

SUMMARY OF NEW LAW CHANGES

Laws re-ordered, gender neutral. Preamble re-written.

Handled the Ball now part of Obstructed the Field.

Lost ball gone.

Law 1 – The Players

Anyone can hand in a team sheet (nominate the players); only a nominated player can toss.

Locally, seven players make a match.

Law 2 – The Umpires

If one Umpire thinks it is dangerous or unreasonable, you are off.

Unreasonable = “not sensible to proceed”.

Signals in the order they occurred.

3 new signals – Unfair Play, Level 3, Level 4.

Short run signal repeated by bowlers end umpire.

Law 3 – Scorers

No changes.

Law 4 – The Ball

New ball after 80 overs globally.

Law 5 – The Bat

Tighter definition of what makes up a bat.

New measurements regarding depth and size of edges.

Law 6 – The Pitch

If adjacent to an artificial, the pitch only extends to the edge of the artificial.

Law 7 – The creases

No changes.

Law 8 – The Wickets

String on the bails allowed.

Junior pitches not defined.

Law 9 – The Playing Area

Insufficient time for rolling after a late declaration removed.

Law 10 – Covering the Pitch

Can now cover the whole pitch plus 4 feet each end.

Law 11 – Intervals

Can't change the length of a tea interval after the toss, unless ...

If a captain declares late during an interval, play starts ten minutes later.

Changes of times for lunch and tea must be agreed between umpires and captains.

If innings ends within 10 minutes of close of play, that's it.

If innings ends within 30 minutes of tea, take tea.

If innings ends within 39-31 minutes of tea, go back out.

If it rains or you are off within 30 minutes of tea, move tea.

If nine wickets are down within 3 minutes of lunch or tea, carry on for 30 minutes.

else if a wicket falls within 3 minutes of lunch or tea, go off.

Law 12 – Start of Play

Last hour called at correct time. Match ends when time reached or 20 more overs bowled or min overs in the day are bowled, whichever is the later.

Never move the last hour. Signal means "min 20 more", not "last hour".

Law 13 – The Innings

No changes.

Law 14 – The follow on

Can't change your mind.

Law 15 – Declarations

Can't change your mind.

Law 16 – The Result

If a captain refuses to remove a player or refuses to comply with ECB guidelines, warn him, then award the match.

Law 17 – The Over

Fielding penalties are not one in the over.

New guidance – agree with colleague how many left after every wide or no ball.

Law 18 – Scoring Runs

Deliberate shirt runs – disallow all runs including helmet on the ground, plus P5.

Law 19 – Boundaries

A player touching the ball must have taken off inside the boundary, else boundary scored.

Spectators or animals on the field = as you see it, “was a boundary likely to be scored ?”

Law 20 – Dead Ball

Not dead when lodged in a fielder or keepers helmet.

Either umpire calls Dead Ball when he considers the ball lost or temporarily irretrievable.

No-Ball or Wide plus runs scored plus run in progress if crossed count.

Law 21 – No Ball

Underarm treated like a chuck.

Chuck – first & final then off.

One bounce only before popping crease.

No ball if pitches off the side of the pitch or hits a close fielder.

Runs, byes and leg byes scored separately to no-balls.

Law 22 – Wide Ball

All runs made still scored as wides.

Law 23 – Byes and Leg Byes

Runs, byes and leg byes scored separately to no-balls.

No helmet on the ground for Illegal leg byes.

Law 24 – Fielder’s Absences & Substitutes

Sub can now keep with umpire’s consent.

Penalty time off must be repaid before bowling or batting, cumulative.

Max 90 minutes

Can bat if five down

Rain break, must tell you he's fit again

No penalty time if external blow.

Law 25 – Batsman's Innings & Runners

Only have a runner if injury impairs ability to run.

If runner leaves popping crease early, = illegal leg byes.

Law 26 – Practice on the Pitch

Now OK on the edge of the square with permission.

Can give first & final warning & then P5 to either side.

Law 27 – The Wicket-Keeper

Law 28 – The Fielder

Law 29 – The Wicket is Down

No changes.

Law 30 – Batsman out of His Ground

Bat coming up now OK with "forward momentum", ie running or diving.

Any part in now is in.

Law 31 – Appeals

Time limit for withdrawal or reversal is now start of next delivery or umpires leaving the field at end of innings.

Law 32 – Bowled

Law 35 – Hit Wicket

Law 40 – Timed Out

No changes.

Law 33 – Caught

Lodged in helmets now out.

Players must take off from within the boundary.

Law 34 – Hit the Ball Twice

No runs can be scored apart from no ball, wide ball, fielding penalties apart from helmet on the ground.

Law 36 – LBW

Bat & Pad together is not out.

Batsman's stance decided when ball comes into play, NOT at point of delivery.

Law 37 – Obstructing the Field

Now includes handled the ball.

Law 38 – Run out

Now allowed off a fielder's or keeper's helmet.

Law 39 – Stumped

Now allowed off a keeper's helmet.

Law 41 – Fair and Unfair Play

Opposing side have option of not changing a damaged ball.

Deliberate attempt to distract striker (eg keeper talking to him during run-up) is now instant P5.

Deliberate attempt to deceive striker (eg "good arm" or fake throws) is now instant P5.

Bouncers & beamers now split.

Bouncers & Beamers now (no ball) first & final warning then off.

All beamers over waist height regardless of pace are warned. Local regs.

Can't ping an tail ender even once.

Deliberate front foot no ball = deliberate beamer.

No batsman guard within or endangering danger area.

Can now Mankad up to release point of delivery.

Unfair play = first & final warning then P5.

Law 42 – Player Conduct

Level 1, 2, 3, 4.

Umpires must call dead ball, confer, and agree the level.

Call time when dealing with them.

Get batting captain back onto pitch.

Level 1 = dissent, language

First & final warning to captain, then P5 & report.

Level 2 = serious dissent, inappropriate contact, throwing a ball at or near.

P5 & report.

Level 3 = Intimidate an umpire or threat of violence.

Off for 1/5 of the overs or 10 overs.

Level 4 = threat of violence to umpire or actual violence, on or off pitch.

Need not be against a person.

Off for match.

Suggest treat 3 & 4 as Level 2, but say in report.

Local league regs will ban Levels 3 & 4.