to the bowler that this is a Final warning. Both the above caution and Final warning shall continue to apply even though the bowler may later change ends.
- (c) Should there be any further repetition by the some bowler in that innings, the umpire shall
 - (i) call and signal No ball.
 - (ii) direct the captain, when the ball is dead, to take the bowler off forthwith. The over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. The bowler thus taken off shall not be allowed to bowl again in that innings
 - (iii) report the occurrence to the other umpire, the batsmen and, as soon as practicable, the captain of the batting side.
 - (iv) report the occurrence, with the other umpire, as soon as possible to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned.

8. Deliberate bowling of high full pitched balls

If the umpire considers that a high full pitch which is deemed to be dangerous and unfair, as defined in 6(b) above, was deliberately bowled, then the caution and warning prescribed in 7 above shall be dispensed with. The umpire shall

- (a) call and signal No ball.
- (b) direct the captain, when the ball is dead, to take the bowler
- (c) implement the remainder of the procedure as take down in 7(c) above.

9. Time wasting by the fielding side

It is unfair for any member of the fielding side to waste time.

- (a) If the captain of the fielding side wastes time, or allows any member of his side to waste time, or if the progress of an over is unnecessarily slow, at the first instance the umpire shall call and signal Dead ball if necessary and
 - (i) warn the captain, and indicate that this is a first and final warning.
 - (ii) inform the other umpire and the batsmen of what has occurred.
- (b) If there is any further waste of time in that innings, by any member of the fielding side, the umpire shall
 - either (i) if the waste of time is not during the course of an over, award 5 penalty runs to the batting side. See 17 below.
 - or (ii) if the waste of time is during the course of an over, when the ball is dead, direct the captain to take the bowler off forthwith. If

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

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

- (iii) inform the other umpire, the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.
- (iv) report the occurrence, with the other umpire, as soon as possible to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and team concerned.

10. Batsman wasting time

It is unfair for a batsman 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.

- (a) Should either batsman 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 is dead, as appropriate, the umpire shall
 - (i) warn the batsman and indicate that this is a First and final warning. This warning shall continue to apply throughout the innings. The umpire shall so inform each incoming batsman.
 - (ii) inform the other umpire, the other batsman and the captain of the fielding side of what has occurred.
 - (iii) inform the captain of the batting side as soon as practicable.
- (b) if there is any further time wasting by any batsman in that innings, the umpire shall, at the appropriate time while the ball is dead
 - (i) award 5'penalty runs to the fielding side. See 17 below.
 - (ii) inform the other umpire, the other batsman, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
 - (iii) report the occurrence, with the other umpire, as soon as possible to the Executive of the batting side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player or players and, if appropriate, the team concerned.

11. Damaging the pitch area to be protected

- (a) It is incumbent on all players to avoid unnecessary damage to the pitch. It is unfair for any player to cause deliberate damage to the pitch.
- (b) An area of the pitch, to be referred to as 'the protected area', is defined as that area contained within a rectangle bounded at each end by imaginary lines parallel

to the popping creases and 5 ft/1.52m 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/30.48cm from it.

12. Bowler running on the protected area after delivering the ball

- (a) If the bowler, after delivering the ball, runs on the protected area as defined in 11(b) above, the umpire shall at the first instance, and when the ball is dead,
 - (i) caution the bowler. This caution shall continue to apply throughout the innings.
 - (ii) inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- (b) If, in that innings, the some bowler runs on the protected area again after delivering the ball, the umpire shall repeat the above procedure, indicating that this is a final warning.
- (c) If, in that innings, the some bowler runs on the protected area a third time after delivering the ball, when the ball is dead the umpire shall
 - (i) direct the captain of the fielding side to take the bowler off forthwith. If applicable, the over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. The bowler thus taken off shall not be allowed to bowl again in that innings.
 - (ii) inform the other umpire, the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.
 - (iii) report the occurrence, with the other umpire, as soon as possible to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned.

13. Fielder damaging the pitch

- (a) If any fielder causes avoidable damage to the pitch other than as in 12(a) above, at the first instance the umpire shall, when the ball is dead,
 - (i) caution the captain of the fielding side, indicating that this is a first and final warning. This caution shall continue to apply throughout the innings.
 - (ii) inform the other umpire and the batsmen of what has occurred.
- (b) If there is any further avoidable damage to the pitch by any fielder in that innings, the umpire shall, when the ball is dead,
 - (i) award 5 penalty runs to the batting side. See 17 below.
 - (ii) inform the other umpire, the batsmen, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
 - (iii) report the occurrence, with the other umpire, as soon as possible to the Executive of the fielding side and any Governing Body responsible for the match, who shall take such action as. is considered appropriate against the captain and player or players concerned.

14. Batsman damaging the pitch

- (a) If either batsman causes avoidable damage to the pitch, at the first instance the umpire shall, when the ball is dead,
 - (i) caution the batsman. This caution shall continue to apply throughout the innings. The umpire shall so inform each incoming batsman.
 - (ii) inform the other umpire, the other batsman, the captain of the fielding side and, as soon as practicable, the captain of the batting side.
- (b) If there is a second instance of avoidable damage to the pitch by any batsman in that innings
 - (i) the umpire shall repeat the above procedure, indicating that this is a final warning.
 - (ii) additionally he shall disallow all runs to the batting side from that delivery other than the penalty for a No ball or a Wide, if applicable. The batsmen shall return to original ends.
- (c) If there is any further avoidable damage to the pitch by any batsman in that innings, the umpire shall, when the ball is dead,
 - (i) disallow all runs to the batting side from that delivery other than the penalty for a No ball or a Wide, if applicable. The batsmen shall return to their original ends.
 - (ii) additionally award 5 penalty runs to the fielding side. See 17 below.
 - (iii) inform the other umpire, the other batsman, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
 - (iv) report the occurrence, with the other umpire, as soon as possible to the Executive of the batting side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player or players concerned.

15. Bowler attempting to run out non-striker before delivery

The bowler is permitted, before entering his delivery stride, to attempt to run out the non-striker. The ball shall not count in the over.

The umpire shall call and signal Dead ball as soon as possible if the bowler fails in the attempt to run out the non-striker.

16. Batsmen stealing a run

It is unfair for the batsmen to attempt to steal a run during the bowler's run up. Unless the bowler attempts to run out either batsman - see 15 above and Law 24.4 (Bowler throwing towards striker's end before delivery) – the umpire shall.

- (i) call and signal Dead ball as soon as the batsmen cross in any such attempt.
- (ii) return the batsmen to their original ends.
- (iii) award 5 penalty runs to the fielding side. See 17 below.
- (iv) inform the other umpire, the batsmen, the captain of the fielding side and, as soon

as practicable, the captain of the batting side of the reason for the action taken.

- (v) report the occurrence, with the other umpire, as soon as possible to the Executive of the batting side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player or players concerned.

17. Penalty runs

- (a) When penalty runs are awarded to either side, when the ball is dead the umpire shall signal the penalty runs to the scorers as laid down in Law 3.14 (Signals).
- (b) Notwithstanding the provisions of Law 21.6 (Winning hit or extras), penalty runs shall be awarded in each case where the Laws require the award. Note, however, that the restrictions on awarding penalty runs in Laws 26.3 (Leg byes not to be awarded), 34.4(d) (Runs permitted from ball struck lawfully more than once) and Law 41.4 (Penalty runs not to be awarded) will apply.
- (c) When 5 penalty runs are awarded to the batting side, under either Law 2.6 (Player returning without permission) or Law 41 (The Fielder) or under 3, 4, 5, 9 or 13 above, then
 - (i) they shall be scored as penalty extras and shall be in addition to any other penalties.
 - (ii) they shall not be regarded as runs scored from either the immediately preceding delivery or the following delivery, and shall be in addition to any runs from those deliveries.
 - (iii) the batsmen shall not change ends solely by reason of the 5 run penalty.
- (d) When 5 penalty runs are awarded to the fielding side, under Law 18.5(b) (Deliberate short runs), or under 10, 14 or 16 above, 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 extras shall be added to its next innings.

18. Players' conduct

If there is any breach of the Spirit of the Game by a player failing to comply with the instructions of an umpire, or criticising his decisions by word or action, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall immediately report the matter to the other umpire.

The umpires together shall

- (i) inform the player's captain of the occurrence, instructing the latter to take action.
- (ii) warn him of the gravity of the offence, and tell him that it will be reported to higher authority.
- (iii) report the occurrence as soon as possible to the Executive of the player's team and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player or players, and, if appropriate, the team concerned.